Spoilers Ahead



Fallout

v. 1.0

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Welcome to a world you may already be familiar with. 219 years ago the World of Tomorrow ended in nuclear fire. Some survived in underground nuclear shelters called Vaults, where their descendants have continued to live in relative peace. Or not, depending on who got to design the Vault. Others live upon the surface. Some join with militaristic factions like the Brotherhood of Steel, who nominally search for technology and horde it for the protection of others. Others have seemingly no allegiance save to themselves. Still others cling to things lost, such as those who still remember the promise that was the New California Republic. All of these and more are present in the year 2296, the year a scientist defecting from the Enclave makes their way West.

This is a world full of mutated creatures, feral ghouls, cannibalistic raiders, and radiation galore. Odds of survival are low, and remaining the same person as when you began is downright impossible. Still, this is your new home for the next ten years. Take these **+1000 CP** for your stay and remember…

War… War Never Changes.

Origin:

Any Origin can be treated as Drop-In if you prefer.

Vault Dweller

The descendants of those who purchased access to the Vaults before the bombs fell, Vault Dwellers are a dying breed. Some Vaults were home to experiments that may have affected the residents in various less than ideal ways, but that doesn't include you. Right?

Brotherhood of Steel

The Brotherhood of Steel descends from the Pre-War military, and is among the best-equipped groups in the Wasteland. They take inspiration from a variety of origins, including Arthurian legend. The particular local group has leaned further into religious identity than most seen so far. If chosen as an origin without Drop-In, you begin as an Initiate.

Survivor

You were born upon the surface of this world, and had to scrape for survival every moment of your life. Whether you remember the days of the New California Republic, or you were born well after their fall is entirely up to you, but irregardless you've had to live in the uncivilized wastes for some time.

Location:

Roll 1d8 or Pay 50CP to choose.

1 - Vault 31/32/33 This particular vault was among the first designed, and was made with the intention of breeding the ultimate Corporate Manager. Vaults 32 and 33 are identical, containing large atriums turned farms and a sizable population. Vault 31 is supposedly the same, but contains Buds Buds, an executive management program frozen in cryogenics, instead. A system of trade between the three Vaults allows for the transfer of personnel, with the managers from Vault 31 becoming Overseers in 32 and 33. At some point two years ago the residents of Vault 32 learned of the experiment, and a civil war occurred that ended in the deaths of everyone in the Vault. Soon raiders led by Lee Moldaver will come to this Vault seeking to enter Vault 33. You can choose between entering in any of the three Vaults. If you are in Vault 31, you will have to deal with Bud. If you are in Vault 32, raiders are soon to arrive. If you are a Vault Dweller, you can choose to start here for free. If you are not a Vault Dweller, you can instead start on the surface in Saint Monica.

2 - Filly This town is built into a landfill, and is a trade center for the region. All manner of scrap has been recovered and sold here, and still more remains. Survivors can start here for free, but Ghouls and other mutants may feel unwelcome.

3 - Hollywood Since the Great War, Hollywood Blvd. has become a lake home to a gulper. You start on the water's edge. Be careful, while a Gulper out of water is only as dangerous as any other mutated beast its size, in the water it is a fast swimmer and far better at maneuvering than you.

4 - The Super Duper Organ Market You start in the parking lot of a Super Duper Market that has been turned into an Organ Harvesting operation which sells chems in exchange for humans to be dissected.

Trading with them can be accomplished via the intercom, but if you go inside beware the harvesters and their robotic helper.

5 - Shady Sands Shady Sands was once the birthplace of the New California Republic, a thriving city of thousands. Now it is a crater, one you start on the edge of. There is a nearby West-Tec medical facility that serves as the entrance to Vault 4, if you would like to pay them a visit.

6 - Griffith Observatory Since Shady Sands, this Observatory has been turned into the Headquarters for the local New California Republic forces and home to Lee Moldaver and her reactor (currently inoperable).

7 - Brotherhood of Steel Base Formerly an Air Force Base, this location has been used by the Brotherhood of Steel as a Forward Operating Base out into the Wilds as they call them, and as a training facility for Aspirants who wish to become Knights. Brotherhood of Steel can start here for free.

8 - Free choice Select any of the above, or anywhere else in the Post-War world that you fancy.

Perks:

General Perks

(100) General Repairs

In a world where manufacturing is a thing of the past and almost everything originates in scavenged goods, the ability to effect some repairs is a must. Fortunately you've tinkered a bit in your life, enough to know the basics. You know how to maintain basic machines and effect minor repairs on basic equipment.

(+100) Complex Repairs

Unfortunately sometimes the basics don't cut it, but you seem to rise to the challenge. You're capable of performing repairs above and beyond the standard. Yours is the skill to repair Water Chips, Power Armor, complex vehicles, and robots.

(100) Mutated

Given the radiation, it's really no surprise that some folks received some mutations, and that's before we get into the FEV and mad scientists running about. You are one such person, having received a minor mutation which serves as an advantage. This could be something as simple as the ability to see in the dark, or as complicated as a third arm. The visibility of said mutation is also up to you, though be aware that some communities might discriminate against the visibility mutated.

(+300) Super Mutant

Not all mutants are made equal, but some are a measure above the rest. You are now a super mutant, a purpose-built super soldier of another time. At base you are strong and tough, far more so than even a ghoul, but that is just where you start. As you age, you do not plateau in

strength. Instead you keep growing stronger and larger, eventually becoming a Super Mutant Behemoth. Like being a ghoul, this also affords you an immunity to radiation and the inability to die of old age.

Vault Dweller

(100) Good Upbringing

Unlike many that live Post-War, you had a comfortable life growing up with a strong moral upbringing. You understand innately ideas like the Golden Rule and conflict management. In a world of cynics, you shine like a beacon. And maybe, just maybe, a bit of this optimism will rub off on those around you. While many on the surface will scoff, this means you're not inclined to the same level of self-sabotage of some others in social contexts.

(100) Healthy

Being from a Vault usually means you had a comfortable life below ground without the same hardships of the surface world, and it shows. Your body may not be perfect, but you've never experienced the radiation, mutations, or injuries common to the world above, and ready access to food and medicine means you won't need to worry about childhood malnutrition affecting your future self. This also serves as an appearance booster.

(200) Career

In a Vault, everyone must put in some work for the betterment of all, and as such you've been trained in some career. This could be mechanics and repair, a vital need for a Vault. This could be farming, whether in actual soil or hydroponics. It could be medicine, it could be security… what the career ultimately is is up to you, but you are trained to the level wherein you are the undisputed best within your Vault.

(200) Hobbies

A dedicated career is all well and good, but your hobbies can also define you. Fortunately you can select three such hobbies. While you may not be the Vault expert in these three things, you are guaranteed to be at least moderately capable. These hobbies can range from riflery to philosophical debate, and anywhere in between.

(400) Golden Rule

Do unto others as you would have done unto you. These words may seem naive in the Wasteland, but for you they are words to live by. While we would hope it's because of your morals, it also might be because your kind actions are fiat backed to be reciprocated at some point in your travels. If you were to give water to a thirsty man, on the day you're dying of thirst someone will be there to help you. Save someone imprisoned by organ harvesters? They will turn out to be a member of an organization you need inroads with. You may not recognize how this manifests, but you can rest assured that it is every time.

(600) What is the Ultimate Weapon to Destroy Your Competition?

Time. You've internalized this concept, and know precisely how to put it to work. Sure you could destroy them in a protracted fight, but why do that when they'll run themselves into the ground given a decade? But as a Jumper, a decade is longer than you might have.

Which is why this perk allows you to speed up that timeline. When you're in competition with someone or something and you've drawn up your plans for how to outlast them, their downfall will approach at a much faster pace. In the case of Vault-Tec, their centuries long plan for domination would take you mere decades. This can manifest as increased attrition and just bad luck for your enemies, and never in a way that leads back to you.

Brotherhood of Steel

(100) Initiate Training

Your training began when you were young, and focussed upon the singular purpose of aiding a Brotherhood Knight in the field. You learned basic combat skills necessary, of course, but more than that you learned to identify technology, to repair your Knight's equipment, and to tote it all around like a glorified pack mule. Were the Brotherhood looking to assign squires, you'd make the top of the list.

(100) Boot Camp

Unlike the vast majority of people on the surface, the Brotherhood of Steel puts its trainees through actual legitimate military training. While the effectiveness of this training may be questionable in some fields, it does make them one of the few organizations with physical fitness as an attribute. You've had to run miles, lift weights, and perform exercises, but the results show. You have the muscle mass and fitness to show for it, putting you at the peak of what might be considered 'standard human.'

(200) Power Armor Training

What defines the Brotherhood? Is it their mission? Their ideals? The sense of brotherhood that is their namesake? Arguably it is none of these, but their other namesake: Steel. Or in other words, Power Armor. You've been trained in the use of Power Armor to the level of the most elite of Brotherhood Knights, and know how to move in your Power Armor like its a second skin. In a fight, you know just how to cover your armor's vulnerabilities. Your foes will find it difficult to catch you off guard.

(200) Flesh is Weak, But Steel Endures

You may not be the toughest or the strongest in every fight, but by God are you the most determined. You could be attacked by an entire gang out of your armor, struck a dozen times, and left bleeding on the ground. You'll still get up and go for another round, and what's more you're determination means that your next attempt will be stronger. This also means you can recover from such beatings faster after having reached your goal.

(400) Vertibird Pilot

Their armor and military training may make the Brotherhood a threat to anyone in the wasteland, but it's their air power that truly sets them apart from even the best equipped of the wastelanders. And they won't get anywhere without you. You've trained in the flight of various flying vehicles, but it is in the Vertibird that you excel. Your skill isn't limited to pick ups and drop offs, either. In your hands, the vertibird finds itself put through its paces. Complex aerial maneuvers come naturally, as does formation flying. And if the enemy should have anti-air defenses, you know how to dodge, confuse, and avoid those weapons practically indefinitely.

(600) Sentinel

The rank of Sentinel is one rarely given to any within the Brotherhood of Steel, and those who hold it only do so after having proved themselves time and time again. A Sentinel has the authority to act on their own cognizance without orders, with Elders and those of similar rank able to only give standing, high-level orders. You only gain this level of trust by being among the most capable warriors in the Brotherhood's ranks, and that is certainly the case for you now. In combat skill, you are to the Brotherhood Knight what they are to a random wastelander.

Survivor

(100) Wasteland Survival

No one on the surface survives for long if they can't figure out the basics: how to find food, water, and a warm place for the night. What signs to look out for to avoid Yao-Guais and Gulpers. How to recognize the signs of radiation poisoning. These and a dozen other skills are needed, but fortunately you've got them. With not but the scrap of a long dead civilization you can eek out a few more days of life. You also gain from this perk a healthy distrust of others, and a suspicion that will keep you alive. After all, there are people walking around who eat people.

(100) Wasteland Gourmet

Options on the surface for food are limited. Almost all animal life is mutated in some way, large creatures are better inclined to eat you rather than the other way around, and large scale agriculture is all but gone. Due to this, you've not only adapted to be able to draw nutrients from the scant options available, but you also gained a taste for these foods. Dog, Iguana, Ass Jerky… any of it tastes fine to you. You also don't need to worry about rads from your choices of food and water.

(200) Rope Tricks

Are you a cowboy reborn into the wasteland? You have a skill with lassos and their ilk that borders on the supernatural. And the term 'lasso' can be extended rather heavily. Roping cattle maybe what you trained for, but you find people, even those in power armor, to be equally susceptible to your abilities.

(200) Ghoul

This could be a blessing or a curse. You've been exposed to too much radiation. You should be dead. Instead your hair falls out, your skin melts off, and you lose your nose. You are now a ghoul. Now this may seem like a detriment, but along with your grisly aesthetic you also gain an endless lifespan, a toughness and resistance to pain many would envy, and an immunity to further irradiation.

(+100) Only on the Inside

Did I say your skin melted off? My bad, it seems to have not happened. You're still a ghoul, but you retain your good looks on top of the above benefits. What's more, with extensive medical study it could be possible to figure out what quirk of genetics made this possible for you so that the effect could be replicated, or even applied post-ghoulification to others. Unfortunately of the organizations that have the resources to perform such study, the vast majority are firmly anti-mutant.

(400) That is a Very Small Drop in a Very, Very Large Bucket of Drugs.

Whether through natural immunity or an acquired one, you can be selectively unaffected by narcotics. A tranquilizer pistol would have little effect on you if you so choose. This effect is togglable, though you must consciously toggle for either drug type or for specific doses. It defaults to immunity.

(600) How Long Since You First Started Wastelanding?

A Long Time. And it shows. You have the skillset and the expertise to put the world to shame. If you were put into a room with a squad of power-armored soldiers, no one would put their money on the soldiers. Unarmed and freshly dug up after decades buried alive? You'd consider three armed men not more than an inconvenience. How about an entire town? Not only will you kill them all, but you'll eat a snack while doing it. But it's not just fights: you recognize these wastes like the back of your hand, and know how to survive the post-apocalypse as a pro. If anything, you're not surviving anymore. You're thriving. You could enter these Wastes for the first time in a decade and rapidly become the most dangerous thing in this world.

Items:

General Items

(Free) The Basics

Irregardless of origin, you receive a set of clothes, a handful of caps, and enough food to last you a week.

(100) Guns, Guns, Guns

Survival in the Wasteland may come down to outshooting the competition, so you may select any one firearm. This can range from the humble 10mm pistol to a revolver firing explosive rounds to heavy machine guns, though you may need power armor to lug around the latter. This can also net you something more exotic such as guns that fire teeth, harpoons, or tranquilizers.

(600) A Severed Head

As unlikely as it may seem, you've gotten your hands onto a severed head with an unlikely secret: injected just behind the right ear is the secret to unlimited power: Cold Fusion. The whole wasteland is tearing itself apart looking for what they believe is the only sample of this technology, so this copy in your possession is very valuable to the right people.

Vault Dweller

(100) The Vault Basics

You will receive the basics that a Vault Dweller may require when resettling the surface: your standard-issue Vault jumpsuit, a backpack with two days of supplies, a medkit, a single-shot tranquilizer pistol with five shots total, and most valuable of all a Pip-Boy.

(100) Vault Merch

You have a collection of Vault-Boy merchandise, from posters or bobbleheads. Anytime you see Vault Boy's smiling thumbs up, you will feel a surge of motivation for whatever is ahead of you. This boost can last for up to a full day, and stacks logarithmically maxing out at a 3x bonus. For best results, spread the merchandise around your residence, workspace, or underground bunker.

(200) Two Weeks of Supplies

Life underground is decidedly easier than on the surface, with easy access to Pre-War foods one would be hard-pressed to find on the surface. This large crate contains enough packaged food and water for a single person to survive in comfort for two weeks. If it were rationed, it could last longer than that. And as an added bonus, it looks like someone threw in a welcome basket of treats.

This food could be used to sustain yourself for a while, but many surface dwellers would be willing to pay a good deal to taste some of these Pre-War delicacies. As trade goods, these supplies could go even further. You receive or find a new package (sans welcome basket) every month.

(200) Advanced Vault-Tec Equipment

This is the same as the Vault Basics, but made to a standard as if Vault-Tec actually wanted their Vaults to last. The Vault Suit can actually serve as limited protective gear in a radioactive environment, and has ballistic weave sewn into it turning the Vault Suit into moderate armor. Instead of the single shot tranquilizer gun, you instead receive the multi-shot rifle variant. As for the Pip-Boy, it has been significantly slimmed down without sacrificing its usual functions, and all range-based functions are upgraded significantly.

(400) Vault-Tec Senior Management Override Codes

Vault-Tec was very keen on keeping its secrets, but with these that is a thing of the past. These codes, contained on a holotape, can unlock any electronic lock set up by Vault-Tec. Get into a sealed Vault? Access restricted records? Activate a purposefully shelved technology? All of this is in your power. Were you to get these codes into a Vault's main computer, you could effectively override any other Executive Command, including the Overseer's, and take control of the Vault yourself.

(400) Cryo Chamber

This miniature Vault is little more than a single large room and the equipment needed to maintain the systems for the main show: two dozen cryogenic freezing pods capable of containing and maintaining organic life indefinitely so long as they remain powered. The pods are overseen by a robotic brain supervisor who is utterly loyal. You can pre-program conditions to be met to be released from your pod, such as a timer or sensor readings of clean ground water. The robobrain can also access the pods, and wake you if something happens that needs your attention. Time spent in the pods do not count towards your Jump time limit.

Post-Jump, the entire cryo facility can be attached to your Warehouse, or hidden somewhere in the world.

(600) The Vault

"*Bud here has an idea for three interconnected vaults. But we need more ideas. We need your ideas. Because it was the spirit of competition that made our companies great, and I propose we bring that same spirit of competition to our solution.*"

There were a lot of Vaults and a lot of experiments, but by the time of the show most have already opened or failed. But not yours. You have a Vault approximately as large as Vault 33 with residents inside who will answer to you as Overseer. You can decide whether yours is a Control Vault or one with an experiment, and what the nature of that experiment is. This Vault can have up to 2000 residents who will answer to you alone.

(600) Hidden Nuclear Silo

Vault-Tec had a fiduciary responsibility to protect their investors money, and there was really only one way of truly guaranteeing an investment in below ground nuclear bunkers. This Silo, hidden away in some remote place, can be accessed with the right radio frequency and synced to a terminal or Pip-Boy. You have those frequencies. The silo is entirely automated, and has a single purpose: to launch the ICBM held inside on a target. You can make such a launch once every five years. The warhead is sufficiently large to devastate a small city, and was specifically designed to not disperse the same level of radiation afterwards. Within a few decades ground zero would be safe, which will make rebuilding much easier.

Brotherhood of Steel

(100) Squire's Bag

The Squire of a Knight may be easiest to distinguish by this large bag which they are made to tote around. Originally designed to be carried by the Power Armor frame, Knights were quick to foist this responsibility onto their Squires. You receive one such bag, which contains the supplies needed to keep a Knight and his Squire in the field for days without resupply. This includes food and water, medicine, various weapons, ammunition, and tools for repair of the Knight's Armor.

(100) Fusion Core

While there are many ways to generate electricity, few are as efficient in the wasteland as the Fusion Core. They give the eponymous power to Power Armor, power entire buildings, and can even be used to power high-tech weapons. Unfortunately those same pieces of equipment are rendered into useless metal and circuitry should you lose your fusion core. That's why we're giving you this: a fully charged fusion core. You can use it to power just about anything designed for a fusion core, and it never seems to run out of power.

But what if your fusion core is stolen or you need to trade it away? In either case, it loses its unlimited nature becoming a normal fusion core. If stolen, you will find a new unlimited one on your person by the next day. If you trade it, you will find the new one at the end of the week.

(200) T-60 Power Armor

The Armor of a Brotherhood of Steel Knight. Originally a Pre-War design, this Power Armor greatly enhances the strength of the wearer. This allows the wearer to make use of equipment otherwise too heavy to carry, or to take part in melee combat with far greater effectiveness than a standard human. The 'armor' aspect is nothing to sneer at either.

This will protect you from many small arms, though there are some weaknesses. Though fortunately this set has been modified to no longer possess the flaw in the welding just below the chest plate. This armor is also capable of small feats of flight.

(200) Technology

The goal of the Brotherhood is not only to bring order to the Wastes, but to find and hoard the technology left behind after the war. This device certainly qualifies. You can receive any man-portable Pre-War technology that exceeds the capabilities of the average Wastelander. This could be a complex energy weapon like a Tesla Cannon, advanced armor such as the Stealth Suit Mk. II, or even a Zetan power source. Whatever it is, it is now yours and no one has the authority to take it from you.

(400) Vertibird Gunship

Vertical Landing and Take Off craft, the vertibird is part gunship, part troop transport. With nothing else to face off against in the sky, these craft give the Brotherhood an advantage over any other faction in the wasteland. This Vertibird is different from the standard model in that it possesses an auto-pilot system of limited capability: it can take off and land, move from one point to another, hover in place, and circle a location. The auto-pilot can be commanded via voice commands, so it could be commanded over radio. This auto-pilot could be further tinkered with, but without knowing both coding and flight controls that may be a more deadly proposition than is wise.

(400) Knight Support Squad

If the Wastes become too much for you, you may require backup. Fortunately you can call for backup from this portable radio. On making the call, a Vertibird will arrive at your location within thirty seconds to deploy two Knights in power armor plus their squires to support you for twenty four hours. The Knights wield massive machine guns with which they can lay down shocking amounts of covering fire, and the squires are in possession of pistols. If killed, the Knight's power armor is rendered unusable, and regardless of survival the vertibird returns at the end of the twenty-four hour period to collect either survivors or bodies.

Another such team can be called upon every month. The vertibird does not provide fire support and will not pick you up, but is rendered immune to anti-air weapons.

(600) Airship

40,000 tons of airship held aloft by armored hydrogen gasbags and a fusion reactor, the *Prydwen* is a marvel of Brotherhood engineering. She's capable of fielding an entire Chapter with Vertibird support, and beyond practical uses she's a symbol of the Brotherhood's presence which is hard to miss. And you now possess a sister ship. While you may have to provide your own Knights and your own Vertibirds, you gain the airship and a crew capable of keeping her afloat indefinitely. This is a true sign of your value to the Brotherhood of Steel, otherwise they would not hand over such an asset. You can expect that they have some kind of mission in mind for you if they've dispatched you with this. If they didn't dispatch you with it… expect trouble when the Brotherhood finds out they're not the only ones with a mobile air base.

(600) Airbase

Post-War, the US military selectively collapsed, coalesced into new factions, or regrouped with the Enclave. When they did so they abandoned this Pre-War airbase. While the

planes and other vehicles have long since deteriorated and the buildings have been picked clean of particularly useful supplies, the infrastructure left behind was yours for the taking. Now it serves as a military outpost useful as a staging area, training ground, or any of a dozen other purposes. You are now the commander of this base.
As the base commander, you command enough personnel to defend the base, train up new recruits, and maintain the facilities. Your base is remote, and defended on all sides by a chain link fence and a variety of watchtowers.

Survivor

(100) Cowboy Attire

You receive what look like the remnants of a stage cowboy outfit, repaired and retrofitted into a proper gunslinger's outfit. Along with the clothes you also receive a set of saddlebags inside of which is plenty of ammunition and a few day's supplies. Of course the outfit isn't complete without a few weapons that suit your cowboy theming. Take two, along with the holsters for them.

(100) Hat of Drugs

You receive a cowboy hat which someone clearly decided to use as a crude container, given the vials inside the garment. The identity of these drugs can be up to you: they could be stimpacks and radaway, or they could be Psycho and Jet. Or something else, so long as it's a fairly common choice of Chem in the Wasteland. The hat is also useful not just to keep the sun off your head, but because the interior somehow actually makes a decent container. So long as you don't intend to spill it the contents won't dump out when you put it on your head, and there must be some kind of hammerspace involved since despite the drugs currently filling it, it still fits comfortably on your head.

(200) Serums and Concoctions

At the beginning of the Jump you will be in possession of a vial. Inside the vial is a mystery liquid, and the only label on it is the crudely written word MEDICINE. The contents, if injected directly into the bloodstream, will let you regenerate from even severe, life-threatening physical injury. Afterwards, you will recover from mortal injuries and be rendered immune to what would have been a death sentence before. The reason will become obvious as your skin begins to melt away: you have been turned into a ghoul with all of the pros and cons that come with that. There is only enough of the serum to be used once. Post-Jump you are healed of the ghoulification and receive a new vial.

(200) Old Armor

This set of armor, helmet, and trenchcoat may have at one time been considered riot gear, but the residents of California came to know it as Veteran Ranger Armor. The helmet features filtration systems, night vision, and short range radios. The armor plates are capable of surviving a surprising amount of small arms fire. With the trench coat, you cut an intimidating figure, and most in the whole of California know to avoid a shootout with one of the few remaining Rangers.

(400) Radio Station

You are in possession of a small compound, the size of a small house, with a large radio tower attached to it. From here you could broadcast to half of California, and you receive the equipment necessary to do so. This includes a variety of albums of one genre you

particularly enjoy. Do others agree with your tastes? No? That's what the array of deadly traps surrounding your station are for.

(400) Throwaway Minions

Let us say you needed to break into a secure Vault and capture one of the residents, and then have a distraction to escape to the surface with your prize in tow. Call in the throwaway minions! This is a dozen fighters, raiders really, who are willing to follow your orders for twenty four hours. They will play nice and get you where you need to go, and then on your order they will run roughshod killing, maiming, and otherwise destroying shit while you get the job done.

If captured, they will continue to act the part of raiders and refuse to answer questions related to you, your mission, or your plans. They come armed with melee weapons, but will further arm themselves if the opportunity arises. After using the group, a new one will spawn after a month's time.

(600) Settlement

This settlement is comparable to Filly in scale and population, though you can choose the origin and layout for it. Perhaps this is a Pre-War town miraculously untouched by the bombs, or one of the massive passenger airliners of this world converted into a community. You are the leader of this community, and can select one specific thing in which the settlement excels: a specific form of resource acquisition, martial skill, scientific research, robotics…

Post-Jump, you can import this settlement into another setting or attach it to your Warehouse. Residents and improvements carry over, but the residents cannot take on the role of Companion unless you choose to pay to import them as one.

(600) Cool Car

Somehow you've come into possession of a 1954 Kaiser Darrin 161 convertible. What this roadster lacks in space it makes up for in style, from the yellow (or any color you wish) paint job to the sliding doors. Having a car at all in the Wasteland already puts you ahead of the majority of wasters, but yours has been further modified. Somehow this one has been converted into an electric car running off of a fusion core, which not only means that you no longer need gas, but also gives it a near unlimited range. The suspension is upgraded for off-road travel in a world without roads, and the car won't be damaged by normal wear and tear. If damaged or destroyed by attack, it will either self-repair or be replaced within the week.

Companions:

Import (50) For 50 CP you can import any one companion into this world with any origin and 400 CP to outfit them.

Canon Companion (100) Have you gotten along particularly well with any of the locals? For 100 CP you can take them with you.

OC Companions (100) If you would instead prefer to create Companions, you can do so. A created companion receives a **600 CP** stipend and can choose an origin.

Snip Snip (100) Originally a General Atomics Mister Handy assigned to a clinic, this robot has since been reprogrammed to serve you however you see fit. It's been programmed to work the clinic, and as such has knowledge of the most modern medical practices. Given the post-apocalyptic flavor of the world, some of these practices may not be what you'd expect to see in a certified hospital. The robot's chassis is armed with a rotary saw for short range and a tranquilizer launcher for long range. If you are so inclined, the sedatives in the tranq darts can be replaced with bleach for a more deadly outcome.

Drawbacks:

(Free) Continuity If this isn't your first excursion to this universe, you can have your previous exploits carry over.

(100) You Smell Tasty Or at least that's what you may start to think based on the number of carnivorous creatures (and cannibals) you start crossing paths with. They will seem attracted to attack you over any other targets of opportunity. This is liable to activate at least once a day when you are out in the Wild, but even in a 'civilized' place it will activate at least once a month.

(100) Naive You find it difficult to believe the worst in people, or to predict malicious acts. When you meet someone, you're inclined to believe every word they say, because why would they lie? You're the sort to light a fire in the open while surrounded by unknown threats, or to try to talk down the person already killing half a town. And you won't change. No matter what you see or experience in the Post-War world you will remain just as naive as you are when the Jump begins. I hope you have some level-headed companions.

(100) Coward When the chips are down and you're life is in danger, you've always chosen flight over fight. If a mystery presents itself, you're inclined to shy away from investigating. When the time comes for you to show your true colors, it's a white flag. In a word: you're a coward. And not like Norman, who hid during a fight but rose to the occasion when investigating Vault 32. There will be no rising to the occasion for you without someone behind you to prod you along.

(200) The Wasteland Golden Rule Thou shalt get sidetracked by bullshit every goddamn time. In every case where you set your mind to something, some small inconvenience will get in your way requiring that you sidetrack to a significant degree.

(200) Dangerously Stupid You're not the brightest bulb in the socket, are you? You could be charismatic or lucky, but it isn't going to be wits that sees you through this world. You are easily bamboozled and suckered by con men, and you may very well ignore a serious injury until you pass out from blood loss. In

a serious conversation you'll say the wrong things, and there is a serious question as to your ability to read. You can overcome this in life, but you're also not really smart enough to figure out how.

(400) Edgecase Feral You are a ghoul, but that isn't the drawback. The drawback is that your sanity has slipped too far to be brought back by the medication commonly utilized by ghouls. You can stave off going feral for ten years, but it will require near constant vigilance on your part, and you will still have debilitating attacks for up to an hour every day. During these attacks you find yourself in severe pain, and will intuitively know that if you fail to remember your name you will never wake up sane again. Humans will be frightened of you, and most will be inclined to shoot you on sight. Even the ones that accept ghouls. But other ghouls may be inclined to put you out of your misery, since ghouls don't usually recover once they reach your point.

(600) Management Strikes Back At some point in your life you will make an enemy. What you couldn't have known is that this enemy is, in fact, one of the surviving members of Buds Buds. This individual has decided to make it his or her sole goal to end you one way or another. Within the Vault they'd be capable of making you quietly disappear without much issue, so I'd recommend getting to the surface. But on the surface, you are still not safe. Should they discover your location, they possess knowledge of Vault-Tec's secreted stock of nuclear arms, and the launch codes necessary to not only destroy you, but to also destroy nations. But killing him will not be the end of it: his death will mean you become the target of the rest of the awakened Buds. And more Buds dead may make Bud himself decide that it is time to reset the clock on the surface.

Scenarios

The Head

Somewhere in the Wastes is a man named Dr. Wilzig, a defector from the Enclave with a significant secret. He has stolen a piece of technology from the Enclave and is trying to defect to the New California Republic, but seemingly everyone knows about it. For this scenario your goal is simple: get Dr. Wilzig to Lee Moldaver from Filly to Griffith Observatory. This won't be easy, but at least getting Wilzig there alive isn't a necessity: only his head needs to arrive. At various points you will have to face off against bounty hunters, Brotherhood of Steel, and wasteland creatures. Worst of all will probably be the Ghoul, a ghoulified actor of the Pre-War world turned deadliest shot in the Wastes. But even getting the head to Moldaver won't be the end of it, since on delivery a strikeforce of Brotherhood of Steel will also arrive intent on seizing the technology. It's up to you if you join in the fighting or if you high-tail it out of there at that point.

> Reward: **Cold Fusion** is the technology Wilzig carries, and as a reward for delivery of the tech to Moldaver you receive a holotape detailing Moldaver's work on the technology, including schematics for the reactor itself. This is the sort of power upon which nations can be formed and reformed. If Dr. Wilzig makes it through to Moldaver alive, though, he'll be so grateful that he will want to join you as a companion afterwards. **Dr. Wilzig** is a former Enclave Scientist, and will put his scientific skills to use for you. He also brings with him his own companion, **Dogmeat**, the

goodest of boys. Finally if you take part in the defense of the Griffith Observatory and the defeat of the Brotherhood of Steel's forces, you can take the **Griffith Observatory Outpost** with you Post-Jump. This community was formed around the original Observatory, and has served as the New California Republic's local headquarters for some time now. Inside the perimeter wall there are civilian housings, crop fields, and a thriving community. The towers of the Observatory have been retrofitted with anti-air missile defenses. Inside, the building has been retrofitted with a cold fusion reactor. You can decide whether to have the large, broken wall with a view of the Boneyard, or to instead have this repaired.

The One at the Top

War… well, war never changes. But someone's always pulling the strings, and that's the person you need to go talk to. To complete this scenario, you need to locate the person that pulls the strings of Vault-Tec, the Enclave, and all of it. The one who gave the order, the one who is directly responsible for billions of deaths in the name of dominance. You need to find him, and you need to talk to him. And after you talk to him, you may be inclined to kill him.

Reward: By getting to the top of the pyramid, you've proven yourself quite the **Wasteland Sleuth**. Your ability to sniff out information, evidence, and clues can never be diminished by time. Even two hundred years later you're still going to be able to locate evidence as if it was left within the hour, and those you try to trace and track will be unfortunate enough to leave plenty of such clues. Tailing a suspect across an irradiated nation is child's play, and you know full well when to bag and when to tag.

If you decided to kill the one at the top, you've proven yourself to also be a **Wasteland Avenger**. Rare is the person who can claim such a death toll, but when you set your sights on avenging the dead on this sort of scale, your path becomes as clear as day and your hand is guided by a billion ghostly hands. In that moment, you can never miss your shot, and no matter what sort of defenses the guilty party has, no matter what manner of regeneration, revival, or replication they have available your attack will succeed and they will be killed.

Ending:

Stay Here

Move On

Go Back

Notes:

That is a Very Small Drop in a Very, Very Large Bucket of Drugs: As default, drugs simply do not affect you. You can consciously whitelist certain drugs if you choose, or you can make the decision on a dose-by-dose basis.

Technology: This technology cannot be larger than a man, nor can it be Cold Fusion. For having come down and read this, you can also have a holotape with the schematics of your technology of choice downloaded onto it.

Airship: If you are a member of the Brotherhood of Steel, you can choose for your airship to be the one that was dispatched to support the local BoS Chapter rather than the Prydwen. If so, then for the duration of the jump you will also receive the Knights and Vertibirds that would have been deployed to the region. You can also expect to have a conversation with Elder Cleric Quintus where he poses the idea of joining his breakaway faction of the Brotherhood of Steel.

The One at the Top: Who the person is who controls everything hasn't been revealed, so until such time as it is revealed in a future game or season, feel free to fanwank the identity, location, and any other details of this individual.