Fallout 4 CYOA V1

War. War Never Changes.

In the year 2077 the world would be forever changed, as atomic hellfire rained from the skies all over the world; a short-sighted attack that would send humanity to the brink of destruction. But this would not be the end of humanities' struggles, as life would adapt, mutate, reemerge, and reinvent itself. You will start out on October 23rd, 2286; one year before the awakening of Vault 111's Sole Survivor. From there, you will lead your own life, making your way in the Commonwealth.

You have +1000 Choice Points to spend- good luck, wanderer.

Location: Pay 50 CP to Choose. While all of these locations are, more or less, friendly- depending on who you are- some might come into a spot of trouble in the near future.

1: Sanctuary Hills- The pre-War home of the Sole Survivor, this once idyllic neighborhood is all but abandoned, home now only to a crazy old robot and a few Radroaches. The homes are mostly intact, though a few have collapsed, and there might still be something valuable in them- though the robot insists that you stay outside of its master's house.

2: Diamond City- Diamond City is one of the safest settlements in the Commonwealth, its massive, green wall giving it the nickname "The Great Green Jewel". Arguably the wealthiest city in the Commonwealth, Diamond City is home to many shops and services, including a detective agency owned by a Synth named Nick Valentine. The mayor is notoriously xenophobic, and with very few exceptions non-humans are barred from entering the city.

3: Goodneighbor- Goodneighbor could be considered Diamond City's counterpart, in more ways than one; the two settlements are fairly close to each other, for example, and many of the people who have taken up residence in Goodneighbor have done so after being exiled from Diamond City. Goodneighbor also embraces many of the vices that most from Diamond City would shun; chem

use, gambling, and prostitution being among them. Despite the heavy criminal activity that happens in and around Goodneighbor, the settlement is much more accepting of others, causing it to have a much higher concentration of non-feral ghouls and other inhuman inhabitants than other settlements.

4: Vault 81- One of the few Vaults to not go horribly wrong, Vault 81 first opened its doors for trade around ten years ago in order to trade for much needed supplies and parts. Since then, the Vault has been open for trade to those who could prove their trustworthiness. They're wary of non-humans, but they might allow those who have earned their trust to enter the Vault.

5: Bunker Hill- A small settlement situated around the monument, this settlement is currently protected by the Minutemen; though this will change without intervention due to the Minutemen's chaotic hierarchy and politics resulting in the town going without aid during an attack.

6: Quincy/Far Harbor- Quincy is an active settlement, rich with trade and protected by the Minutemen. There's not that much going on currently, but the town is safe for now. That will change without intervention however, as the town will be attacked and overrun in the coming year, its defenders and survivors driven off. Alternatively, you can start in Far Harbor, a community off the coast of Maine with a somewhat troubled history and an even worse wildlife problem. Their new neighbors, the Children of Atom, aren't so great either, and a lot of people aren't too wild about the Synths that have taken up residence nearby as well.

7: Free Choice

8: Salem/Nuka World- Less of a settlement, more of a hotbed for trouble, Salem has only one known human resident. It does, however, have a retirement home that is populated by Mr. Handy robots (and a few cats, strangely enough), as well as the currently unoccupied Museum of Witchcraft. Alternatively, you can also choose to start out somewhere in Nuka World; an amusement park dedicated to America's favorite soft drink! The park is host to many attractions, including the wild Safari Adventure, or the futuristic Galactic Zone. Unfortunately it's not operational at the moment, thanks to those darn Communists, the ravages of time, and the multiple raider gangs that have set up shop, but maybe you can do something about that?

Backgrounds: Roll 3d8+16 for age or pay 50 CP to choose. If you'd prefer to not be affiliated with a faction, you can choose not

to be- those who take the "Brotherhood of Steel" background might choose to have been a caravan guard, or even a member of the Gunners. This will change your background knowledge accordingly, however.

Drop In- You have no new memories or history in this world, giving you a clean slate. You don't have any obligations either, but the Minutemen are always looking for new members… (Options that reference past events such as choosing to become a Synth or Super Mutant do not give you any additional memories, despite what their description might say. You instead just appear with whatever changes have been made or skills that you've purchased.)

The Brotherhood of Steel- You've received training with the Brotherhood of Steel, though whether or not you've decided to stay with the organization is up to you; you might've deserted, or simply become separated due to circumstances beyond your control. In any case, you have discipline, as well as knowledge of power armor and other technologically advanced subjects.

The Railroad- You're an agent of The Railroad; or at least you've pretended to be one long enough to get into their good graces. The Railroad is dedicated to freedom, but especially so in the case of Synthetics, who they feel are exploited and enslaved by the Institute. They use subterfuge and their various connections in settlements to meet their ends, but the organization as a whole is rather small.

The Institute- You grew up deep underground, in the halls of the Institute, where you've learned to use science for the betterment of mankind… well, that's what you're supposed to be doing, but you're on the surface for one reason or another. Maybe you've been banished; maybe you're doing field work, who knows. In any case, you've got great intellect, but little experience with survival.

Raiders- Y'know what? Fuck those other bitches, they're all assholes anyway! You belong to a small, but successful, gang of raiders, where you have all the chems, caps, and guns you could ever need. Maybe you're not all bad, but you've definitely gotten into more than your fair share of fights and brawls. Good news is, living the raider lifestyle has made you pretty hardy, and you have some experience living off the land when food was scarce.

Race- Pay 50 CP to change your gender. While staying human is all well and good, maybe you'd prefer to become something

more? While it might help you survive the wasteland or make you tougher in a fight, keep in mind that others might not be so willing to deal with those who look like living corpses or robots.

Human- Otherwise known as the default or "Human" option. You have no special abilities, but you're unlikely to be discriminated against. (Free)

Ghoul- After a particularly heavy dose of radiation you've turned into a ghoul, which gives you immunity to radiation and an unnaturally long lifespan. You also look like a corpse, and are frailer than usual. Some settlements may also bar you from entry, and a few people may even shoot at you on sight. On the plus side, ghouls that have gone feral won't attack you anymore. (Free)

Super Mutant- Being exposed to Forced Evolutionary Virus has turned you into a mighty Super Mutant! You tower over others and possess much greater strength and durability, and at no cost to intelligence. You also have a much larger lifespan, and immunity to most diseases and sources of radiation. However, Super Mutants are sterile, and usually pretty ugly, and what's worse is that most will be wary of you at the very least; others may shoot you on sight, and it's likely that you'll be permanently barred from entering certain settlements. You have green, leathery skin that protects you from most blades and possibly a few bullets. (400 CP)

You can choose to become a "dumb" Super Mutant for only 200 CP; you have all the benefits of above, but your intelligence has taken a dive. You can still speak, and your personality is the same, but thinking hard makes your head hurt and you've got overall decreased mental performance. You're also yellow instead of green. This is a drawback; it negates abilities/perks and goes away after your ten years are up, but it doesn't lower the amount of drawbacks you can take later on.

Synth- You are a synthetic human; or a Synth, as they are more commonly known, and a Generation Three Synth to be more specific. Part man, part machine, you were created by The Institute for either slave labor, infiltration, or just for the hell of it. You're free now, though, which is what really matters. You're mostly "human" though; you just have a few mechanical bits and bobs here and there. You still have to do basic human things like sleeping or eating, but you require less of those things due to more efficient biomechanical organs. You're also more resistant to disease and radiation, but not immune. If you purchase Mutations, they can instead by some form of cybernetic implant or other mechanical part. (Free)

For 400 CP you can choose to become a Courser; they've got the same body "type" as Generation 3 Synths, but at a much higher level. A Courser is faster, stronger, can take more of a beating, is more perceptive and processes information faster,

but they're still "human", meaning they still have the same needs as a human. These needs are lessened heavily, however, even in comparison to other Gen 3 Synths, and their resistance to radiation has become an outright immunity.

For 400 CP you can choose to become a Generation 2.5 Synth, like Nick Valentine; you'll have all of your memories, but you'll be in a completely mechanical body. You no longer need to eat, drink, breathe, or sleep, you're immune to radiation, poison, disease and pain and you're more durable and slightly stronger due to your metal parts. You'll also pass for human when seen from afar, but anyone who gets a good look at you will quickly realize that you're not human. You'll require semi-frequent maintenance, though fortunately you'll be able to run mental diagnostics to assess any damage. I'm sure Nick would be interested in meeting you, as well.

Perks- While you wouldn't be the first person to be thrust into the Wasteland without any training, here are some skills that will help you survive this hostile world.

Crafter- You're good at putting things together in creative and innovative ways, and you're capable of quickly assembling things that are simply made. You'd be an invaluable asset for any fledgling settlement, if it survives long enough. (100 CP, free Drop In)

Commando- You have advanced knowledge of conventional firearms, as well as most energy and explosive weapons that you might find in the Wasteland. You also keep your cool in combat, letting you apply your knowledge with extreme prejudice. (100 CP, free BOS)

Charmer- You're attractive- not absurdly so, but enough to turn a few heads when you enter a room. You've also got a way with words that put most people at ease, letting you convince or lie to others easier. Too much use of this might cause others to hate or distrust you- or worse, they'll stop giving you discounts! (100 CP, free Railroad)

Chemist- Groovy! Knowledge of chemistry has given you the ability to recite the entire periodic table, as well as knowledge of many exciting compounds such as dipotassium phosphate! Oh, and you can also make less exciting things like Stimpacks and Psycho, but why would you do that? (100 CP, free Institute)

Quick Hands- This has nothing to do with reloading; instead, you're insanely quick at looting… pretty much anything, actually. You could strip a body to its

skivvies in under a minute, even if it was wearing heavy body armor with all the bells and whistles attached, clear out a supermarket in a few hours, and even butcher a Mirelurk with record breaking speed. You know all the likely places people would store their gear, and even have a little bit more luck at finding the unlikely places as well, ensuring that you never come back to camp empty handed. (100 CP, free Raider)

Mysterious Stranger- You've got a strange talent for showing up when others are in need of assistance. While there's no guarantee that you'll be rewarded for providing help, you'll quickly gain a reputation as some sort of guardian angel- in fact, there's a detective in Diamond City who might want to ask you a few questions... (200 CP, discount Drop In)

Ace Pilot- Most Vertibirds the Brotherhood of Steel deploy crash, to the point that Vertibird pilots have lower chances of survival in the field than most Brotherhood-issued kittens. This is mostly due to the incompetence of their pilots, as well as the shockingly low amount of small arms fire a Vertibird can take before becoming a giant fireball. You, on the other hand, could pilot a Vertibird- or indeed any low flying, manmade vehicle- through a Radstorm, at night, while dodging enemy fire. (200 CP, discount BOS)

Night Person- You do your best work in the dark, and you excel in the art of stealth. What's more, sharpened senses allow you to use the dark to your advantage when sneaking around; you have much better night vision, and your ears can pick up on minute sounds. You might even appear to be more intelligent in the dark, as your mind processes information at a much quicker pace while steeped in shadows. (200 CP, discount Railroad)

Wasteland M.D.- You're a doctor, not a dental nurse- you can fix most common wasteland ailments, barring death. Radiation, illness, addictions, big gaping bullet holes and broken bones can be healed with your gentle touch- well, and all those years of something that might be generously called medical school, as well as a few painkillers, some bandages, maybe some other things like sterile medical equipment- but who's counting? (200 CP, discount Institute)

Wheel and Deal- Pillaging and murdering is all well and good, but sometimes you need to sell off some of your spoils, or you'll need to stock up on chems or bullets- and it's not like you can just walk into Diamond City and do business, right? Well, you have a way of making connections with less… reputable businessmen, who can get you what you need, no questions asked. And you can do the opposite, as well, easily finding those who want your goods and services, no matter how vile they may be. (200 CP, discount Raider)

Scrapper- You have the capability to dismantle and repurpose objects for your own creations; even ones that you might not fully understand. So long as it's not hopelessly beyond your understanding, indestructible, or ridiculously big, you're capable of taking most things and reducing them to their base components, salvaging any working parts with only a few days of work at the worst. (300 CP, discount Drop In)

Ad Victoriam- To Victory! When you're in the thick of battle or otherwise putting your life on the line, you gain almost preternatural skill at spotting and exploiting weaknesses, as well as increased awareness and clarity when determining if someone has discovered one of yours. (300 CP, discount BOS)

Infiltrator- Sneaking's good and all, but it's not the only part that matters when you're trying to go undiscovered. Fortunately, you haven't slacked off when it comes to those other things; you now have great skill at hacking computers and lock picking, as well as creating and maintaining disguises and alternative identities. Others would be hard pressed to recognize you when you don't want them too. (300 CP, discount Railroad)

Mechanist- You know what makes robots tick… or beep. Not only can you repair and create them from scratch, but you can also cobble them together, creating some sort of robotic Frankenstein's Monster that's loyal to you and you alone while also incorporating all of the best components of the robots it's made from. (300 CP, discount Institute)

Lessons in Blood- You're scrappier than most settlers, and even most other raiders. Thanks to doing more than your fair share of fighting, you're a little tougher and stronger, but the biggest benefit of all that violence is that you learn how to do it a little better each time you get into a scrape, never making the same mistake twice and becoming slightly more efficient over time. (300 CP, discount Raider)

Benevolent Leader- You're keenly in tune with the need of your followers and anyone else who pledges their loyalty to you, allowing you to know exactly what needs to be done to garner the love of your people- or at least their votes. What's more, when a settlement that you've either founded or come to call home comes under siege, they always seem to hold out long enough for you to intervene directly- so long as this takes no more than a few days' time after you first hear about their plight. (400 CP, discount Drop In)

Know Your Enemy- Hate, anger, disgust… you channel these emotions when in combat against an enemy you despise, increasing your skill in combat against them

greatly. You are also extremely adept at finding and identifying your foes, to the point where you can sniff them out after a few minutes of observation or speaking to them. (400 CP, discount BOS)

Inspirational- When you take to the battlefield, your allies gain a boost to morale and combat ability; you won't turn untrained civilians into soldiers with this alone, but you might turn soldiers into veterans. Your allies are also strangely in tune with each other, to the point where it's extremely unlikely that they'll accidentally hit each other in combat. (400 CP, discount Railroad)

Cyborg- Part man, part machine, all SCIENCE. You've been enhanced with cybernetic components that grant you perfect memory, increase your pain threshold tremendously, and improve your bodies' musculature, enhancing your strength and durability, as well as some additional, minor improvements to all of your organs. Your aging has also slowed to a crawl, giving you a much longer, more youthful lifespan. Generation 3 Synths and Coursers have their existing Cybernetics updated, making them much more powerful, and Generation 2.5 Synths receive a stronger chassis, more powerful servos to increase strength, and increased ability to interact with technology such as computer terminals. (400 CP, discount Institute)

Trigger Rush- When the bullets start flying and people start dying, you make your enemies start crying. You're like a wild animal in a fight, capable of ignoring insane amounts of pain if it means you'll get just one more hit in. In this state, you're not a mindless berserker; far from it, because as your adrenaline spikes you become much more aware of your surroundings, and time seems to slow down just a little bit, letting you plan your next actions more easily. (400 CP, discount Raider)

Legend of the Wastes- You're the biggest, baddest dude around; when others see the look in your eyes, they know that you mean business. You can get others to surrender or pacify animals by displaying how intimidating/powerful you are. This doesn't work on robots or other things that are incapable of fear/thinking for themselves, and if you attack someone after they've surrendered or left you alone they'll fight back even if things are hopeless for them. This doesn't guarantee loyalty; any "allies" you gain with this might be completely loyal, or actively looking to backstab you at the earliest opportunity, and anywhere in between. This also doesn't guarantee that they won't try and "fight" you in non-combative ways if they think they can get away with it. This also comes with a massive boost to your intimidation factor. (600 CP, discount Drop In)

Pain Train- When you get going, woe to anyone who dares stand in your way; you're nearly unstoppable in terms of combat ability. You could take on an entire raider encampment single handedly and kill a behemoth in melee. You're also

unhindered by any armor that you choose to wear, so long as it isn't ridiculously impractical. (600 CP, discount BOS)

Mister Sandman- You bring eternal sleep wherever you go; you're a master assassin, and you've learned to kill almost completely silently. Poison, hand to hand combat, silenced weapons, arranging "accidents"… all of these are simple and easy for you to use or do, as if they were instinctual. You're also good at discovering new and odd methods for assassination; to give an example, there's rumor that a tribal out west assassinated several people using Super Stimpacks, which contain chemicals that are lethal in high enough doses.(600 CP, discount Railroad)

SCIENCE!- The secrets of SCIENCE are laid bare before you! You now have the knowledge to build incredibly advanced machinery, given enough time and resources; teleportation devices, working cryogenics chambers, sentient AI, machines capable of cloning or creating living beings, even lasers that are blue instead of red! You can also make pre-war things like Fusion Cores or Laser Rifles easily enough. (600 CP, discount Institute)

Overboss- There's a surprising amount of diplomacy that comes with being a raider. It's true! You gotta make sure your crew doesn't kill each other, you gotta make sure other crews don't kill your crew, and if you're not top dog it's a good idea to know when overthrowing your boss will get you killed, or result in the others rallying behind you. You have a certain way of keeping things moving smoothly among the group(s) under your control. Even if you're the leader of two groups who dearly hate each other, so long as you're their boss they'll defer to your judgment. Furthermore, so long as you do it in a somewhat fair fashion (no sniping their head off from a mile away) and have a similar organization to back you up, you can straight up murder whatever rivals you have to take over their setup. While this won't necessarily be a smooth transition- especially if you're NOT in a lawless wasteland or if your rival had a lot of friends or family in their employ who would obviously take offense- things will usually end up in your favor. (600 CP, discount Raider)

Mutations- Mutations change your body in subtle and not so subtle ways, ranging from the unnoticeable to the immediately obvious.

Adamantium Skeleton- While your bones haven't literally been laced with adamantium, they are extremely hard to break; in fact, it's almost impossible for a

normal human to break your bones, at least without a powerful weapon or a lot of effort. Your bones are now a metallic grey. (400 CP)

Aquatic- After a particularly long swim in irradiated river water you've gained the ability to breathe underwater, as well as on land, through a pair of gills on your neck! (200 CP)

Barkskin- You must be part tree! Your skin is now tough, and resistant to most forms of damage (your barkskin does nothing against energy weapons and fire). Despite having a wooden appearance, your skin is still flesh, and doesn't burn like actual wood. (200 CP)

Beastlord- You're a friend to animals- well, most've them at least; creatures like Deathclaws or Mirelurk "royalty" won't be swayed by you. Well, to be more accurate you have a Psyker ability that makes most non-sentient animals like you, as a result of being exposed to a unique form a radiation. In addition to, essentially, making animals default to being neutral towards you, you are able to dominate a few creatures to your will at a time. This gets harder the larger the creature is; you might be able to control a few bloatflys at a time, but only one Yao Guai. They also have to stay close to you, as your range only extends a few hundred feet. (400 CP)

Bioluminescence- You're positively glowing! Your body naturally gives off a bright light which illuminates your surroundings. You can even suppress this natural glow by concentrating, which should help you pass for someone who wasn't exposed to ungodly amounts of radiation. Comes in a color of your choice. (100 CP)

Bloody Mess- A subtle mutation of your brain has caused you to develop an extremely specific Psyker ability; whenever you kill someone they die extremely violently, depending on the amount of force or damage you used to kill them with. Stabbing someone to death with a knife might cause them to fall apart, while smashing their head in with a sledgehammer might cause their limbs to fly off like rockets. Shooting someone with a pistol might cause them to be cut in half while shooting someone with a rifle might cause them to explode into giblets. If you had super strength and killed someone with one punch, they'd probably be reduced to a fine red mist. Fortunately, this somehow tends to leave their gear intact. This doesn't change your body in any noticeable way, unless someone happens to be dissecting your brain, but if you leave this on and do any serious fighting you'll quickly be covered head to toe in blood, which is obviously highly noticeable. You can toggle this on and off, as well. (100 CP)

Cannibal- Your physiology, as well as your stomach, has shifted; you can now eat the flesh of sentient beings to kick your body's natural healing into overdrive

and healing you massively. While there isn't any change visible on the outside of your body, anyone who sees you chowing down will most likely be horrified. (400 CP)

Gigantism- Due to exposure to radiation, you've increased greatly in terms of size and muscle mass. If you're a human, or ghoul, you're now about the size of a Super Mutant and are about as strong as they are, while still being noticeably a human or ghoul; Synths might just be constructed bigger. If you're a Super Mutant, however, you could be mistaken for a fledgling behemoth at a staggering 15-feet tall, with strength to match. While this will make daily life a little difficult- say goodbye to using doors- your strength makes you a match for nearly every other living being in the Commonwealth. (400 CP)

Lead Belly- While your stomach isn't actually made of lead, you might fool others with how readily your body can process food- even food that's two-hundred years old, or saturated with radiation. Combined with Cannibal, you could eat less palatable fare such as ghoul or Super Mutant flesh and still receive healing. (100 CP)

Mental Block- Psykers are individuals who have gained psionic abilities due to a myriad of circumstances; exposure to FEV, radiation, even natural selection. While Psykers are rare, their abilities have great potential for power. You yourself aren't a Psyker; you have, however, become immune to their abilities. You are also moderately resistant to psionic abilities that can be found in other worlds. Your head is larger than normal, but others are unlikely to notice this. (400 CP)

Night Vision- You have the eyes of a cat- well, not literally, but you can at least see like one. Your night vision is greatly enhanced, to the point that you can see as well in the dark as you can normally. Your irises are now much brighter than before, which is a little off putting. (100 CP)

Rad Resistant- Radiation, schmadiation; you're not afraid of no rads! Your body is naturally resistant to radiation, to the point where you might be able to survive at ground zero of a freshly detonated nuke for several minutes before dying. Absorbing too much radiation will cause your skin to glow green; handy for reading, less so for not succumbing to cancer. If you purchase this as a Ghoul you're now a Glowing One and glow brightly in darkness, and if you've absorbed enough radiation you can release it in a radioactive burst. (200 CP)

Snakeater- War might never change, but at least your resistance to poison and toxins has gone up- in fact, your resistance is so solid, you could probably drink

liquid snake venom with multiple wounds in your mouth and stomach without punishing your body too much. Your blood is now much darker than usual. (200 CP)

Talon of Fear- Your fingernails are now coated in deadly poison, capable of killing most men in minutes. They've also elongated dramatically; at least two to three inches. Good news is they're harder, so you don't have to worry about breaking a nail. You're also immune to your own poison. (400 CP)

Gear- The gear here, while not necessarily unique or even particularly rare, can be difficult to come by or create. Post-Jump, lost, destroyed, or consumed or otherwise used gear will be returned to your Warehouse after a while.

Starting Gear- You get faction appropriate clothing (normal clothes for Drop Ins and Railroad, a uniform for BOS, lab coat for Institute, and a hodge-podge of leather and scrap metal for Raiders) and your choice of a 10mm pistol, brass knuckles, a security baton, a machete, or a laser pistol (regular or Institute), as well as 100 Caps. (Free)

Radio Stations- On any radio that you own, you're capable of tuning into Diamond City Radio, a station run by Travis Miles, a nervous young man lacking confidence, or to "Raider Radio", which is run by Redeye, a boastful, compulsive liar. Diamond City Radio plays pre-War (1930s-1960s) music, with a few original songs from Magnolia, a singer from Goodneighbor, while Raider Radio only plays songs produced and played by Redeye on his guitar. They also commentate on your actions, as well as other important happenings in the rest of the world to a smaller extent. (Free)

Vault-Tec Bobbleheads- A collection of twenty official Vault-Tec bobbleheads, each one representing an attribute or skill that was represented in a pre-war series of PSAs detailing life after nuclear holocaust. They don't increase your abilities, but they are fun to look at. (50 CP)

Magazine Collection- The entire libraries of several magazine publishers, including titles such as Guns and Bullets, Picket Fences, and the Massachusetts Surgical Journal, as well as several Hubris Comics series such as Grognak the Barbarian, Silver Shroud, and The Unstoppables. While they won't increase your abilities immediately, you might be able to get a few ideas from them. In any case they make for good reading material, if nothing else. (50 CP)

Caps- 2,000 bottle caps, accepted pretty much everywhere as the post-nuclear currency of choice. Could keep you going for a few months, if you're frugal. (50 CP)

Chem Cooler- Contains five doses each of Buffout, Jet, Mentats, and Psycho, in a handy yellow cooler. (50 CP)

Medkit- Contains five doses each of Med-X, Radaway, Rad-X, and Stimpacks, in a plain white medical kit. (50 CP)

Explosives Box- Contains five each of frag, plasma, and pulse grenades and mines. (100 CP)

Ballistic Fiber- You've gained a supply of ballistic fiber, which can be used to upgrade clothing items with ballistic weave, making them much more protective and bulletproof against small caliber firearms. You also know how to make more, in case you run out; your existing supply can "upgrade" three full outfits. (100 CP)

Fusion Core- An extremely powerful, nuclear powered battery capable of charging a single large building for hundreds of years or a suit of Power Armor for a similar amount of time. Post-Jump you will get a new fusion core when the other one is fully depleted. (100 CP)

Stealth Boy- This is an experimental, rechargeable Stealth Boy that utilizes the same advanced technology that causes Chinese stealth suits to work nearly indefinitely. It works for around an hour; the same amount of time as a regular Stealth Boy, but is capable of recharging over a 24 hour period so that it can be used more than once. It also no longer causes harmful side effects due to prolonged use, making it much safer to use compared to a normal Stealth Boy. (150 CP)

Pip-Boy 3000- Includes various functions in a tiny, wrist mounted package, including a Geiger counter, various ways of recording/playing data, a GPS, and more. More importantly, it includes the Vault-Tec Assisted Targeting System, or V.A.T.S; a program that offers advanced combat information to its user on the fly, such as the odds of hitting a target based on size, distance, and the user's skill or health based on combat data that the Pip-Boy collects while worn. (150 CP)

Crafting Stations- You have each of the main crafting stations (capable of making armor, weapons, and chems) in your Warehouse; each one greatly simplifies the process of crafting or modifying items. In addition, each one also seems to have the "filler" items that you'd need; the various chemicals and parts that aren't a significant or expensive part of whatever you're crafting. They can't

provide anything supernatural or rare, but small amounts of metal for a new gun mod or some dye is fine. (300 CP, discount Drop In)

Vertibird- Vertibirds, once a symbol of the Enclave and, by association, the pre-war American government, are essentially heavily armored helicopters with two smaller rotary blades instead of one large one. Armed with two miniguns, the Vertibird can be piloted by a single person. (Though a co-pilot is recommended.) Vertibirds are notoriously unstable; luckily, yours doesn't seem to have this problem, and will reappear in your Warehouse if it is destroyed or lost. (300 CP, discount BOS)

RobCo Holotapes- A series of Holotapes detailing the blueprints for numerous Robco projects, including Protectrons, Assaultrons, Securitrons, and the various models of Pip-Boys. There's even a group of Holotapes detailing Liberty Prime's systems and construction. These Holotapes seem to be more advanced than the standard kind, and therefore there are only a few rather than the hundreds this amount of information would normally take up. (300 CP, discount Railroad)

Vat of F.E.V.- A vat of Forced Evolutionary Virus, developed by the Pre-War government in their attempts to create super-soldiers. This vat seems to have belonged to the Institute. Those who are dipped inside transform rapidly, gaining muscle mass at the cost of losing their secondary sexual characteristics. That is, if they're lucky; those who have been exposed to radiation tend to have things go wrong, losing their mind as they transform… or worse. Maybe you could find a way to improve on the formula? (300 CP, discount Institute)

Tribute Chest- This large trunk, decorated with various raider adornments, is perfect for storing your loot, seeming to have much more space than it actually does. Additionally, you'll occasionally find minor items inside of it that you haven't placed there; ammunition, canned food, maybe some interesting scraps. Occasionally, you'll get something more substantial; maybe a weapon or a piece of armor. It's probably just the rest of your gang trying to keep you happy… but even after you leave, things will occasionally show up. (300 CP, discount Raider)

Leather Armor- Leather armor isn't as protective as other armor, but it's easier to maneuver in and weighs far less. Leather armor is also better at protecting from energy weapons in comparison to its metal counterpart. It can also be worn over most clothes. (50 CP)

Metal Armor- Metal armor is generally more protective against damage than leather armor, but it weighs a ton and has inferior protection against laser weapons

in comparison. Like leather armor, it can be worn comfortably over most clothing. (100 CP)

Robot Armor- Striking between metal armor and combat armor in terms of protectiveness is this Rust Devil favorite; a suit of armor built from scrapped robots. While the thick metal plating leaves it more durable against regular attacks, certain sections of the armor are more vulnerable to energy weapons than combat armor. Like other sets of armor, this can easily be worn over most clothing. (150 CP)

Combat Armor- Much more protective than metal or leather armor, combat armor is pre-war military issue that saw use during the riots that occurred after the reclamation of Anchorage. Nearly covers the entire body, and can be worn over most clothing. (150 CP)

Silver Shroud Armor- A recreation of the fictional Silver Shroud's outfit, reinforced with ballistic fibers and Kevlar. Stylish, functional, and surprisingly protective… just try and ignore the snickers when you enter the room. As a bonus, you also get a replica of the Silver Shroud's famous silver submachine gun, for cutting down baddies. (200 CP, discount Drop In)

Brotherhood Battlecoat- This coat is based off the one custom made for Elder Maxson, of the Brotherhood of Steel, and also comes with a black BOS officer's uniform, which can be worn underneath it. The jacket itself has been reinforced with armor plating capable of withstanding most ballistic weapons, as well as resisting some energy weapons. While its defenses aren't as formidable as other options, with the right know how and equipment- or merely choosing to wear the jacket over something else- the jackets protectiveness can be upgraded further. Makes you look like a big guy. (200 CP, discount BOS)

Railroad Armored Coat- This coat is a creation of Tinker Tom's; it's heavily armored, and commonly worn by Railroad "Heavies" who are considered the elite of their organization. Offers good resistance to damage all around, but lacks a headpiece. (200 CP, discount Railroad)

Synth Armor- Armor developed by the Institute for use by their surface teams, Synth Armor is a superior variant of Combat Armor that offers greater ballistic and energy resistance. This particular suit has been modified to cover the whole body; normal Synth Armor covers less area due to the inherent toughness of Synths requiring only their most vulnerable areas to be covered. (200 CP, discount Institute)

Nuka World Raider Armor- Any combination of armor from the Disciples, Pack, or Operators; despite much of their armor being constructed from scrap, the raiders of Nuka World have unusually sturdy armor, though whether this is because of how they are constructed or the materials used to make them is unknown. The Operators armor is classier and more functional than the armor of the other gangs, which shows their focus on making caps over the Pack's animalistic hierarchy or the Disciples' brutal rules. The Pack have the most patchwork armor, being constructed of furs, scrap, animal parts, and even toys, and they commonly wear masks based off of animals, which are either taken from the park or hand made. The Disciples typically wear metal armor, with helmets or masks that cover their face. (200 CP, discount Raider)

Marine Armor- Marine armor is a highly advanced variant of combat armor, sharing certain similarities with the riot armor used out west, with protective abilities greater than most other sets of armor barring power armor. Thick plating covers every part of the wearer's body, making it supremely effective; however the full set of armor is extremely heavy, weighing nearly a hundred pounds, meaning that the wearer may sacrifice the ability to carry more by wearing it. (200 CP)

Melee and Unarmed Weapons- Your choice of any number of mundane melee weapons, including baseball bats, switchblades, brass knuckles, or even revolutionary swords; more advanced weapons, such as Ripper, Super Sledge, or Power Fist can be bought for an additional 50 CP. (50/100 CP)

Pistols- Your choice of a .44 revolver, 10mm pistol, or a "Western Revolver" (which takes .44); each one comes with five reloads worth of ammunition. (50 CP)

Shotguns- Your choice of a Combat or Double-barreled Shotgun; each one takes "Shotgun Shells" and comes with five reloads worth of ammunition. (50 CP)

Rifles- Your choice of a Hunting Rifle (.308), Lever-Action Rifle (.45-70) or a Combat Rifle (.45); each one comes with five reloads worth of ammunition. (100 CP)

Machine Guns- Your choice of an Assault Rifle (5.56), Submachine Gun (.45), or Handmade Rifle (7.62); each one comes with five reloads worth of ammunition. (100 CP)

Radiation Weapons- Your choice of a Gamma Gun or a Radium Rifle; each one does radiation damage, and is heavily linked with the Children of Atom. The Gamma Gun does pure radiation damage and takes "Gamma Rounds", making it deadly against humans but ineffective against ghouls and certain mutated wildlife,

while the rifle irradiates .45 rounds as they are fired, dealing both ballistic and radiation damage. (100 CP)

Makeshift Weapons- Your choice of a harpoon gun, railway rifle (which shoots railroad spikes), or a Syringer (which shoots syringes that are typically custom made); each one comes with around 30 shots (your choice of ammunition for the Syringer). (150 CP)

Laser and Plasma Weapons- Your choice of a laser or plasma pistol, which are capable of being used as a base for a variety of different energy weapons; lasers are more accurate and have a higher rate of fire, but do less damage, whereas plasma is more powerful at the cost of speed and accuracy. Lasers require fusion cells, plasma requires plasma cartridges; each one comes with five reloads worth of ammunition. (150 CP)

Heavy Weapons- Your choice of a Flamer, (basically a flamethrower; uses "Flamer Fuel") Missile Launcher, or Minigun (5mm); each one comes with five reloads worth of ammunition. (150 CP)

Heavier Weapons- Your choice of a Gauss Rifle (uses 2mm energy cells), a Fat Man (shoots miniature nukes) or a Gatling Laser (uses Fusion Cores); the Gauss Rifle and Fat Man comes with five reloads worth of ammunition, while the Gatling Laser comes with a Fusion Core. (200 CP)

Power Armor- Created to help win the Great War, power armor bridges the gap between infantry and armored vehicles; servos and hydraulics help absorb force and greatly strengthen their wearers, advanced armor plating disperses energy from laser and plasma weaponry and helps protect from radiation. Wearing this, a person could fall from the top of a skyscraper and only hurt the ground; in addition, wearing the armor allows you to breathe underwater. Power armor uses Fusion Cores as a fuel source, which can last for centuries, and the power armor that you purchase here is fully upgraded (in terms of armor).

Raider Power Armor- Raider power armor is comprised of different pieces of power armor, often from different models, which have had scrap metal welded on to cover up holes and to offer reinforcement. Shoddy construction makes this the

worst type of power armor, but it's still far better than most armor available and is still on par with other versions in terms of power armor's non-protective abilities. (200 CP)

T-45 Power Armor- The t-45 is the first power armor to be successfully deployed in battle, and is also the most widespread. Unfortunately, in comparison to the other, more advanced models, their widespread availability is the only thing that this model has going for it. Its protectiveness is similar to Raider power armor, but it quickly outpaces its counterpart when upgraded. (300 CP)

T-51 Power Armor-The t-51 was first deployed during the Anchorage campaign, and quickly became standard issue for its advantages over the t-45 models, being pretty much a straight upgrade; however it's less common due to being deployed later in the war. (400 CP)

T-60 Power Armor- An advanced model of power armor deployed in the United States some short amount of time before the bombs dropped, the t-60 is visually similar to the t-45 while being more heavily armored. Due to its limited deployment, this model of armor is rare- to the point where the Commonwealth is one of, if not the only, place to find it. (500 CP)

X-01 Power Armor- An even more advanced model of power armor, developed just before the bombs fell and later employed by remnants of the US military after the bombs fell; its appearance is strikingly similar to the armor used by the Enclave, and is likely a progenitor; fully upgraded, the X-01 is the most protective armor available. (600 CP)

Add-Ons- The following options can be added to any power armor that you've purchased; Piezonucleic, Tesla, and Overboss are NOT exclusive from each other.

Fully Modded- Your power armor has been modded, in addition to being fully upgraded; you can choose one mod to attach to the helmet, torso, both arms and both legs, such as the VATS matrix overlay or the jetpack. (100 CP)

Custom Fitting- Your suit has been custom fit to your body; if you're a Super Mutant or purchased Gigantism, you will need to purchase this option so your suit will fit you. (50 CP)

Piezonucleic- Your power armor's system now incorporates a polymer of gold and lithium hydride, capable of converting radiation to power; as such, so long as

you're being irradiated, your power armor won't use up the charge in its fusion core. (50 CP)

Electrified- Your power armor utilizes a small amount of power to electrify its chassis, dealing damage to melee attackers who hit you; in addition, if your armor is constantly charged with large amounts of electricity, your armor will harden considerably making bullets and energy weapons less effective, though this would require some sort of large set up for you to make use of. (100 CP)

Tesla- Your power armor incorporates the COILS OF NIKOLA TESLA! Not to be confused with the tesla armor developed by the Enclave, this armor's efficiency has been increased slightly, allowing it to supercharge energy weapons and providing them a 25% increase in power. (100 CP)

Special Weapons- Weapons that you can purchase from this section are either very rare, or unique in their construction. Certain articles may even be of an alien or supernatural nature… but who's to say for certain? Guns come with five reloads, which replenish Post-Jump.

2076 World Series Baseball Bat- While this looks like a normal baseball bat, rarely something… highly unusual will happen. Whether it's because you're lucky, strong, or the bat is possessed by the spirit of baseball itself, it has a chance to send your enemies catapulting through the air when struck with it. When this happens, you can almost swear that you hear a crowd cheering… (100 CP, discount Drop In)

Acid Soaker- The acid soaker is a prize available at Nuka World's arcade, though whether it was a prize from before the war or added by one of the raiders is unknown. It shoots acid concentrate, which is capable of melting through flesh and eventually through steel; however its range is low, and it has a low capacity making its usefulness situational. (100 CP, discount Raider)

Aeternus- The Aeternus is an incredibly efficient Gatling Laser, carried by a rogue knight of the Brotherhood; it never seems to fully deplete its fusion core, giving it functionally unlimited ammo- although, were it to be fired continuously for an indeterminate amount of time, it's ammunition would be depleted eventually- but during that time, you could pretty much kill anything that's ever walked the wastes. (400 CP, discount BoS)

Alien Blaster- This highly advanced energy weapon is indisputably of extraterrestrial origin, and fires slow moving, blue bolts of energy capable of burning living beings to ash with a single shot. Unfortunately, its alien nature means that ammo is precious- though perhaps someone with the right know how can modify it to run off something more earthly, or may even reverse engineer its alien ammunition? (400 CP, discount Drop In)

Atom's Judgment- Atom's Judgment is a specially modified super sledge created by the Children of Atom, capable of doing incredible amounts of damage; not only does it have all the strengths of a regular super sledge, but four damaged fusion cores attached to the head of the weapon cause intense radiation damage in those it hits. (300 CP, discount Institute)

Broadsider- The Broadsider is a curious mix of old and new technology; an extremely powerful, man portable cannon. A shot from this is enough to kill most things, however its rare ammunition, limited range, and high weight leaves something to be desired. (200 CP, discount BoS)

Cryolator- The Cryolator is, essentially, a Flamer that shoots ice and cold instead of fire. It consumes ammunition at a rapid rate, but is capable of freezing people solid; in addition, with a little modification it can shoot icy spikes that are far more damaging, in addition to having a further range- although they're somewhat slow. (200 CP, discount Institute)

December's Child- The December's Child is an M4 Carbine potentially used or created by DiMA, a prototype synth who founded a colony in Far Harbor; it's similar to the combat rifle, but utilizes 5.56 rounds and has a faster firing speed, as well as being faster to reload. (100 CP, discount Railroad)

Deliverer- Perfect for spy-work, the Deliverer is light, compact, easily concealable, and easy to aim. Used by members of the Railroad, the Deliverer can easily take down armored targets with a few well-placed shots, or a large handful of lightly armored targets with the same. (300 CP, discount Railroad)

Experimental MIRV- The Experimental MIRV is a modified Fat Man that shoots six Mini Nukes instead of one, acting somewhat like a cluster bomb; firing it's enough to kill just about anything, and the boom must be seen and heard to believe. (300 CP, discount BoS)

Grognak's Axe- This axe is based off the weapon of Grognak the Barbarian, the fictional Hubris Comics character, potentially for use in an Unstoppables movie. For some reason, they elected to make it a real weapon instead of a prop, and even

more unusually it's actually pretty good. It's surprisingly light, letting you swing it often and with ease, but it's also capable of staggering and cuts deep enough to bleed your enemies. It comes with a copy of Grognak's costume for you to wear, as a bonus. (300 CP, discount Raider)

Junk Jet- The Junk Jet is a pre-War invention, startlingly similar to the Rock-it Launcher that can be found in the Capital Wasteland; it's capable of firing junk (pretty much anything that can fit inside) at extremely high speeds. However, it's only effective at around pistol range due to the projectiles rapidly dropping off; at the same time, there's nothing quite like taking a raider's head off with a teddy bear. (100 CP, discount BoS)

Kremvh's Tooth- This blade was used in sacrifices to the great god Ug-Qualtoth, before the Great War- possibly even further than is known- and maybe even after. While the existence of Ug-Qualtoth is unprovable, the deadliness of this blade is- it's wickedly sharp, capable of cutting unnaturally deep to spill blood, and it's even poisonous which deals further damage to the victim. Whether this poison is due to the strange metal the blade is constructed out of, or for some other, stranger, reason, is unknown. (300 CP, discount Drop In)

Lorenzo's Artifact- This weapon, while looking like a normal gamma gun-save for the scarab amulet in the weapons dish- has a widely different effect. Rather than shooting radioactive energy, the weapon seems to project a telekinetic force capable of throwing grown men with great force- or even tearing their limbs off. In addition to Lorenzo's crown, which granted the nearly half a millennium old man telekinetic abilities, superhuman strength and durability, and immortality, this is perhaps one of the greatest pieces of evidence for the existence of the supernatural. (200 CP, discount Drop In)

Salvaged Assaultron Head- This Assaultron head has been converted into a powerful laser weapon, capable of being charged to deal additional damage; however it has a large drawback, as each time it is fired it heavily irradiates its user, killing them after only twenty shots if they don't receive medical attention. (100 CP, discount Institute)

Shem Drowne's Sword- The sword of Shem Drowne, a revolutionary sword pulled from the irradiated earth of his grave, has had its metal made permanently radioactive, allowing it to irradiate those it strikes. (200 CP, discount Railroad)

Shishkebab- The Shishkebab is a flame sword that utilizes a powerful, unknown fuel source allowing it to burn continuously; unlike other variants of the same

weapon elsewhere, the blade is a katana instead of a lawnmower blade. (200 CP, discount Raider)

Tesla Rifle- The Tesla Rifle is another Rust Devil special, cobbled together from robot parts. It fires bolts of electricity that arc between targets, making it great for crowd control; in addition, it's capable of being modified in a number of ways, allowing you to change how the gun fires. (400 CP, discount Institute)

The Striker- A modified Fat Man that fires bowling balls at speeds high enough to easily cripple limbs, if they don't kill outright, making it somewhat similar to the Broadsider; however, unlike the Broadsider The Striker has a much larger range, and its ammunition is recoverable and reusable as well. (400 CP, discount Railroad)

The Problem Solver- The Problem Solver is a handmade assault rifle that seemingly lowers the physical defenses against its assault with each strike your opponent takes; it's decorated in the same manner of the Pack's weapons. (400 CP, discount Raider)

Companions- The wasteland is a dangerous place, traveler; you're going to want someone to watch your back, even if that someone's just a dog.

Legendary- You can make your companions Legendary! Making a companion Legendary enhances their physical attributes greatly, can grant them additional abilities, and will also give them sapience and the ability to speak if they lacked those things naturally. One purchase per companion, but can be purchased multiple times for multiple companions. Post-Jump, any Legendary companions who lack a human alt-form gain one. The increases in intelligence and ability to speak can come from any number of sources in the wasteland; cybernetic modification, genetic tampering, even random chance. (100 CP, discounted after first purchase)

Import- You can import up to eight of your companions, giving them a background (and any freebies), a free race, as well as 300 CP to spend. Making an imported companion Legendary increases their natural abilities to the peak of what is possible for members of their species, and grants them sapience and the ability to speak if they lacked those things already. You may also choose to create a companion of roughly your specifications within these parameters. (200 CP)

Canon Companion- You can recruit any canon character willing to join you on your journey. You can recruit characters that are outside of the Commonwealth as

well; though traveling to their location is on you, as is convincing them to join you in your journey. If their race is listed above, or their creature type below, they are instead bought at that price. Legendary Companions only receive enhanced physical attributes, unless their creature type/race is listed below, in which case they receive the benefits listed. (200 CP)

Angler- Anglers are ambush predators native to Far Harbor; they utilize their lures, which resemble a type of useful weed found near water, to attract prey. They are capable of absorbing the island's fog and somehow spitting it out in the form of a fireball, which is their main method of attack, but they're also capable of using their claws to gut their prey. This one seems to like you, for whatever reason. Legendary Anglers gain a powerful venom, which they deliver with their claws somehow, as well as obscene damage resistance- enough to survive being shot in the head with a Gauss Rifle. (300 CP)

Assaultron- Assaultrons are highly deadly robots developed by RobCo and modelled after an unknown female. They possess an armored chassis, powerful servos that grant it great strength and speed, and a powerful laser in their head that can disintegrate flesh on contact. Legendary Assaultrons have its arms either be electrified or replaced with swords, and they can now engage stealth technology similar to Stealth Boys to become invisible. (200 CP)

Behemoth- Ancient Super Mutants that have grown large and powerful with age; this Behemoth seems to think you are its friend, and it is fiercely protective of you. Unfortunately, like many Super Mutants it is rather stupid, capable of only basic sentence structure and thought, and its large size (around twenty feet tall) makes it impossible for it to wield most conventional weapons. Legendary Behemoths are now as intelligent as the average human, and they are strengthened significantly. (500 CP)

Cat- Thought to be extinct in most places, cats have a surprisingly large population in the Commonwealth given their absence in other areas of the world. Legendary Cats… why would you make a cat legendary? They become really good mouse catchers. (50 CP)

Deathclaw- Roughly nine feet of teeth, claws, and muscle, Deathclaws are incredibly strong and surprisingly intelligent, making them very deadly creatures. Developed pre-war and modified by the Master, Deathclaws have spread across the continent, quickly establishing their spot near the top of the food chain. This one seems to like you, and it seems to follow your instructions like a well-trained, domesticated dog. Legendary Deathclaws gain chameleon like skin, allowing them to blend in with their surroundings. (500 CP)

Deathclaw Egg- You've come across a Deathclaw egg; upon hatching, the creature will imprint on you as its parent, becoming loyal to you. It will reach full maturity in ten years; early on, it will rely on you heavily for food and protection, but after a few years it will be mostly self-sufficient. If you make a Deathclaw Egg Legendary, it only gains sapience and the ability to speak; it's physically average in every other way. (300 CP)

Dog- Man's best friend has remained mostly the same in the post-apocalypse, though many have returned to their wolfish roots since things went to hell in a hand basket. This dog likes you for some reason; maybe you remind it of someone? Legendary Dogs can become loyal robodogs, and thanks to the mad science that created them they not only have enhanced strength and durability, but also the gift of speech- it's surprisingly eloquent and intelligent, despite still apparently possessing the mind of an animal, and it has a well-developed sense of humor. Alternatively, it can become a savage mutant hound. (50 CP)

Eyebot- Eyebots are hovering robots developed by RobCo for the purpose of advertising and other tasks of varying difficulty. They possess a speaker from which they can play the radio, as well as a weak laser for defense. Legendary Eyebots gain tools from which they can synthesize various items, including ammunition, given the proper materials, as well as upgraded sensors that allow them to detect enemies from far away. (50 CP)

Fog Crawler- The Fog Crawler is one of, if not the most, dangerous creatures that can be found in Far Harbor; being some sort of mutant mantis shrimp, it towers over humans, being taller than a Deathclaw, has a strong exoskeleton, two scythe like limbs and deceptively fast movement, which let the Fog Crawler rip through people in seconds. It's fortunate, then, that this one seems to like you. Legendary Fog Crawlers are even stronger, with armor that's nigh impenetrable. (500 CP)

Gatorclaw- An unholy mashup between a Super Mutant, an alligator, and a Deathclaw, the Gatorclaw is one of the deadliest creatures to walk the wastes; their origins aren't military in origin, instead being created by a ghoulified Nuka-World scientist to serve as his protection against the outside world. Unfortunately, they were too aggressive to be tamed, and they turned on their creator, the cloning machine he used to create their first numbers still creates them to this day; strangely, this one seems to like you. Legendary Gatorclaws increase their physical attributes tremendously, and optionally gain albino coloration. (500 CP)

Gorilla- A Synthetic gorilla from the Institute has started following you; for some reason, it seems to like you. Legendary Gorillas are not only sentient, but also

possess above average intellect and a love of philosophy, culture, and fine dining, as well as cybernetic enhancements that make them to regular gorillas what Coursers are to humans. (200 CP)

Gulper- Another of Far Harbor's abominations, the Gulper is a mutated salamander with a body structure similar to a Deathclaw. It attacks with its claws and large mouth; more mature Gulpers may be capable of devouring its prey whole, which might be where the name comes from. This one doesn't seem to think you're food, though, and it seems to like you. Legendary Gulpers become much larger, with equal increases to their physical attributes. (400 CP)

Mirelurk- Mutated shellfish, Mirelurks are usually extremely hostile, especially when others intrude into their lairs where they keep their eggs. This one, though, appears to like you for some reason, and it follows you around. Legendary Mirelurks become either Mirelurk Queens (a much larger version of a regular Mirelurk with acidic spit) or Mirelurk Kings (vaguely humanoid, froglike creatures with sonic screams). (300 CP)

Miss Nanny/Mr. Handy- Created by General Atomics International, these robots were created to be domestic assistants. Each one is outfitted with three arms; a normal arm of gripping objects, an arm that has a saw on it, and one with a flamethrower- though some units have lasers instead of a flamethrower. They also possess three "eyes" and hover with a jet powered propulsion system. A number of accents can be selected as well, though most default to French or English, respectively. Legendary Mr. Handies/Miss Nannies become Mr. (or Ms.) Gutsies, giving them much better armor, as well as either a powerful laser weapon or a built in 10mm weapon in addition to their existing flamethrower and saw. (100 CP)

Protectron- One of RobCo's most common models of robot, Protectrons are incredibly versatile, and capable of being modified to take a variety of roles. This Protectron is the base model, which means that it possesses a laser in each of its arms. Legendary Protectrons can have a cryo sprayer, a pair of nailguns, or electrical emitters implanted in their arms, in addition to much greater armor. (100 CP)

Radscorpion- Mutated emperor scorpions that escaped from pet stores in the early days of the war, Radscorpions are powerful, deadly hunters possessing strong claws, a thick carapace, and a lethal sting with which it delivers potent venom. Legendary Radscorpions have irradiated stingers which now delivers large amounts of radiation in addition to their venom. It's also surprisingly good at chess. (200 CP)

Robobrain- Experimental and highly unstable, Robobrains utilize an organic, most likely human brain to process information about their surroundings. This has caused instability in many of them, resulting in deranged, illogical killers roaming the Wasteland. They were introduced to the Commonwealth by the Mechanist, a mysterious individual who modeled himself off of an old comic book character; the one that follows you, however, appears to be a prototype. It's also well-adjusted, and can follow orders without getting confused or redefining its objectives. Legendary Robobrains get a fully functional Mesmetron, which can pacify most regular humans, without risk of turning them into raging berserkers or causing their head to pop like a cherry bomb. (200 CP)

Sentry Bot- Incredibly powerful warbots, Sentry Bots annihilate their enemies with built in weaponry (typically one minigun and one missile launcher, though other combinations exist) and protect themselves with powerful armor. Legendary Sentry Bots possess mortar launchers, giving them longer range options in combat, as well as incredibly strong armor. (400 CP)

Yao Guai- Big, mutated black bears, their name is derived from the Chinese word for "demon"- and their huge strength, vicious claws, and hideous appearance certainly matches that description. This one likes you, for some reason, and it might even allow you to ride it with enough coaxing. Legendary Yao Guais gain greatly enhanced strength and thick hides capable of shrugging off most bullets. (300 CP)

Scenarios- You can take one Scenario by default, or as many as you want if you take the Survivor Mode drawback; most Scenarios have multiple endings, but you can only choose one. Any companions you get will need to be convinced to come with you (both during the Jump and post-Jump) as if you had purchased them.

Scenario One: Main Quest- Your goal is to ensure that your faction of choice ends up as the dominant power in the Commonwealth at the end of your ten year stay. You aren't restricted to the faction your Background is based on; you can ensure the victory of the Railroad as someone from the Institute or vice versa, for example. In addition, you don't have to wipe out the other factions; you can merely drive them off, make peace with them, or even bring them under the banner of your chosen faction, and still fulfill this scenario. No matter which one you pick, you also get the perk War Never Changes, which makes you an expert in the arts

of war and battle on nearly every scale, as well as great skills in logistics and other areas needed to fuel the war effort. In addition, if you take this scenario with the "Sole Survivor" drawback and chose to replace the Sole Survivor you can take Dogmeat, Codsworth, and any surviving family members with you as companions.

+Ending One: Minutemen - For ensuring that the Minutemen are the dominant faction in the Commonwealth, you gain the following; Sixty-Minute Man, a perk which makes you more experienced in the arts of romance and seduction, and the Flare Gun, which summons a group of friendly Minutemen armed with Laser Muskets wherever you are, useable once a week. You can also choose to take Preston Garvey as a companion for free.

+Ending Two: The Brotherhood of Steel- For ensuring that the Brotherhood of Steel are the dominant faction in the Commonwealth, you gain the following; Sentinel, a perk which greatly increases your willpower and resolve, while also increasing your endurance allowing you to fight longer, and the Vertibird Signal Grenade, which summons a Vertibird (including a pilot, a gunner, and two Brotherhood Paladins) as back up, replenishing and useable once a week. You can also choose to take Paladin Danse as a companion for free.

+Ending Three: The Railroad- For ensuring that the Railroad are the dominant faction in the Commonwealth, you gain the following; a perk called Road to Freedom, that helps you organize, run, and recruit members for underground organizations and conspiracies, and the Railroad Relay Beacon, a repurposed Synth Relay Beacon that summons a small group of some of the Railroad's best agents, including at least one Heavy, replenishing (and useable) once a week. You can also choose to take Deacon as a companion for free.

+Ending Four: The Institute- For ensuring that the Institute are the dominant faction in the Commonwealth, you gain the following; a cybernetic implant nicknamed "Shield Harmonics", which slightly increases your resistance to energy weapons of all types, and a replenishing Synth Relay Beacon, which teleports a large group of friendly Generation 1 Synths, armed with Institute weaponry, to your location once a week. You can also choose to take X6-88 with you as a companion for free.

+Ending Five: Wildcard- Instead of helping any of the above factions, you chose to aid a different one. Maybe you gathered all of the raider gangs and tribes and took over as some sort of monarch, maybe you conquered the Commonwealth with an army of robots, or maybe you even got one of the western factions like the Legion or NCR to take over. In any case, you gain the perk Wildcard, which gives you an air of unpredictability that makes discerning your motives, thoughts, and probable actions harder; in addition while doing something others around you wouldn't expect or think is possible you seem luckier. You can also take either Strong, Piper, MacCready, Hancock, Cait, Nick, or Curie as a companion for free.

Scenario Two: Automatron- A few weeks after your arrival in the Commonwealth a small caravan will be attacked and possibly massacred by robots. Whose robots, you may ask? Why, THE MECHANIST'S robots, that's who! Seemingly hell-bent on murder, the malicious Mechanist sends his many mechanical monsters marauding throughout the Commonwealth! And one way or another, it's up to YOU to put down these mad machines, and put a stop to the Mechanist's machinations once and for all! No matter how your fight goes down, you'll receive the blueprints for the Robot Workbench, an ingeniously designed piece of technology that greatly simplifies the process of creating robots- to the point where the average wastelander could put together a few basic robots, even without any background in science! You'll also have a Robot Workbench added onto your Warehouse, if you want.

+Ending One: Kill the Mechanist- Tracking the Mechanist down to his lair, you finally put down the villain turned "hero" turned villain, letting the people of the Commonwealth sleep a little bit better at night. Although his armor is too damaged to recover, on his corpse you find the Protectron's Gaze, a powerful laser scattergun that's been customized by the Mechanist, giving it attributes similar to a shotgun, as well as a faster firing speed and even an easier reloading mechanism, and you also receive the (somewhat ironically named) Robot Sympathy perk, which gives you better knowledge of robots of all kinds- weaknesses, exploits, ways to improve or upgrade them, even knowledge of how their "brains" work as a result of your robo-cidal actions. You can also choose to take Ada as a companion for free.

+Ending Two: Subdue the Mechanist- Tracking the Mechanist down to his lair, you make the Mechanist surrender after soundly thrashing his robots. Humbled, he turns over his armor- the MECHANIST'S ARMOR, a highly protective- if somewhat corny looking- suit of armor that as well as his

Schematics, functioning somewhat like a cross between the RobCo Holotapes and the Mechanist perk; not only incorporating RobCo designs, but also some of General Atomics' and the U.S. Government's designs, in addition to the Mechanist's own designs. If you're not technologically minded, however, coming up with your own designs or recreating the base robots from these will be very hard. You can also choose to take THE MECHANIST as a companion for free.

+Ending Three: Confront the Mechanist… AS THE SILVER SHROUD!- A-HA! DEATH HAS COME FOR THE MECHANIST… AND YOU ARE ITS SHROUD! TRACKING THE MECHANIST DOWN TO HIS LAIR, YOU WERE CONFRONTED BY THE MECHANIST'S MOB OF MALICIOUS MACHINES! ZAP! POW! BANG! AND THEY LAY CRUMPLED AT YOUR FEET, TORN TO SHREDS BY YOUR RIGHTEOUS FURY! WHETHER OR NOT THE MECHANIST DIED AT YOUR HAND, ENSURING THAT HE COULD NO LONGER THREATEN THE FAIR PEOPLE OF THE COMMONWEALTH HAS GIVEN YOU THE SILVER SHROUD PERK, ENSURING THAT ALL EVIL DOERS WILL COME TO KNOW OF- AND FEAR- THE SILVER SHROUD! IN ADDITION, YOUR REPUTATION AS THE SHROUD HAS GIVEN YOU THE UNSTOPPABLES APPROVED PERK, WHICH ENSURES THAT PEOPLE TAKE YOU SERIOUSLY NO MATTER HOW OUTLANDISHLY YOU ACT, TALK, OR DRESS! YOU CAN ALSO TAKE THE MECHANIST WITH YOU AS A COMPANION FOR FREE AS A CLASSIC SUPERHERO/SUPERVILLAIN TEAM UP IF YOU DIDN'T PUMP HIM FULL OF LEAD, OR ADA IF YOU DID. (OBVIOUSLY YOU'LL NEED A SILVER SHROUD COSTUME TO DO THIS, THOUGH IT DOESN'T NECCESARILY NEED TO BE BOUGHT HERE IF YOU'RE UP FOR SOME LOOTING.)

Scenario Three: Far Harbor- Radioactive fog, ravenous sea creatures, deranged, radiation worshiping cultists, a colony of Synths, doing God knows what on that hill; Far Harbor has seen better days. One way or another, you'll be drawn to the island; maybe you'll be alongside Nick as he searches for a missing girl, maybe you'll just wake up there, not really knowing why. Maybe you just have a hankering for sea food. In any case, you'll soon become embroiled in the island's conflicts, and will take one side or another. There are many ways this can end, some peacefully, some violently, so instead you'll choose which faction on Far Harbor you favored most heavily. For walking the fog and braving the dangers of Far Harbor, you'll get the Far Harbor Survivalist perk, which increases your resistances to… just about every mundane problem you could face, at least a little bit. It takes longer for you to bleed out, you get sick less often, it takes longer for you to starve or suffer the effects of dehydration, poison affects you less, and you can tolerate uncomfortable temperatures and weather for much longer.

+Ending One: Favored Far Harbor- By aiding and protecting the interests and people of Far Harbor above all others, you have internalized their hardiness and way of life, improving the Far Harbor Survivalist perk greatly; you could lose most of your blood and still barely survive, go for days without water and weeks without food, come back from the worst diseases with only a few days of rest and medication, and exist and survive comfortably in nearly any climate on Earth. You'll also gain the mutation Cleansing Breath, which allows you to draw in and store radiation found in the air inside your lungs, as well as allowing you to release that radiation in the form of a radioactive fireball, similar to what the island's Anglers are capable of doing. You're also capable of expelling other radiation that your body has accrued in the same way, and also gain an immunity to radiation so your new power won't kill you. You can also take Old Longfellow as a companion for free.

+Ending Two: Favored Acadia- By aiding and protecting the interests and people of Acadia above all others, you've internalized their urge to survive and live in peace, gaining the Acadian perk, which ensures that you're always capable of overcoming mental and emotional trauma, as well as greatly increasing your willpower allowing you to suffer through a lot more before you reach your breaking point. In addition, DiMA, the leader of the Synth colony, will install the Protector cybernetic enhancement in you, which supercharges your body's cells, greatly increasing your resistance to damage for thirty-seconds when you're near death. You can also take DiMA or Nick Valentine as a companion for free.

+Ending Three: Favored Children of Atom- By aiding and protecting the interests and people of Arcadia above all others, you've internalized their radiation, gaining the Fog Vision mutation, which occasionally leads you to important people, places, and things through strange, surreal hallucinations, as well as the Crusader mutation, which allows you to temporarily, incredibly increase your physical strength by absorbing and consuming large amounts of radiation. In addition, you may choose to take High Confessor Tektus or Grand Zealot Richter as a companion for free.

+Ending Four: Favored No One- Instead of helping one of the island's factions above all others, you've taken a fourth option; maybe you've helped all of them broker peace between each other, maybe you've sunk the island and its secrets into the ocean, maybe you merely pursued your own agenda; in any case, while the factions on the island haven't given you any outstanding rewards the island itself has offered its boons to you. First, you've found a full suit of Recon

Marine Armor; the helmet has sensors that help you detect foes, the leggings have machinery that helps you move faster, and one of the arms is capable of injecting a drug similar to Jet or Turbo that slows down your perception of time, in addition to the entire set being incredibly protective. You've also somehow gained the friendship of a large Hermit Crab, which has made its home in a van.

Scenario Four: Nuka World- What if there was a place with all the zip of Nuka Cola? Wouldn't that be the cheer-cheer-cheeriest place in all the world? Well, it turns out there is a place with all the zip of Nuka Cola; come on down to Nuka World and see it for yourself.

Nuka World has seen better days; the entire park is infested with raiders, mutated animals and insects, crazed Nuka World robots and the electricity's been shut off. There are many ways this could end; maybe you'll take over, lead the raider gangs yourself? Maybe you'll wipe them out, and turn Nuka World into a respectable city and trade hub? Or maybe you'll just take everything over for yourself, making Nuka World your personal playground? In any case, you'll get a Lifetime Supply of Nuka Cola- all official flavors, from Clear to Quantum, as well as all mixes- even some alcoholic mixes such as Nuka Dark, or the ones created post-War by the raiders- on tap and available for bottling in your Warehouse.

+Ending One: Rule as Overboss- This is a pretty sweet gig, so why change up the status quo? You take over as the Overboss of Nuka World, leading any of the surviving gangs. You get a choice of two out of three perks; Ace Operator gives you almost preternatural levels of stealth, with how you seem to blend in with the shadows, as well as knowledge of how to use silenced weaponry to the best effect, Chosen Disciple gives you a burst of adrenaline and energy every time you kill or take down an opponent, letting you keep fighting well beyond what a normal person is capable of, and finally Pack Alpha increases your toughness and strength significantly, and gives you preternatural knowledge of melee combat. In addition, you can choose to take Porter Gage with you as a companion for free.

+Ending Two: Destroy the Gangs- Nuka World is a hive of scum and villainy, and you won't stand for it! Whether on your own, or with the help of another faction like the Minutemen, you decided to kick the raiders out of Nuka World so that Nuka World might become something respectable once again. For your bravery, you've been rewarded with the Open Season perk, which gives you phenomenal skill at finding and taking out the members of organizations you dislike; in addition you'll also get the Nuka-nuke Launcher, a modified Fat Man that shoots specially designed Mini Nukes that explode in a blue, Quantum

fireball while also being nearly 50% more powerful than a regular Fat Man! You can also choose to take Preston Garvey with you as a companion for free.

+Ending Three: Restore Nuka World- There's something more important than petty morality at stake here; you fight for Nuka Cola itself! Your goal is to restore the park to its former glory, and if that means killing every last monster and raider and picking up every piece of trash that's accumulated over two-hundred years then by Bradberton you're going to do it! Your reward for this Herculean task is Nuka World- that's right, the entire park- being recreated in an add-on to your Warehouse. While you can't store anything inside, you're free to take as many bottles of Nuka as you can carry out of the park, as well as any other souvenirs you want. You'll also receive the Recipe for Nuka Cola, letting you share the soft drink everywhere you go! Finally, you'll get the Nuka Fanatic perk, which ensures that you get the full benefit out of every Nuka Cola you drink, from getting night-vision to removing radiation to even promoting rapid healing in your body!

Scenario Five: Vault-Tec Workshop- Ever wanted your own Vault? Well, here's your chance- eventually, you'll hear a distress message coming from Vault 88, and upon arrival you'll find Valery Barstow, a ghoul who was supposed to be the Overseer of Vault 88 before the bombs halted construction of the shelter, seemingly for good. Fortunately, now that you've arrived construction can begin again! After clearing the underground cavern where the Vault was meant to be built of debris, the ghoulified construction team, and a nest of Mirelurks you can begin construction. Once the Vault is successfully built, and once you have a thriving population, your work will be done. From there, you have two choices for what happens to your Vault post-Jump- you can choose to have it Follow You, in which case it will retain all modifications you make to it (so long as they fit within the cavern), as well as a new population (if you want) in each world; alternatively, you can make it an Add-On to the Warehouse, in which case you'll be restricted to the Overseer's Office (and your residents will be unable to access your office, as well). From there, though, you'll have access to a number of security cameras as well as a speaker system, allowing you to give orders to your Vault residents (random wastelanders) who will follow them without question. You'll also have a camera showing the outside of the Vault, which will allow you to see any invaders or wasteland creatures that are coming to attack; you may also send residents into the wasteland to explore. Essentially, this acts as a real version of Fallout Shelter, letting you experiment, build, and rule your Vault to your heart's content. As an added bonus, you'll also get the Vault-Tec Population Management System added to your Warehouse, which lets you track the condition and location of your residents, as well as your companions.

Drawbacks- Take up to +600 CP worth of drawbacks.

All Roads- You've been here before… maybe not to the Commonwealth, but this world. You can continue your adventures from the main Fallout Jump; you'll have a history in this world that may affect the world around you, and it's quite possible that you'll meet old friends- and old enemies. If you don't take this, then the world will be as if you haven't taken the Fallout Jump; that is, things will be the same as they would be in game. You may choose to retain drawbacks from that Jump, though you won't get any extra CP here for doing so. (+0 CP)

Sole Survivor- You do have memories of this world; or, more accurately, the one that came before it. You will take the place of Vault 111's Sole Survivor (you may choose to take the place of Nate or Nora; or neither of them, in which case both husband and wife will die in the cryo-chambers.) You cannot change the pre-war world in any way, as the point in time where you "Drop In" is after being released from your pod on October 23rd, 2287. You may take this with All Roads, though that might cause a few problems if people recognize you. (+0 CP, Drop In only)

Party Animal- You're hopelessly addicted to a chem of choice; while you're not at risk of dying due to withdrawal, you will become violently ill without taking at least one dose every 24 hours. (+100 CP)

Synthspicious- You're extremely paranoid about Synths, to the point that you'd accuse your own brother of being one. You won't outright attack anyone because of this, but it is possible that you'll get into fights due to accusing the wrong person. You know who wouldn't take this drawback? A god damn Synth, that's who! (+100 CP)

Mimics- The Institute has released Synthetic copies of you into the Commonwealth; some of them are convinced they are you, some of them are hunting you down to replace you, some of them will cause mayhem to ruin your reputation, and a few of them may even try and further what they think your goals are. They don't have any of your supernatural abilities, but they're very convincing replicas. Any companions you have will have Synth doubles made as well. (+100 CP)

Scrounger- Just about everything is scarce in this world, but for you, it's even worse. You've got horrible luck when searching for loot, making scavenging and living off the land (or city) much harder. (+100 CP)

Wasted World- The world has become much harsher, Jumper; radstorms, a previously uncommon occurrence, now blow in from the Glowing Sea nearly every day, saturating the Commonwealth with radiation. Mutants and ferals seem to flourish in this weather, growing stronger with more and more being drawn to the Commonwealth every day. (+200 CP)

Crippled- One of your arms or legs has been permanently crippled, making life much more difficult and dangerous for you. You cannot get around this using magic, regeneration/healing, or cybernetics/prosthetics. (+200 CP)

Idiot Savant- You might've taken a few blows to the head, or maybe your chem habit finally caught up with you in a bad way; in any case, you are now very dumb. You also let out annoying laughs/giggles every so often, which is a bit annoying and might put others off. On the upside, when talking to other dumb people you can understand them perfectly- they're even surprisingly eloquent, given their apparent lack of intelligence. (+200 CP)

Hate Newspapers- You aren't so good at this whole "talking" thing; you're limited to asking and answering questions, showing approval or disapproval, and sarcastically quipping in response to someone talking to you. Other than that, you're pretty much silent. In addition, your ability to persuade, lie, and verbally intimidate has taken a sharp dive as well. (+200 CP)

There's A Settlement That Needs Your Help- Early on in your wasteland career you will meet a man named Preston Garvey; a member of the Minutemen. He'll ask you to help a settlement, eventually, and despite yourself you'll find that you'll agree to do so. Once you return, he'll have found another settlement for you to help, and so on and so forth, until you leave in ten years. Anything that you plan on doing will have to be done in between or en route to these settlements. Preston Garvey is immortal for the purposes of this drawback, and will always find you or escape from whatever traps or prisons you make for him if you try to evade or imprison him. (+300 CP)

Institutionalized- Oh boy; the Institute has somehow created a Synth with all of your powers, perks, and skills, as well as your memories, and it's been set loose to hunt you down. It was incredibly expensive to create, but if you defeat it the Institute will start sending Synths with random abilities (that you have) after you; though they won't have the full set that the first one had. (+300 CP)

Prime Time- Democracy is non-negotiable; Liberty Prime has been set loose to kill you; what's more, he's been upgraded with technology from the Jumps that you've been to previously, increasing his versatility and combat prowess

significantly. Destroying it will cause the Brotherhood of Steel to come after you, and they, too, will utilize tech from previous Jumps- though to a lesser extent- to try and kill you. (+300 CP)

Legendary Opponents- Hope you like bullet sponges, because it seems that everything's become one; it seems that the enemies scale with your power, becoming stronger as you are. Many of them will also mutate at least once while you fight them, developing countermeasures against what you're using to attack them with while also fully healing them of any damage they've taken. Worst of all, their loot hasn't even improved! (+300 CP)

Survivor Mode- You've lost all memories of this world beyond what your background gives you; Drop Ins only have basic wasteland survival knowledge (or pre-war knowledge, if they've taken the Sole Survivor drawback). Your supernatural abilities and skills are also removed, though regular skills are unaffected. If you take this and Sole Survivor, you get an additional +800 CP to spend. You cannot take this drawback with All Roads. (+600/+800 CP)

Endings-

Head Home- You've had enough danger to last a lifetime, and you return home.

Stay Here- You've grown attached to the Wasteland, and despite its faults you've decided to make it your home.

Next Jump- You're ready to move onto the next world, the next adventure- because Jumping; Jumping Never Changes.

Notes:

-YJ_Anon