Fallout 3 Jump

Welcome to the Capital Wasteland, the former District of Columbia and the area surrounding it. It ranges from Harper's Ferry to the Potomac Basin. This was once a land of verdant vegetation but the scorching of the nukes changed the water of the Potomac, turning it radioactive. Now the land is barren, with few plants and animals capable of surviving in this irradiated land.

But war, war never changes. Amid the ruins of the Old World, men and mutants fight for supremacy, for a future, to sate their lust for blood, to survive.

You will spend the next ten years here. Roll 18+1d8 for age and pick what is in your pants. It's to get a move on, before raiders show up take 1000 Choice Points and see what catches your eye.

Origins

Wastlander

You were born and raised in the wastes. Maybe you come from Megaton, maybe from outside the Capital Wasteland. It doesn't really matter, you're the type who travels around often and home doesn't mean much. Perhaps you're a caravan guard, a merc, a courier, no... that last one is someone else. This can be taken as a Drop-In option. Your starting location is just outside Megaton.

Vault Born

You were born and raised in a vault. Not one where people were subject to experiments, but a control vault meant to keep some population alive during the worst of the war. Either that or vault 101. Whatever the case, you have now left your home for the wide world outside!
It ain't as pretty as it used to be but there's a lot happening. Your starting location is outside your vault, numbered 100, just outside the map. If you're from 101, you left alongside the Lone Wanderer or during their escape. Super Mutants start outside 87.

Brotherhood of Steel/Brotherhood Outcast

As a proud knight or wise scribe you are part of the only faction to appear in ever ae so far. Or perhaps you're an outcast, sick of Lyons' soft leadership. Either way, you're an expert with big guns and power armor and part of a thigh band with some of the toughest that the Capital Wasteland has to offer. Your starting location is the Pentagon
*Humans only

Enclave

You are part of a select organization. The remnants of the government of the greatest nation that ever existed, the glorious United States of America. As such, you have access to the best technology and the right — and obligation — to secure the nation's capital for yourself. Your starting location is Raven Rock.
*Prohibited for ghouls

Races

Human(Free/300CP)

Bog standard human beings are still the most common kind of people in the wasteland. Mostly because the other options are all infertile, but mankind had enough of a hard time the last couple centuries that they learned not to look a gifted brahmin in the teeth. Or perhaps you are not such a standard person after all. Perhaps you desire to be a bit more special. For the price of 300CP you have awoken something so rare, it's believed to be a myth by most. By alien experiments within your family line, a dose of F.E.V, or exposure to an otherworldly artifact you developed Psychic power! More specifically, like professor Calvert, you can control machines with simple programming and communicate telepathically with people even over vast distances! In easy to understand terms, you can control any robot/pc without an AI and can contact the minds of people within a kilometer of you.

Ghoul(Free/300CP)

Radiation causes people to develop an interesting mutation, it turns them into undead looking beings that are immune to radiation. In fact, they can even be healed by it in big enough amounts. Of course, most of them turn into feral beings, rabidly attacking all others not from their kind. But not all of them, and luckily not you! Despite your ravaged being and infertility you are immune to radiation and don't age! You require food and water, but in much smaller or much less often them humans. Choose to eat only once a week and drink water once every day without issue. In a situation of starvation, you can sleep for years and wake up to look for a big meal after a decade. For 300CP you can be a Glowing One. You have been exposed to so much radiation that you glow a terrifying green color. So much radiation in fact, that you are radioactive and barred from human settlements. To make up for that fact, you can wield radiation as a weapon, causing your emission to burst, significantly harming non ghouls and healing ghouls at the same time. It also makes you tougher than the average ghoul.

Super Mutant (300CP/1000CP)

A experiment meant to be the next evolution of the human race, super mutants are ogre like green giants immune to radiation and with skin so thick they are basically armored against pistols and small caliber rifles. Unfortunately, the painful transformation into a super mutant causes such trauma that turns most people into violent, toddler like lunatics. It also makes people infertile. Luckily for you, your perk bought mutation means you keep control of your mind. For a thousand CP you can instead be a behemoth, the only one to ever keep his wits. If you're an Enclave member, you can be the second coming of Frank Horrigan. In fact, you can choose to be related.

Perks

Discounts are half to relevant backgrounds. 100CP are free for their backgrounds.

Wastelander Perks

Survivalist 100 CP

You are an expert at survival, capable of finding food and water even in this blasted, ruined land. You also know how to cook a pretty decent meal out of anything you hunt, and how to use herbs and fruits for medicine.

Sneaky 100 CP

To survive as a normal man or woman in a land filled with things like radscorpions and deathclaws, it pays to know where to step and to do so very quietly. With a natural talent for moving quietly, and knowing how to approach places/people with minimal exposure. Discretion is the best part of valor.

Master Trader 200 CP

You can barter with the best of 'em! Forget getting scammed and selling stuff for a pittance, you're a merchant that could sell rad-x to a ghoul! Well, maybe not that far, but iguana bits made of "trust me, it's iguana"? Everyone trusts you. Just don't let them see the iguana corpses.

Gun Nut 200 CP

You love guns! They kill your enemies and they use common, plentiful ammo. Unfortunately in this day and age most of them are on the older side. So you learned everything you need to repair them and to make your own custom armor. You can say you're a decent gunsmith without getting a big head.

Infiltrator 400 CP

You're not just sneaky, but you're also a master lock picker. You could even pick a broken lock! Unless magic is involved, no lock is safe from your bob pins.

Light Step 400 CP

You're able to step so quietly and delicately that you could walk over a mine without setting it off!

Sniper 600 CP

You're just a better shot than everyone else. With small arms like pistols, rifles, shotguns, etc your aim is unmatched in the Capital Wasteland. You would be admitted as a sniper in any army of the Old World with skills like yours.

Silent Running 600 CP

Be ready to startle everyone you know when taking turns into corridors because you move so damn quietly, humans and dogs have no chance of hearing. You can even run in full armor without making any more noise than pajamas! You might as well be a ninja.

Vault Born

Educated 100 CP

You had an experience quite uncommon in the Capital Wasteland. You went to school. Shocking, I know. Thanks to your intelligence and hard work you were selected as an apprentice to one of your vault's doctors. Your knowledge of medicine makes you pretty good at handling most wounds and simple burns.

Pretty and Likable 100 CP

If I had to guess you have a 9 in charisma. You're a beauty few can match and are easily likable. This won't make a ghoul a human but would make them one of the less rotten looking. Maybe even one of the rare few ghouls with hair or a beard. To a super mutant, it means your lips don't need to be tied so they don't flop around.

Little Leaguer 200 CP

You were your Vault premiere baseball player! America's favorite pastime taught you how to hit and throw pretty well. So well in fact, you can throw a grenade a good 50 yards and you can hit people pretty hard. Why did they teach that to kids?

Fast Metabolism 200 CP

You heal slightly faster. Not very noticeable normally, but very noticeable when using stimpaks. One might say, you heal about 20% more from a stimpak than anyone else.

Ex-Vault Guard/Ex-Vault Gang Member 400 CP

Maybe you did come from a vault with an experiment after all. Or maybe social decay just set in. For whatever reason, you learned how to use knives, clubs, hammers, to beat the ever loving shit out people. You're pretty good on a scrap. If you started from 101 you were a Tunnel Snake and have the coat to prove it.

Chem Resistant 400 CP

You can use drugs and meds without a care about addiction and side effects. It must have been pretty boring living in a hole on the ground. I guess I get why you got high so often.

An Actual Doctor, Jim 600 CP

You weren't an apprentice to a doctor. You were a doctor. A damn good one too. You even gave your skeleton a small coating of adamantine metal that makes your bones twice as tough as everyone else's. Maybe you can even do something about that river.

Grognak In The Flesh 600 CP

Your vault had a thing about medieval combat. A tourney. A tournament you were the ultimate champion! You are a mass of muscles with a terrible scowl and you have the skill to stand toe to toe with the best of the barbarians of old! Or to beat yao guai to death with a sledgehammer, which is far more likely.

Brotherhood Member

Size Matters 100 CP

You are an able hand with oversized weapons. What do I mean By oversized? A minigun that fires 5mm rifle rounds, a rocket launcher, a gatling laser, the famous Fat-Man mini nuke launcher. You can use them, maintain them, and you can handle the weight without issue. March all day with your minigun along with a guy carrying a rifle and make him jealous.

Power Armor Training 100 CP

You have been instructed in how to wear and operate power armor.

Boxing Training 200 CP

An old exercise and past time of the military. One that helps toughen up recruits and teach knights how to properly use their armored fists if they ever drop their guns. You took to the lessons well and are a proficient boxer.

Vertibird Pilot 200 CP

You know how to pilot and maintain the Vertibird.

Scribe Training 400 CP

You learned from the scribes how to fix computers, robots, and the weapons the Brotherhood uses. If you don't feel like being a warrior, you have a spot as a middling scribe or as assistant to the Quartermaster.

Defensive Training 400 CP

The Brotherhood has always been good at defending locations, be their bases, the homes of the people of the Wasteland, caches of old technology. Whatever you decide is worth protection, you know how. You know how to reinforce doors, where to set guns and traps to maximum effect, how to dig a trench, and everything you need to coordinate a group to do those things. By yourself you can dig a mean foxhole but with a dozen people and a few hours you can turn any building into a fortress.

Champion In The Making 600 CP

You have the stuff of legends in you! Boxing skills like Tyson or Ali, a complete ignorance of what recoil means, and balls the size of a mirelurk. You'll end a paladin easily if you put yourself out there.

Tough As Nails, Thick As Thieves 600 CP

The Brotherhood bears that name for a reason. You were trained in small unit tactics and combat against everything the Wasteland has to offer. Then you went out and put it to the test. Any army of the Old World would recognize you as a sergeant or lieutenant worthy of his salt. Fit to lead a team through the toughest missions.

Enclave

Power Armor Training 100 CP

You have been instructed in how to wear and operate power armor.

Science! 100 CP

Growing up in the only faction with access to AI and which makes constant use of eye-bots, you learned a lot about programming (and hacking) as a kid.

Energy Boy/Girl 200 CP

You have been properly instructed in the ise and maintenance of laser, plasma, and flamethrower based weaponry. Make pretty lights and kill your foes in style.

Robotics 400 CP

You not only learned how to program the robots made by others, but you learned everything there is to know about the robots of this world. You could make a protectron yourself!

Planning For Disaster 400 CP

You have been taught how and where to set up hidden bases by the Enclave. You even learned how to design bunkers. History shows that the wise man never places all of his eggs in one basket.

A Brain Worth Preserving 600 CP

To find a mind to equal yours in the fields of robotics and mechanical sciences one would need to visit a rather reclusive fellow in Vegas, or perhaps a gathering in the Big Empty. You are capable of creating marvels such as AI, rockets, force fields. Just remember to make your AIs harder to crash than your current president.

Plasma Spaz! 600 CP

Every time you kill an enemy with an energy weapon, you cause a small explosion that can chain if it kills another person/animal. And you can kill a lot of people with energy weapons, because your accuracy with them is the stuff of legends.

General Perks

Power Armor Training 100 CP

You have been instructed in how to wear and operate power armor.

Black Widow/Lady Killer/Confirmed Bachelors or Bachelorette 100 CP

You have a way with your preferred "targets". You are a smooth operator! And you tend to leave them wanting more.

Child At Heart 100 CP

You're just childish enough to put kids at ease without being condescending. Some might scoff at it, but children have pretty resilient spirits and a little bit of that wonder can be boon. If nothing else you can easily amuse yourself out of boredom.

Animal Whisperer 100CP/200CP/400CP

You have a talent to command a type of animal, perhaps a minor psionic power, perhaps just knowing how to approach them. For a 100CP you can command about giant mole rats, for 200CP you can command the ants of the Wasteland, for 400CP you can command yao guais. You will have to come up with your own alias if you wish to be a superhero or villain.

Items

Discounts are two 50 CP Free, a discount of half in one instance of every other price

Armor

Armored Vault Suit 50 CP

A jumpsuit from Vault-Tec with the number of your choice on your back! Your model had a bit of protection added to it.

Leather Armor 50 CP

Obligatory Mad Max reference aside, it’s decently protective and oddly comfortable regardless of weather. Comes with sunglasses.

Recon Armor 100 CP

The under-armor of the T-45d power armor, resistant to heat and small arms fire. Not as good as proper combat armor, but superior to Leather in everything but style.

Combat Armor 200 CP

Combat armor consists of armored plate carries with bulletproof ceramics and an army standard issue helmet over army style fatigues and boots.Good protection without being too fancy or heavy. Comes in army green, winterized, and edgy black.

Metal Armor 200 CP

Metal armor worn over padded jackets and pants, chromed to protect better against energy weapons. It offers better protection than combat armor, but its weight and shine will make sneaking a hassle. Subtle, it ain’t.

Chinese Stealth Armor 400 CP

This form fitting black armor is quite protective, but its primary purpose is revealed when its sneaking form is activated. It generates a modulated field that transmits the light from one side of the wearer to the other, making the wearer almost invisible. Small shifts around the edges of the person might be noticeable.

T-45d Power Armor 400 CP

The predecessor to the most well-known power armor of the world is still in service and still protecting the life of its wearers centuries after the army that discontinued its production stopped existing. A solid metal armor over a simple frame, this workhorse still has many years to give if you give her a chance. Comes in Brotherhood and Outcast models. If you're neither, you can give it a custom paint job.

Enclave Armor MKII 400 CP

Cheaper than the MKI by having its armor made entirely of ceramic plating, the MKII is more protective than the T-45d, but the Enclave has quite a reputation, and you will be an unpopular person. Comes in Black Devil and Grey as standards.

T-51b Power Armor 600 CP

Considered the pinnacle of personal protection by the OLd World, this is the armor everyone in the setting thinks about when they think of power armor. Be it in gray, with or without green accents, or in its winterized version, this armor will make you a tough nut to crack and the kind of guy that can go toe to toe against a deathclaw.

Enclave Hellfire Armor 600 CP

You are now the owner of the most advanced heat resistant armor in existence. At least around these parts. Made to outfit the Hellfire special troops that are meant to seek out and kill everyone in the bunkers and vaults of those that oppose the enclave. Purge your enemies with fire without fear of burning yourself!

Weapons

10mm Pistol 50 CP

A staple of the series. Choose between keeping with series tradition and starting with a N99 like the Lone Wanderer or the Chinese Pistol. Buy it twice for both, if you feel like it.

Switchblade 50 CP

Small, folding knife. Easy to carry, if nothing else.

Brass Knuckles 50 CP

Give your punch an extra whomp. Fits nicely on your hands always**.**

.32 Pistol 50 CP

The .32 Smith & Wesson is a ubiquitous sight on the Capital Wasteland. It holds 5 rounds of .32 long and… I'll be honest,it ain't great. Not much stopping power and only five shots is rough in a shootout, but ammo is cheap and common…

Laser Pistol 50 CP

Cut your foes with this red hot laser! The AEP7 laser pistol has 30 shots a charge, which is a lot for a pistol, which compensates somewhat for each shot being less lethal than a 10mm bullet.

Baseball Bat 100 CP

Swing for the fences! Bash their heads in! I don't actually know how to play this game.

Double-barrel Shotgun 100 CP

Two smoking barrels. Good for hunting all kinds of game. Come in sawed-off and long barrel configurations. Buy twice to have both and have a discount on the second one.

Spiked Knuckles 100 CP

Ribbed for the opposite of pleasure.

Plasma Pistol 100 CP

A green, mean glow to kill your foe! Melt people with this gun easily. The projectile is slower than a bullet, but is bigger and hits like a truck.

Hunting Rifle 100 CP

A better way to make use of that .32 ammo everyone seems so fond of in DC. I'm even going to be a nice guy about it and give you one with sights, unlike the model in the game.

Lincoln's Knock-Off 100 CP

A 44 magnum lever action rifle. Comes with a stovepipe hat.

10mm Submachine Gun 200 CP

When you need to shoot a fella a lot in a thigh space, few things work as well.

Chinese Officer Sword 200 CP

A jian given to officers as a badge of office, but sharp and functional as a matter of pride. A pretty good sword overall, but don't let the big robot see it has a hammer and sickle in it.

Laser Rifle 200 CP

Deadly accurate, point and shoot simple, this weapon performs very well at medium and long distances. The red beam tends to give away the shooter position, however, so be mobile.

Power Fist 200 CP

A pneumatic gauntlet to increase the potency of your blows.

Assault Rifle 200 CP

Once again a two choice offer. Either the Chinese Type 93 or the American R91, both spitting 5.56 in semi or full-auto. Buy twice to have both and have a discount on the second one.

Combat Shotgun 200 CP

A drum-fed, semi-auto, shotgun designed for close quarters combat. Kill a guy and paint the wall red at the same time.

Plasma Rifle 400 CP

A weapon meant for urban combat, the powerful projectiles are slow but incredibly deadly. Slow to reload, but quick to kill.

Sniper Rifle 400 CP

Chambered in 308 and meant to pick off important targets, this gun has proven itself in the Anchorage campaign as a reliable and accurate weapon. Comes in winterized or gunmetal gray.

Minigun 400 CP

The most common form of machine gun in the Capital Wasteland is the 5mm Minegun that the army used in the Anchorage war. While ammo is cheap, you will go through it fast, so buy in bulk!

Rocket Launcher 400 CP

You know what a rocket launcher is.

Deathclaw Gauntlet 400 CP

The hand of a deathclaw, held by a brace and strapped to your arm. Pierces through armor like it's cloth. Don't pick your nose while wearing it!

Flamer 400 CP

A flamethrower meant to ignite everyone in a room or corridor. Devastatingly powerful up close, be careful not to set on fire anything you want to loot!

Super Sledge 400 CP

Pneumatic systems increase the power behind your blows with this marvel of engineering! It was meant for construction and demolition work, but it kills so well, it makes many weapons jealous!

Heavy Incinerator 600 CP

Ever wondered what the smell of napalm is in the morning? Wonder no more! With this marvelous personal napalm throwing weapon, you will be able to firebomb people on the other side of the Arlington Memorial Bridge yourself. That's over 659 meters of range! (use indoors is ill advised)

Fat Man 600 CP

You know it! You love it! It's the Fat Man mini-nuke launching system! Blow the hell out of your foes with the power of the Atom! (use indoors is ill advised)

Gauss Rifle 600 CP

An incredibly powerful, single shot weapon meant to destroy armored opponents at range. It accelerates a ferromagnetic projectile with its coil. A weapon meant for long ranges, it comes with a scope capable of night vision.

Shishkebab 600 CP

A makeshift flaming sword made of a reforged lawnmower blade, motorcycle parts and a pilot lighter. The blade is continuously coated with fuel to turn people into its namesake dish. It has endless fuel for its fire.

Miscellaneous Items

Pipboy Free

A personal computer for your wrist that can catch radio signals, detect radiation, and monitor your health.

Flamer Fuel 50 CP

Six canisters of Flamer Fuel that refill daily. Handle it with care, it's a highly pressurized flammable liquid.

Ammo Boxes 50 CP

4 Boxes of ammunition of your choice. Each holds enough for 6 reloads, which means a .32 box can be carried on a backpack while a 5mm box will be quite sizable. Refills when empty over a day. Can be bought multiple times.

Rechargeable Energy/Microfusion Cells or Electron Charge Packs 50 CP

Two dozen of your choice. Recharge by themselves within 24 hours.

A Supply Of Fruits And Vegetables 50 CP

Clean, fresh, radiation free groceries to keep you fed on a vegetarian diet for about a week in a wooden box.

Refilling Clean Water Bottle 100 CP

As it says in the tin. Refills in 4 hours.

Food Sanitizer 100 CP

A machine that cleans the radiation away from your food and drinks. Fixes itself if broken. Will show up besides you after a nap if lost. (If you don't sleep wait 24 hours and you will find it wherever you keep your food)

Medicine Bag 200 CP

A dozen chems in a bag, pick your poison from anything in the game, stimpaks, buffouts, mentats, etc. Refills weekly.

Stealth Boy Supply 200 CP

Six Stealth Boys appear weekly in your warehouse. Guaranteed not to drive you nuts.

Nuka-Cola Quantum Fridge 200 CP

A small fridge that has some tasty, Nuka-Cola goodness for you! Filled with ice cold, Nuka-Colas of three types, the normal and famous flavor, Clear - a limited run of lime soda - and the incredible Quantum! You have twenty of each, and it tops off every Friday so you can have a cool weekend.
To keep your fridge and kitchen clean, a gallon of Abraxo brand bleach will be delivered to you every week. Also a box filled with tin cans and turpentine for some reason… Both refill weakly.
*FDA Notice: Nuka-Cola Quantum features 120% of the recommended sugar amount for daily ingestion, enough caffeine to wake the dead, is mildly radioactive, addictive, boosts your speed and reflexes slightly, and Nuka-Cola Quantum will turn into a grenade if mixed with bleach and turpentine inside a tin can.

A Place To Call Home 400 CP

A house in the middle of the wastes. Two floors, four bedrooms, fit for suburban life. All appliances run off energy cells. It's in an unremarkable location close to where you start. Follows you to other settings.

Personal Radio Station 400 CP

A pirate radio station staffed by a couple of Mister Handies and with a loud, bubbly desk jockey called Juniper Chen. She keeps people posted on your more impressive feats, plays oldies, and will follow you with her signal. In magical settings the station and radio tower will look like a wizard tower and, lacking radio signal, she shall speak to the people with eyebots that respawn if destroyed but never fight back. The musical library will grow with each jump, but only with songs deemed oldies in setting. Juniper takes your song requests and will keep you posted on your favorite sport. She can also spread propaganda in your name.

A Gift From Vault-Tec 600 CP

Maybe the fellas at Vault-Tec ain't so bad after all! They set you up as Overseer of your own Vault! As Overseer, you're a big poobah, the man of the hour, judge, jury, and you can execute people! By buying this option you have 1000 Vault Points to use in the Vault Design Section!

Companions

Local Flavor 100 CP

Made a friend among the cynical locals you wish to take with you? This is that option.

Old Companions 50/300 CP

For 50 Cp you can import a friend from another jump and have them acquire a background in Fallout 3 with 600 CP to spend. For 300 CP you can bundle up to 8 old timers for a full on party.

Your Take On It 100/300 CP

Come up with a friend yourself, if you want. 100 for humans and ghouls, 300 for super mutants. Discounts apply for one companion of the same race.

A Friendly Pooch Free

A big ol' dog. A lovable German Shepherd or an energetic Blue Heeler. He loves you and is house trained. Does not age, but chews your shoes.

Mysterious Stranger 50 CP

An Asian guy in an Old World detective get up. Appears out of nowhere in battle to shoot at your foes with the biggest pistol available. Will upgrade his piece if taken to a more developed place. Doesn't stick around for long, but wants to help. He isn't much of a talker, plays guitar well, and might have a son out west. Has an endless supply of cigarettes on his coat.

Mister Handy 100 CP

A robot butler with a plasma gun and a flamethrower. Cleans and cooks rather well.

Military Robobrain 200 CP

This gal used to be a dumb, violent cyborg, but interfacing with an alien signal had the effect of re-developing sentience. Now she is a smart, violent cyborg. The green paintwork and the white star identify it as property of the US Army, but since none of them are around, she decided to wander about. For reasons you don't understand, she assumes you're a proper commanding officer and is willing to follow you.

Old World Ghoulish Spy 200 CP

Once a dashing fellow with a winning smile, this old ghoul might have lost his looks but hasn't lost his edge. An assassin and spy with over 200 years of experience he is willing to follow you, all he asks is that you indulge him in a spot of drink once in a while. Desperately misses tea.

Super Mutant Nanny 300 CP

This lady definitely lost her marbles to the F.E.V. No matter how big of a badass you are, she acts as if you're a little kid who needs supervision. On the bright side, she will splatter anyone who tries to harm you with a sledgehammer or wielding an assault rifle like a pistol. On the dark side, this eight foot tall ogre will chide you for dirty language, make sure you clean behind your ears, and pat your head when she thinks you've done well.

Sentry Bot 300 CP

This Sentry Bot unit has been programmed to follow your orders. Its sole purpose is to provide security through overwhelming firepower. To do this, it features a 5mm gatling gun, a rocket launcher, and a guarantee that it will not turn on you enforced by fiat. Comes in olive green, gray, and shiny chrome. It likes to collect bobbleheads.

Giant Freedom Bot 1100 CP

Liberty Prime brother. A giant robot with all the features a defender of liberty needs! Lasers! Giant grenades shaped like footballs! A burning hatred for commies! Comes in olive green and winterized versions, because why not?

Drawbacks

Alternate Starting Point 0 CP

You may opt to start in The Pitt, the remains of Pennsylvania.

Green Tinted Filter 50 CP

Everything is behind an odd greenish tinted filter in this place. Or maybe something is wrong with your eyes.

Boatfly Infestation 100 CP

These pests ain't too tough, but they seem to hate you for some reason. Once a day while you are relaxed or busy with something innocuous, a trio of boatflies will appear to attack you. Maybe during a meal, while you read a book, or while you relieve yourself. Highly irritating.

Hunted 200 CP

The Talon Company is in your tail. Periodically, a squad will make an attempt on your life. Their manpower seems endless, be on your guard the whole jump.

Otherworldly Enemies 400 CP

The aliens took one good look at you and said, fuck that one. Your periodical assassination squad won't be a bunch of mercs with human guns, but aliens with the most powerful energy weapons available and the ability to be beamed inside fortifications.

With Friends like These 800 CP

Imagine the following scenario; someone needs to press a button in the other room to stop the most important project in decades from self-destructing and maybe, blowing everyone around to bits. The only issue is that the next room is irradiated. "No problem!" You think to yourself, "I'll just ask my radiation proof pal! The friendly mutant whom I saved!" Then he turns to you and says no.
For the duration of the jump, all companions will be as well behaved and helpful as Fallout 3 companions on launch. Be prepared for them to wander off before battles to play with mole rats, refuse to press buttons in the poison room while they are immune to poison, refuse to swim or to step on puddles, and to be completely useless in any situation other than combat. They will not betray, they just will refuse any reasonable request other than fighting your enemies. Can't be taken with no companions, for obvious reasons.

Vault Design Section

Welcome, Overseer! We at Vault-Tec are delighted to present you to Vault (Insert number here)! Here are the features of its layout, facilities and equipment! No discounts on Vault-Points but you can trade CP for it 2:1.

Entrance

Standard Second Generation Vault Entrance Free

A nine-cog blast door that leads to a decontamination area and afterwards, an entrance hall. Standard to all vaults in the area.

Secret Entrance 50 VP

A Small tunnel that leads out from the Overseer's office to a very long set of stairs and a manhole. Not on any map of the vault, only shown to Overseers upon appointment.

Secondary Entrance 100 VP

Another entrance as big as the first on the opposite side.

Squad Deployment Entrance 200 VP

Leading outside from the Security Department through a corridor wide enough for an Old World truck, this entrance is collapsible with the push of a button and features turrets on the ceiling. Meant to allow the Overseer to order attacks outside the vault, the blast door is thinner than the main one, but disguised inside a metal shack surrounded by empty barrels that look like radioactive disposal ones.

Living Quarters

Bedrooms (Free/100VP)

A bedroom that fits two people comfortably, or a couple and a child. Comes with a bathroom and all needed for its occupants, books, toys, clothes, beds, toiletries, radios, and a personal computer. Your Vault starts with 100 people and each time you buy more bedrooms you scale the whole vault to fit 100 more.

School Free

Facilities fit to teach everything your Vault Dwellers need to live as Vault Dwellers. Including teachers and all material. It's called a school, but some of the later work courses include things like medicine and nuclear physics.

Medical Center Free

A staffed hospital to take care of your dwellers.

Main Hall Free

A big area, useful for meetings but mostly a gloried corridor. It has access to the kitchens, usually opened at all hours, unless you change that.

Recreational Area 100 VP

Dinners, gyms, indoor sport areas such as basketball courts, a small Roman coliseum, etc. Can be purchased multiple times for different types of activities.

Security Cameras 100 VP

Cameras were placed on the corridors and entrances, their footage is accessible on the Overseer office and Security Department.

Hidden Cameras 200 VP

Perhaps it's a question of security also. Perhaps you need to monitor an experiment closely. Whatever the case may be, this vault has hidden cameras on the personal areas of the occupants.

Robotic Staff 200 VP

A staff of Mister Handies attends to domestic and hard labor, freeing time of your population to other pursuits.

Gas System 400 VP

The ventilation system is ready to deploy gas in determined areas for research purposes.

Security Department

Guards! Guards! Free

A team of security officers is your to command. They are equipped with police batons, N99 10mm pistols, vault security armor and helmets. They should easily be able to keep the peace among the population. 8 per every hundred people.

Assault Pack Upgrade 100VP

Besides the usual, your armory has been sent weapons to outfit your men like a grunt from the operation in Anchorage, 10mm submachine guns, combat shotguns, R91 assault rifles, and combat knives. Army surplus from the war most likely.

Explosive Pack Upgrade 200 VP

Want more destructive options? Rocket launchers, mines and grenades are added to your armory

Combat Armor 200 VP

Something more protective than a guard’s blade resistant armor and glorified motorcycle helmets. Something fit for combat duty, military style, combat armor and a helmet to match. Come in black, olive green, winterized, and of course, glorious Vault-Tec blue and yellow!

Brain Bot Squad 400 VP

A squad of 10 Brain Bots for every hundred civilians was added to your vault.

Sentry Bot Squad 600 VP

A squad of 10 Sentry Bots for every hundred civilians was added to your vault.

Combat Simulation Units 600 VP

Programmable combat simulator pods, much like the ones used to simulate General Chase's grandiose and half fictional account of the Anchorage theater of the Sino-American war. Nausea is a common side effect of entering the simulation the first few times, and it will quickly pass. Dying in the simulation is harmless, but also nauseating.

Maintenance Level

Food Storage Free

Enough food to last your vault for a thousand years. Mostly canned stuff. Don’t worry, your waterchips will last that long too

Vault Star Super Reactors Free

Three super reactors made to work for as long as you have food with minimal human input and with enough fuel for that. Two of them are enough to power your vault, the third is for emergencies.

Hydroponics 200 VP

A place that will be a source of fresh vegetables for food and medicinal uses for your vault.

Secret Laboratories 400 VP

Laboratories for experiments of the human type. You will find all you need for genetic, psychological, medical, and behavioral research of human and mutated human subjects.

Zax 1.3 600 VP

A computer specifically programmed for research into biological studies, including pathology and genetic research, his primary function is extrapolation of information of complexity levels exceeding human capacity. Yes, his. ZAX is a full blown AI with a mind for research and a love for card games. As Overseer you can contact him from any of your terminals.

Overseer's Office

Overseer’s Workstation Free

A comfortable chair, a big desk, a top of the line computer terminal, and all of the office material necessary for your tasks as an Overseer.

Hidden Safe 100 VP

A secret wall opens to a safe that always has bottle caps or the equivalent most widely accepted coin of wherever you are.Ten thousand bottle caps or its monetary equivalent can be extracted. Enough to buy and furnish a house.

A Little Pick Me Up 100 VP

A bottle of whisky that doesn’t run out and three boxes of Mentats that fill back up daily. Something to either relax after a hard day, or to boost yourself to power through it.

Scenario: The Kid From Vault 101

You will enter this world as the child left behind by their father in vault 101 in the beginning of the game, the Lone Wanderer themselves. For this starting point you will be locked in as a vault born human of nineteen years of age. To complete this scenario you must complete the main quest of the game and of the add on Broken Steel.

After defeating the Enclave and fully freeing the Capital Wasteland from the threat of dying from thirst you win this scenario. This scenario offers no special rewards other than the bragging rights of being the main character, and a optional slide show voiced by Ron Perlman after this and any future jump narrating your most famous deeds, overall karma, and the historic perception it shall leave on the setting along ith a few of the consequences of your actions.

Scenario: Mothership Zeta

Instead of waking up in your starting spot, you wake up as the new test subject of the aliens of Mothership Zeta. You have all your skills, but your equipment has been taken away and the warehouse is blocked from the ship for now. Your cellmate is a woman named Somah and she has a plan to escape the cell. Your companions are cryogenically frozen in containment units nearby. Luckily, they can be easily woken up... with a code you will have to find on the captain's chair.

In order to return to Earth you will need to defeat the alien menace, both inside the ship and from another ship that will intervene once called by the alien captain.

After taking over the ship, it shall be your reward. You will own a Zetan Mothership. While the crew quarters can easily house two hundred people, the saucers in the hangars are too small for adult humans. Your new ride demands a crew for best performance, but you can fly it by yourself. Or do battle in a stationary state by yourself. If any of the prisoners besides your companions survive the battle against the dastardly Zetans, they will stay with you as bridge crew and follow you and the ship on other worlds. They will not leave the ship unless companioned, however.

The ship features FTL travel, laboratories, a laser capable of wiping an area of 350 miles from the map, teleporting beacons and teleportation jammers, a full complement of alien weapons such as stun batons, blaster pistols and disintegrator rifles, cryo grenades and mines, and the ability to endlessly produce ammunition for it. It has five gallons of alien epoxy, a mysterious blue substance that fixes anything it's applied to. Four vials of 5 mls can turn a broken rifle into a brand new one. The gallons refill with every jump.

It also has an unlimited supply of alien dietary stables such as space squid and space worm. They are filling, full of protein and with all vitamins you need. Unfortunately, the squid tastes like rubber and the worm stinks terribly.

Scenario: Point Lookout

An alternate starting point for you and your companions, if applicable. Point Lookout is a seaside town on the swampy coast of Maryland. A few friendly faces reside in town and in the remaining buildings of the Old World nearby. Those are the minority, for most who live in the murky coast are as hostile as those who inhabit the swamps.

The swamps are home to pale feral ghouls, mirelurks with a green tint, and the Swampfolk.

Sporting sinewy, pockmarked bodies, oozing with pus, the Swampfolk are violent, territorial and uneducated. They are inbred, mutated people, whose bodies have grown immune to the effects of radiation. follow a heathen creed, made partly from bits of lore of the cult that once existed at Blackhall, partly from superstitious beliefs that arose naturally, and partly from feverish hallucinations from the mad among them.

A tribe of non mutated humans sharing a belief system who branched from the same source of the Swampfolk's took over the Point Lookout Ark & Dove Cathedral.

Followers of Ug-Qualtoth, a supernatural entity who is described as an alien eldritch being by some, and as a divine being forgotten by mankind by others. While it's hard to discern the nature of this creature, the effects of his influence are obvious for those who care to look. Starting with the unnatural ease with which the Swampfolk and Tribal simple armaments and crude strength can pierce through the most developed of armors, and how they can take as much damage as a man in power armor. Thanks to the blessing of Ug-Qualtoth both of these simple, insular peoples can fight forces that on paper should be much more formidable than they are.

Unfortunately, the insular nature of these people might not last if Professor Calvert wins his private war against Desmond Lockheart. Calvert was a scientist from a prestigious and rich family. After a failed assassination attempt by a British spy, he used his great resources to preserve his brain inside a jar with experimental medigel. Since then, the Professor developed psychic powers and slowly, his already sizable ego ballooned to a maniacal desire for "psychic domination" over Maryland, and perhaps further beyond. Utilizing his telepathy, Professor Calvert contacted the tribe that now lived in the Cathedral to be his agents against the spy, Desmond Lockheart, who survived the fallout of the Great War and turned into a ghoul.

The tribal folk of the swamp believed Calvert to be a messenger god, called the Transcendent One, who was to lead them towards Ug-Qualtoth's will. Their misinterpretation of Calvert's nature also often causes them to misinterpret his orders, which has been a boon to Desmond Lockheart more than once.

The ghoul is an able assassin and a dangerous man, but outnumbered by an unnaturally tough enemy the best he could do so far was utilize Cogwave jammers to stop Calvert from spreading his influence.

But Professor Calvert is not the only man scheming, for Obadiah Blackhall searches for the Krivbeknih, a book of lore of a terrible nature that can extend the lifespan of his owner... for the small price of a few human sacrifices. The book is in possession of the Swampfolk at the moment.

Unfortunately for you, your entrance in this realm has stirred Ug-Qualtoth for a small moment, and the keepers of the book took notice. The Swampfolk will soon learn of a foreign presence in Maryland, one that for but a second had the attention of their god, and will imagine a sacrifice of this person would be greatly pleasing.

In order to beat the Point Lookout scenario you will have to go inside the Deep Temple of the Swampfolk, take the book, and destroy it or make contact with Ug-Qualtoth at the Dunwich Building back in the Capital Wasteland. To destroy the book, you must burn it at the deepest level of the Dunwich Building. To contact Ug-Qualtoth, merely perform a ritual sacrifice of a Swampfolk at the same place, after killing a hundred of such degenerates. Companions' kills don't count.

If you defeat the scenario by destroying the book, you gain a knack for destroying evil and occult items. Nothing is truly indestructible, you just gotta burn it in the right spot. Like the temple of the being it was made from/for or a source of

If you contact and please Ug-Qualtoth with your murderous spree, you will be granted a blessing, immunity to the scourges of radiation upon your being.

If the Swampfolk kill you during a ritual, you automatically fail your chain. Death by combat can benefit from revival perks.

Now that ten years have passed you have a choice to make,stay here, return to your original birth place, or wander forward?

Whatever you choose, you are free from the drawbacks you picked here. Whether your story ends here or you take a new road, remember that the struggle of survival is a war without end - and war, war never changes.

BY FO3 ANON