

Scenario Supplement

By Pokebrat_J

War. War never changes.

The famous slogan from a famous franchise. One that has captured the hearts and minds of countless thousands. And none have done so better than New Vegas. It's certainly a popular place, the city of lights and chance, especially amongst the wild and dangerous Wasteland.

Within Jumpchain, you take on all sorts of roles, and undoubtedly you'll take on the role of a Courier, but if you've ever thought that the rewards were somewhat… lacking, for such a grand and important tale, well, that's where this comes in.

By attaching this Supplement to a Fallout Jumpchain with the correct requirements, then you'll be taking on the role of Courier Six, and living out the grand adventure that all started with a sixteen carat run of bad luck.

Better start walking, Courier. The road is long, but the end will be worth it.

Items you already own can be imported into reward items in order to gain their effects.

Trip to Vegas:

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

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

General Rewards:

The role of **Courier Six** is not an easy one, as I'm sure you've come to realize, but it certainly does have its benefits. In this instance, it seems to have a strange effect on your traveling speed, cutting it down by half. No one is sure how this works, as it even affects any companions or followers that stick by you on those long roads, but no one is complaining. Additionally, you seem to have adapted well to the harsh desert, such that you're now immune to all those environmental hazards you might run into. Weather isn't a problem, you'll feel just fine in any temperature, slightly toxic air won't slow you down, and even low background radiation can't stick with you.

Depending on who you sided with in the Second Battle of Hoover Dam, the rest of your rewards will vary drastically.



For siding with the NCR, you get the following rewards:

So, you have decided to side with the **Two-Headed Bear** huh? Well, I certainly can't blame you, what with how much of a perfect fit you've become for the faction. What do I mean by that? Well, it won't be in the way you're thinking of, but the nature of the NCR has rubbed off on you in a very literal way. While you may not be a fully trained ranger, you'd certainly make for a great politician. You know how to sway crowds with effective speeches, and what shady back deals are needed for you to pull ahead in the game. It also doesn't help that you've found yourself more charismatic than before. The bear has two heads, all the more to shout with.

Sure, the NCR giving you a **Golden Medal** after all the work you did to help them win the war with the legion may seem less than worth it, but I assure you it's not. This medal, the Golden Branch, is the highest civilian decoration given by the Republic, and has a few benefits. While having this on your person, you will find your skills with explosives greatly increases, as well as finding that your endurance has been improved. A reference to the NCR's explosive growth and enduring spirit, or being able to stand back up when failure blows up in their faces, who can say? At least it looks pretty.

While helping the NCR win its war, **Camp McCarron** was certainly a popular stop, what with it being their main HQ in the area. Well, prepare to get even more familiar with it, as it has now become a Warehouse attachment, all of it in pristine condition. Additionally, you'll find that two hundred NCR soldiers have volunteered to join you as followers, all of them from various ranks and companies. You might even see a few faces among the crowd.



For siding with the Legion, you get the following rewards:

So, you have thrown your lot in with the **Bull of War**. A tragic thing, but not unjustified. There is a purity in their work, to create one singular culture in order to keep humanity from fracturing into petty tribes with the same problems that ended the world in the beginning. Well, the idea was pure, the actions not so much. But you are skilled in what makes the legion a dangerous foe, their conquering ways and intimidation. By exerting your power over a group of people, by crushing them beneath your heel, they will submit whole heartedly to you and your cause, becoming loyal soldiers and slaves within the month. You also find yourself having more endurance than before, making certain you win any war of attrition.

Upon Caesar taking his throne within New Vegas, he will fashion a **Brass Laurel** for you, in order to further reward you for your loyalty and aid. While wearing this brass headpiece, you will find your skill with melee weapons greatly increases, as well as your strength greatly improving. Perhaps you could be a stand-in for Lanius, who wears a set of armor so heavy most men would require some technological support in order for it to be effective.

With his taking of New Vegas as the capital of his empire, Caesar has gifted you **The Fort** to use as you see fit. Its sturdy walls and great positioning keep it defendable, as well as the howitzers keeping most enemies from getting too close. There's also a bunker within the Fort, but it seems completely empty. In addition, you have command over two hundred Legion soldiers to call your own, loyal followers to the one who won them the west.



For siding with Mr House, you get the following rewards:

There is one rule that all of New Vegas follows almost religiously, it's that the **House Always Wins**. There was never any doubt that the ruler of Vegas would win the ultimate battle for it, even if he needed your help. Some of Mr House must have affected you, or he trained you to be an appropriate right-hand, and you're now one of the most educated engineers and mechanics in the wasteland, able to build wonders of science from just scraps. In addition, you've found yourself more intelligent than before, all the better to make use of your resources.

If you're going to work as the right-hand to Mr House, then you need to look the part. Digging around in his old things, Mr House will give you his old **Philanthropist Suit**. Still as pristine as when he commissioned it from Italy, this three piece suit is perfect for a business man. While wearing it, you will find your skill at bartering greatly improved, as well as noticing a significant boost to your charisma.

The seat of his power, Mr House watches all of New Vegas from his fortress, the **Lucky 38**. But it seems like you have received a pristine copy of this casino as a Warehouse attachment. It might not look like it, but this is an impressive fortress, boasting high quality anti-aircraft defense lasers at the top, while the basement is filled with two hundred upgraded Securitrons, all loyal to only you and manageable through your Pip-Boy. Let the Wasteland understand the superiority of the Old World. There does seem to be a hidden section of the building missing, though.



For choosing the Independent path, you get the following rewards:

Who honestly expected this outcome? Well, winning New Vegas for such a **Wildcard** like yourself was a surprise to be sure, though maybe not an unwelcome one. If the chaos following your immediate occupation of Vegas's throne is any indication, you are a true force of chaos, making you extremely difficult to predict. Hell, even psykers who can see the future can't get a read on your future. If that wasn't enough, you've seem to become luckier than before, which is amazing considering you survived two bullets to the head.

While rooting around the now deceased Mr House's things, you found yourself a fashionable little **Blackjack Necklace**, a silver medallion with a spade and 21 on it. No idea why he had it, but it's yours now, and boy are you glad for it. While wearing this piece of jewelry, your skill with guns will greatly improve. As if that wasn't enough, it seems to increase your luck as well.

Your new home, the **Lucky 38**, is now yours to bring wherever you go afterwards, as this pristine casino is a Warehouse attachment. It's practically a fortress, with impossibly sturdy walls and resistant to radiation, while the basement is filled with two hundred upgraded Securitrons, all managed by the Yes Man AI. Perfect place to look at your new domain. In addition to your new home and followers, the life-extension pod in the penthouse is currently unoccupied…



Faction Scenarios:

The following scenarios relate to the various factions you will run into during your time here.

Follow Your Heart:

There are very few groups as kind and generous as the Followers of the Apocalypse, a faction of doctors, teachers, and scientists. They may not be the very best, but what they do is more than enough, which makes their current state all the more saddening. Supplies stretched too thin, too few hands to help, and not enough support. You're a generous sort, are you not? If so, why not lend a hand towards these kind men and women, who only want to make the world a slightly better place.

Rewards:

You've proven yourself to be a blessing to the Followers, and have proven that you've got your own pair of **Healing Hands** as a result. Any healing you do, be it to yourself or to another, is three times more effective than before. A great way to cut down on the stimpacks. Additionally, while you're performing surgery, none of your patients will die during said surgery unless you intentionally do so. No one will pass on your operating table.

You've also been gifted your own **Upgraded Auto-Doc**, an Old World medical machine primarily found on the West Coast. It can perform most surgeries without oversight, though there is a way for you to take over in case there's any complications, it can install multiple cybernetic implants, and even do facial reconstruction. How handy!

You've helped out a lot around the old **Mormon Fort**, and your dedication has been delayed, as it will now follow you into future worlds as a Warehouse attachment, as well as the home base of the fifty Followers of the Apocalypse that have signed up to be your brand new followers. I'm sure you can find the use in having a group of doctors, teachers, and scientists following you around.



Jailhouse Rock:

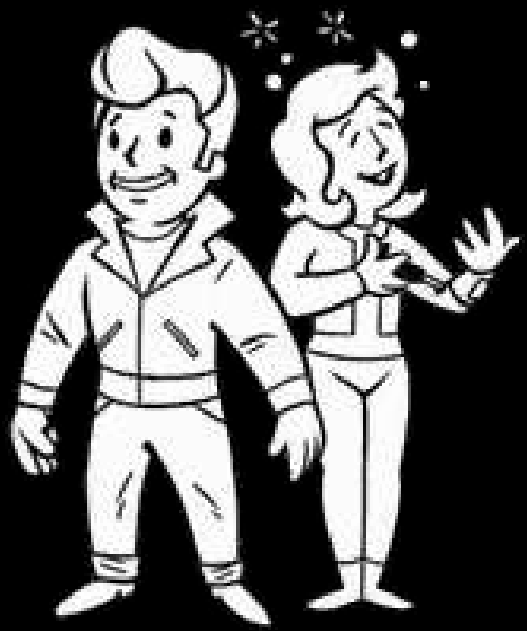
Ah, Freeside, the gateway to New Vegas and a small town into itself, filled with all sorts of undesirables and those down on their luck. But one group stands with the people of Freeside, those who mimic an ancient God of Rock and Roll, the Kings. This greaser gang of free spirited men have been a dominant force within Freeside for years, managing the area with a good looking hand. And yet they aren't free of their own share of problems, and could probably use the help. If you've got the time, head on up to the King himself, and ask how you might make yourself useful.

Rewards:

As dumpy and run down as Freeside is, you can't help but feel the King's **Burning Love** for the place, and that has affected you. You are one suave and sexy beast, attracting the eyes of men and women alike. This not only has diplomatic perks, but is also quite useful in combat, allowing you to deal an extra 10% to anyone that finds you attractive. This won't affect things like robots or the assexual, but against most people it's quite effective.

When all is said and done, the King will give you something from his personal wardrobe, an outfit he hasn't worn in a while. The **King of Rock** is a fabulous outfit fit for a, well, king. While you wear this, you'll find that your words carry more weight than before, making it easier to persuade or sing. Additionally, your agility will be increased, letting you pull off all kinds of sweet moves much easier than before.

You've gotten a pretty good look at the King's turf, gotten to know its people, so why wouldn't you be able to take **Freeside** with you? It's got a few shops that get new stock weekly, but the real catch is that you've got a group of fifty Kings that want to be your followers.



Luck Be A Lady:

The oasis in the Wasteland, the shining jewel of the Mojave, the city where fortunes are made and lost. New Vegas. Even after the bombs fell, it still holds a unique air that few places could match. Though Mr House is the main reason for its success, you can't deny that the various establishments on the Strip aren't a contributing factor. And yet, even amongst this shining monument to Old World glory, or perhaps because of it, New Vegas has quite a few problems brewing just beneath the surface. The Tops is in need of some new talent, the Ultra-Luxe might be slipping back into the old ways, the Gammorah has the beginnings of a violent takeover, Vault 21 is running out of a certain merchandise, and an artist has found his well of inspiration dried up. If you can resolve all of these problems, you'll have received your reward.

Rewards:

If there's one thing the casinos love, it's when their wallets go all **Ring a Ding Ding**. You've also come to love the sound of money being made, and have put in the effort to improve that. Any businesses under you, be they stores or caravans or casinos or even full on monopolies, they will find an increase to their income. This is helped by the fact that your places of business are just more enjoyable for your patrons. It could be the general cleanliness, the fun atmosphere, or maybe something else entirely. All you know is that pretty soon, you'll be rolling in the caps.

For helping deal with all of their problems, one of the casino heads will give you a unique pair of sunglasses, the **Lucky Shades**. Sure, they may look absolutely great on you, and never fall off your face unless you want them to, but is there any real benefit? Yes there is, because wearing them will improve both your perception and luck, as well as allowing you to see in the dark. Now you can sing a certain song completely unironically.

You've put in the blood, sweat, and elbow grease needed to fix the problems of **The Strip**, so why wouldn't you be able to take it with you? This will become a Warehouse attachment when not imported into a setting, and will passively generate income. You've also got fifty new guards from the various casinos who have agreed to follow you. You do seem to be missing a certain towering casino, though…



Oh My Papa:

One of the first raider tribes to grace the Wastes, the Great Khans have prospered and multiplied since first emerging from Vault 15. But unfortunately, time has not been as kind to them lately, having been pushed around by larger factions and suffering tragedies like what happened at Bitter Springs. Though they have endured many hardships, they are looking for the day when they can once again prosper, and once again be a real force in the Mojave. You have an opportunity to help them out of quite a few problems, and by becoming a reliable figure to them, you will be able to complete this scenario.

Rewards:

The Great Khans have been through quite a lot, but they're still seen as some of the toughest motherfuckers around, and pissing them off only incites the **Khan's Rage**, something you share with them. During battle, you can temporarily increase your damage resistance to where you're effectively immune to low caliber bullets, as well as being able to double all damage you dish out. This is especially pronounced with melee or unarmed weapons, which instead see a times three damage multiplier. This will, of course, wear off outside of combat.

An ancient relic to the Khans, Papa Khan himself will grant you the **Death's Touch** as a symbol of eternal friendship between you and the tribe. A unique Deathclaw gauntlet, it ignores even the toughest, thickest power armor, biting deeply into the flesh inside. Additionally, it seems to paralyze anything the claws hit for a few seconds, so long as it touches flesh. The only downside is that you need to get close to use this weapon, but just like the Deathclaw itself, once you're close enough, it's already over.

The Great Khans know when to repay their debts, and as such allow you to take **Red Rock Canyon** with you as a Warehouse attachment, able to be imported or combined as you see fit. Additionally, fifty Great Khans have decided that you're someone worth following, and have pledged themselves to you as their new Khan.



Remnants of Departed Days:

The Enclave, once a powerful military power, capable of taking over the entirety of the Wasteland in an attempt to reclaim the glory of a country long dead, killed by its own hubris and greed. After the Enclave on the West Coast was devastated by the tribal known as the Chosen One, they splintered and went their separate ways, often being hunted down by the NCR for the crime of having been part of the Enclave. And yet, some of them are still around, and are just as dangerous as before. Well, the Second Battle of Hoover Dam is on its way, and what better way to improve your chances than to call in the final embers of Old America? But you will find that it might not be as simple as expected, and you might need the help of a certain doctor to get things started.

Rewards:

Old men and women will look back on what they've done with their lives and wonder if it was all worth it, if they are proud of what they did in **Ages Past**. You'd say so, and that belief has granted you a few benefits. No matter how gray your hair gets or how many wrinkles you've got on your face, you will always be as capable and powerful in your old age as you were in your prime, and nothing can change that. If anything, the wisdom you've gained after so long has just made you even more deadly.

For bringing them together one last time, for giving them a cause to fight for, the Remnants will allow you to have your own set of **Enclave Tesla Armor**. This unique set of X-01 Power Armor has been upgraded by some of the best tech the Enclave had to offer, rendering you immune to radiation as well as improving all damage you deal with energy weapons while wearing it.

In addition to all of those rewards, you will be allowed to have the **Enclave Bunker** follow you into future worlds as a Warehouse attachment. It's filled with all kinds of high-tech energy weapons as well as a vertibird or two. In addition to this armory, the five Remnants themselves have agreed to become your followers, all of them returned to their prime in order to better be of use to you. God bless America, Courier.



Still in the Dark:

One of the oldest factions found within the Mojave, and certainly one of the most technologically advanced. Sadly, their isolationist ways have severely hampered them, and have been reduced to hiding in their secure bunker within Hidden Valley after their catastrophic failure at Helios One, which led to the previous Elder leaving them entirely. Your job here is to not only make them undo the current lockdown they have in place, but also to join their ranks. Very few outsiders have managed to do this, but I'm sure you'll find a way. The hardest part will be finding a way to make contact first…

Rewards:

For as xenophobic and surly as the Brotherhood may be at times, there is a real sense of brotherhood and family between all members, and for having proven that you too have a **Soul of Steel**, you have been accepted into their ranks. In addition to simply improving your endurance, you will find that any cybernetic implants you decide to use are much more effective then they were before, nearly doubling their effects with no negative repercussions. Your body will also accept any cybernetics you take on, so there shouldn't be any problems with you shoving a high-tech metal plate in your skull.

For everything you've done, the Elder himself will grant you a unique plasma caster that is affectionately named **Maxson's Fury**. It hits harder, fires faster, weighs less than it should, turns enemies into goo much more often, and it will never run out of ammo. An elegant weapon for an uncivilized age.

And finally, you get to receive **Hidden Valley** as your own base, one that will become a Warehouse attachment if you don't feel the need to import it. As the main base of the Brotherhood in the area, it has all of the amenities you'd expect, from an armory full of energy weapons to a research facility. Additionally, fifty brotherhood members, mostly knights and paladins but also a few scribes, have decided to become your followers. Show the Wasteland that the Brotherhood of Steel is still a force to be reckoned with.



Victim of Changes:

There once was a time when the mutants of the West Coast were a force to be reckoned with, one that threatened the entirety of the Wasteland, but such days are long gone. They have been shattered, broken against the uncaring cruelty of the Wastes, and suffer for it. But you, you have the chance to help them, to make it slightly easier for these changed people. A group of Nightkin have invaded the REPCONN test sight in search of more stealth boys, with the ghouls already existing there wanting them to stop being a problem. Convince them to leave peacefully, and you'll complete one requirement. The second requirement can be completed on Black Mountain. Work with one Neil to stop the reign of Tabitha in a peaceful manner, and you'll have fulfilled the second. Finally, travel to the town of Jacobstown, and help a certain doctor with his trying to find a cure to the Nightkin's schizophrenia caused by stealth boys. It might not end in success for him, but it will for you. You might even be needed to run off a few mercenaries, if you're feeling nice. Please keep mutant killing to a minimum, there's few enough of them as is.

Rewards:

After all they've been through since the fall of the Master, the Super Mutants are probably happy to see a **Friendly Face** in the Wastes. In fact, your reputation may supersede you, as all kinds of people, the changed, mutated, disenfranchised and undesirables of the world will view you in a positive light, and are more than happy to lend their assistance to you.

Oh man, I don't know where this was hiding, but having an **Experimental MIRV** in the Mojave can't be anything other than a blessing. Well, for you, anyway. What's so good about this unique Fat Man, you ask? Glad you asked, because for each single shot you fire, it unleashed eight mini nukes at once! Add in the fact that it never runs out of ammo, and you've got a deadly weapon that few could match. Just be careful about standing in the blast zone.

High up on Mount Charleston, a refurbished ski resort has been turned into a place known as **Jacobstown**, a safe haven for Super Mutants in the Mojave. You get to bring this town with you as a Warehouse attachment. Along with this little mountain town, you'll be receiving fifty Super Mutant and Nightkin followers, all willing to follow you as their new Master.



Volare!:

When you give a bunch of people a literal shit ton of weapons and explosive ordinance, you would expect them to use them. And that is very much true in the case of the Boomers, a xenophobic tribe originating from Vault 34 who love them some explosions, hense the name. Your job here is to become liked and trusted by this group, and help them complete their ultimate dream of taking off into the air in order to rain explosive ordinance onto ignorant savages from the safety of the sky. No one ever said that they were a complex people, but at least they're consistent. Honestly, the hardest part might just be making it to the front door.

Rewards:

If there's one thing the Boomers love, it's explosives, and getting to know them has allowed you to become something of an **Explosives Expert** yourself. When you decide to use any explosives, be it mini nukes or plasma grenades, you will find that they hit with twice as much force as before, while their blast radius has been doubled. Hey, at least now you'll be able to waste less, and the blast is much more enjoyable to watch.

Their dream has come true, with the rising of **The Lady in the Water**, an ancient B-29 aircraft from before the war. You now have your very own, one in pristine condition and boasting endless bombs to drop and no need for fuel, allowing you to stay in the air untill either you choose to, or something manages to shoot you out of the sky. I don't expect that second thing to happen any time soon, because this superfortress is extremely durable and resilient to damage.

You were but an outsider, a simple savage, and yet you were able to bring the Boomers' greatest dream into reality. For that, **Nellis Air Force Base** is now yours, a Warehouse attachment for you to do with as you see fit. Additionally, you have found that fifty Boomers have chosen to become your followers. It's probably from gratitude, but also the desire to fly the plane you just received. Could be both.



DLC Scenarios:

The following scenarios relate to a few places outside the Mojave.

Dead Money:

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

Rewards:

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

One of the greatest things about the Sierra Madre is its security system, which utilizes special **Hologram Projectors** that create projections that cannot be harmed by nearly any weaponry. You now have ten of these projectors, all of which never run out of energy, and can project up to five guards each that will follow your orders, though cannot move far from their projectors.

As hard as it might be to let go, everything needs a chance to begin again, and there are few things that need a second chance more than the **Sierra Madre Casino & Resort** itself. The entire resort has been returned to its pre-War state, and recognizes you as its owner. There's also a special penthouse just for you, possessing the height of Old World luxury. Even the vault acknowledges you as its owner, and won't trap you inside with all of the gold it possesses.



Honest Hearts:

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

Rewards:

The tribes of Zion all have one thing that separates themselves from most groups in the Wasteland, that **Honest Heart** that each of them wears out in the open. You seem to share that with them, an earnest demeanor and friendly mannerisms that allows people to trust you faster than before, and open up about their problems a lot quicker. Everyone's got problems, but sometimes all it takes is a friend willing to help.

After all is said and done, Joshua Graham will give you his own personal .45 pistol, **A Light Shining in Darkness**. Though it may look small, it packs more of a punch than most rifles, lands critical hits much more often, and never runs out of ammo. You've got three magazines to choose from, regular, hollow point, or armor piercing. Just load them in, and start shooting. It also functions nicely as a melee weapon, if that's more your style.

You walked the trails in the valley, and learned its history, now it is yours to keep, **Zion National Park** becoming a Warehouse attachment. It's a virtually untouched land, with clean water and abundant food growing that the local tribes use for food. Speaking of tribes, it looks as though the entirety of the Dead Horses and Sorrows tribes will join you on your travels as followers, each numbering around one hundred.



Old World Blues:

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

Rewards:

You've conquered the challenges set before you in the crater, and marveled at the wonderful technology on exhibit there, and have taken for yourself the title of **Scientist Supreme**. With such a lofty, self-proclaimed title, there are some benefits, such as doubling your learning speed. All though, if it's connected to a branch of science, your learning speed will instead be multiplied by five. In addition, you will retain all of the benefits from your cybernetic brain, heart, and spine, even if you replace them with your original fleshy bits.

By utilizing the technology found in Big MT, you were able to upgrade the **Three Technologies** you had to collect, improving their existing capabilities and adding new ones. The X-Antenna has had its durability increased, as well as vibrating at a frequency that allows it to punch through armor like it wasn't there. The Sonic Emitter can switch through any of the five audio files at any moment, as well as shutting down nearly any forcefield. The Stealth Suit Mk II will adjust itself to any of your various alt-forms, as well as being able to render you invisible.

Big MT, the crater you've been trapped in may be filled with nightmarish experiments running rampant, but you can't deny all of the scientific miracles it possesses that could change the Wasteland for the better. Luckily, you now have ownership of The Big MT, with it becoming a Warehouse attachment. Sure, there may be a few things you need to do to get it into a presentable state, but it will be very much worth it. Additionally, should you have left Dr Mobious and/or the Think Tank alive, then they will agree to become either your followers or become Companions that take up a single companion slot.



Lonesome Road:

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

Rewards:

What is a courier, exactly? It's someone who can connect communities through the messages they carry and the roads they walk. For you, it means that you are a **Messenger of Truth**, someone who speaks the truth with everybody acknowledging it as such. Oh, they may delude themselves, but deep down they know your words to be correct. This will only affect things that you yourself believe to be true, though with your newly improved charisma, even your lies will hold weight.

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

You've walked the entirety of this lonesome road, and proven your strength to all inhabitants. **The Divide** is now yours to take and do with as you see fit as your newest Warehouse attachment. At the very least, it should be a difficult gauntlet to test those you find in future worlds. Luckily, anything within the Divide won't leave it unless you allow it to.



Companion Scenarios:

The following scenarios relate to a few certain people you will run into during your time here. These Scenarios are also completely optional, and do not count towards the Final Scenario.

Strike Up the Band:

The Mojave can be kind of boring at times, huh? Just desert for miles on miles, with only the occasional bug or raider breaking up the monotony. Luckily, there are some traveling companions out there who can give you some much needed company. There are eight specific people you need to bring together, all who have their own challenges and inner demons that need to be overcome. What about it, care to lend a helping hand to your friends?

Rewards:

Well, you gathered them up, befriended them, and helped them through their own troubles, so is it any wonder you've inspired such **Fierce Loyalty** within your companions? All your companions and followers will find themselves much more durable than before, their armor twice as protective, and deal twice as much damage.

They may be a quirky bunch, but the **Mojave Companions** you found here are people you'll be glad to have at your side. Arcade Gannon, Craig Boone, Veronica Santangelo, Rose of Sharon Cassidy "Cass," Raul Tejeda, Lily Bowen, will become true Companions, Rex and ED-E will become Pets, and all will continue to have even more crazy adventures by your side.



A Few Extra Hands:

Of course, even when you're not in the Mojave, sometimes you'll still need people by your side, helping you out of any sticky scenarios you run into. In order to complete this scenario, you will need to do a few things. In the Sierra Madre Casino, the dysfunctional team gathered for the heist may not be the best friend group, but you all have the threat of death keeping you together. What you need to do, is make sure none of them die before your confrontation with Elijah, and you'll finish the first part. Secondly, in Zion Valley, you need to help out Follows-Chalk and Waking Cloud with some problems they're having independent from your main goal there, while you just need Joshua Graham to survive, not like that should be a problem. And finally, you'll need to construct a cyberhound named Roxie in Big MT to help you in that crazy crater. Complete all of these, and you'll complete the scenario. This will require you to go through at least three of the **[DLC Scenarios]**.

Rewards:

While you probably *could* have gotten through everything on your own, I'm sure you're happy you had some **Extra Help**. And you know what, because of that, you've got something special. You may now import twice as many companions as you could before into future jumps, because as fun as only having eight friends along is, sometimes having sixteen guns backing you up is much better. Additionally, all companions now receive an additional 200 cp to spend when they get imported. Gotta show them how much being at your side means to you.

As if this was going to be some big mystery, you now get to bring the **DLC Companions** with you as Companions and a Pet. Christine Royce, Dean Domino, Dog/God/Doggod, Follows-Chalk, Waking Clouds, Joshua Graham, and Roxie will stand by your side from this moment onward.



Final Scenario:

Only those who have completed all other scenarios have access to the following.

Viva Las Vegas:

So you've done it. Walked every street, saw all the sights, did every dance. You've stacked the deck in your favor, made new friends, and even traveled far beyond the Mojave's borders. For completing all other Scenarios, enduring all of their hardships and returning with all of their rewards, there's a special reward for you, someone who has gone above and beyond what anyone ever expected. And by God, you've certainly earned it.

Rewards:

You drew a random card out of the deck, the **Ace of Spades**. What that means for you? You're the ace in the hole, the winning bet, and you've got the stats to prove it. Strength, Perception, Endurance, Charisma, Intelligence, Agility, Luck, all of them have been boosted to the max for you, and applied to your Body Mod. That's right, even when stripped of absolutely everything, you're still going to be better then almost every other human you run across.

You've walked every road in the **Mojave Wasteland**, conquered all of its obstacles, and now it's a place where you can hang your hat, home. Yes, that's right, the entirety of the Mojave Wasteland is yours, attached to your Warehouse within its own pocket dimension. If you want, you totally can import it into future settings, or combine it with other properties you own. It automatically has all of the other locations you've earned combined with this, while also improving them. Finally, this will double the amount of followers you've received.



Notes:

-All properties will require little-to-no maintenance, and will find their food and drinks replenishing each day. This will also apply for ammo, if needed.

-All locations, including the **[Mojave Wasteland]**, are scaled to real life size, not in-game size. Look up how far Goodsprings is from Vegas in real life, and you've got an idea of the scale. Bit iffy about the scale of the Divide or Big MT, so just fanwank it.

-The **[Lucky 38]** in the House ending has the lasers and direct Securitrons control, while the Wildcard ending's is much more durable and has the life extension technology.

-All of the **[Faction Scenarios]** basically require you to go through all of the faction quest lines to complete them, in case that wasn't obvious.

-All followers will have some characters that showed up in-game among their ranks. Like the Misfits or First Recon among the NCR, or Neil and Marcus for the mutants.

-All boosts gained as rewards will work as such:

- Boosts for completing **[Trip To Vegas]** are +2 for SPECIAL, and +15 for Skills.
- Boosts for everything else are +1 for SPECIAL, and +10 for skills.

-**[Burning Love]** is a combination of **[Lady Killer/Black Widow]** and **[Confirmed Bachelor/Cherchez la Femme]**

-Concerning **[Oh My Papa]**, just do enough quests to where you would become 'idolized," and you'll complete the scenario.

-You do not need to take the **[Companion Scenarios]** if you don't want to, as they are completely optional. You can still finish **[Viva Las Vegas]** without ever interacting with most of them.

-The ED-E you receive in **[Strike Up The Band]** will have all of the capabilities of the Divide ED-E.

-The location upgrades mentioned in **[Mojave Wasteland]** can vary depending on the location, ranging from the Fort becoming an authentic Roman fortress but with improved artillery, or the Strip and Freeside being fully restored to its pre-War glory.

-The Remnants themselves won't be doubled because of you having the **[Mojave Wasteland]**, but in return the **[Enclave Bunker]** will come to match Raven Rock in scale and utility. The same applies to the Think Tank, with no numerical increase but instead regaining their original human forms, while Big MT itself grows into a steel mountain of scientific progress with its various laboratories and facilities.

-If you've already got the **[Bobblehead Boost]** from the **[The Fallout Series]**, then instead of having 10 in all stats, you'd have 15 in them! If 5 is average, and 10 is the peak of humanity, then you're just superhuman!

-When in doubt, fanwank.

-Have the day that you deserve~