

Fallout: Mutants

By Pokebrat_J

The power of the atom is a marvelous thing, allowing mankind to turn their world into something resembling a science fiction feature, with robots and laser beams. But just as much as it can help mankind, so too does it harm and change. The Great War showed all of mankind that, scouring the world with atomic fire and plunging all who still survived into madness and anarchy.

You do not have the luxury of being just another person in the Wasteland that was once America, but instead something that has been mutated, that which should never have come about naturally. Perhaps you are someone who developed strange powers, or have been turned into a walking corpse. Though perhaps your transformation was more directed, in pursuit of the perfect human? There are many animals, too, should you wish to leave the evils of mankind behind.

You receive **1000 cp** to help you survive this wasted world.

Origins:

Age and gender can be chosen freely.

Critter: The nuclear hellfire and cellular destabilizing radiation didn't kill everything as is evident with life returning shortly after the world's end. But few remain unchanged. You are one of these mutated creatures, wholly independent from the evolutionary line humanity. Be it as a humble brahmin or a mighty deathclaw, the rules of nature have hardly changed.

Ghoul: Even after receiving enough radiation to kill a person a few times over, you did not have the good fortune to perish, but rather, you have achieved a twisted form of immortality. You appear like a living corpse, with your flesh peeling off and your muscles exposed. Many would confuse you for a zombie, and would look to shoot you in the head like you were one of the ferals.

Psyker: It is a very rare thing, when radiation comes into contact with certain genetic materials in order to awaken something that would seem impossible to the average man. You have been changed, not physically, but mentally, as you now possess a number of psychic powers. Even with these supernatural tools at your disposal, survival will not come easily.

Super Mutant: Where once you were an ordinary human, the Forced Evolutionary Virus changed you into an eight to ten foot tall, green skinned mutant, one nearly perfect for surviving the Wastelands. Whether you are of the East or West Coast strains, it matters not, as your kin are often of lesser intelligence, lack any secondary sexual characteristics, and have a reputation for mindless violence and destruction.

Timeline:

You may freely choose when you begin, or roll a 1d8 to gain an extra **[100]**.

1) Resource Wars: You are not in the Wasteland you have come to know and love, but rather the nation it was before the bombs fell. You will arrive in 2066, during the height of America's power and right in the middle of the wars that will end the world in a flood of nuclear fire.

2) Appalachian Reclamation: The year is 2102, and the promised day of reclamation has come to the inhabitants of Vault 76. No clear civilizations have arisen in this time, making it fair game for the residents, though be wary, as the Appalachian mountains are filled with all manner of beast, cryptid, and much worse.

3) Wasted World: It is the year 2161, eighty-four years after the Great War, and trouble is stirring in the Wasteland of California. An army of mutants is on the rise, stealing people away in order to transform them into more soldiers for their Master's army, while a certain Vault will send out one of its own in search for a new water chip.

4) Calculating Threat: In the years following the Master's defeat, there was a schism among the ranks of the Brotherhood of Steel, one side wishing for their members to remain pure while the other wanted to recruit from among the locals. Eventually, the side who wanted to recruit left towards the ruins of Chicago, intent on creating their own version of the Brotherhood. And in 2197, they would expand, at first content with campaigns against raiders until they uncovered a certain Vault.

5) Enclave Rising: With the destruction of the Master's army eighty years ago, many thought that the future of humanity was secured, but as is so often the case, it was itself that was humanity's biggest threat. The ashes of the Old World have stirred from their slumber, the Enclave has come to bring back the old America, drowning the Wasteland in as much blood as needed for such a lofty goal. It is around this time that a tribal was chosen to venture from their village in search of a GECK.

6) Waters of Life: It has been two hundred years since the bombs fell, and unlike those in the West Coast, those on the East are still having difficulties growing beyond the small fortified settlements. But can you really blame them, with irradiated beasts and super mutants running rampant, ghouls stalking the subways, and raiders lurking in every corner. This is the world a kid from Vault 101 must learn to survive in, if they're to find their father.

7) Rigged Games: The year is 2281, and the storm brewing in the Mojave Wasteland is about to reach its tipping point. Caesar's Legion sits on the Eastern side of the Colorado River, doing what it can to make their opposition easy prey. The NCR is struggling to maintain its authority in the area, facing numerous problems from both external and internal sources, all the while the enigmatic Mr House bleeds their coffers dry with his casinos. Around this time, a certain Courier has been shot in the head and buried in a shallow grave, though they've made a comeback.

8) Nuclear Family: Though the year may be 2287, to a certain inhabitant on Vault 111, the bombs fell but an hour ago, their entire world replaced with the Commonwealth. Settlements dot the land, all terrified of being replaced by the synthetic creations of the Institute. The Railroad does what it can to hinder this scientific faction, focusing primarily on freeing the synths from their enslavements. The Minutemen have long been disbanded, while the Brotherhood is starting to make their moves.



General Perks:

Mutated Biology [Free]: Though you understand that radiation is a very harmful energy, especially when exposed to biological materials, that does not mean you cannot benefit from it. You do not seem to suffer from the usual side-effects of whatever kind of mutant you are. Ghouls won't go feral, Super Mutants are just as intelligent and fertile as before. Even being a critter won't hinder you, as you'd still be able to speak, should you wish. After all, things like talking deathclaws aren't anything new.

Irradiated Beauty [50]: You should really consider yourself blessed, or at the very least very, very lucky. Most of the time, mutations like these would leave you looking like one of those old holotape monsters, all deformed and hideous. Not you, though, as you are actually very aesthetically pleasing to look at, on par with any starlet from the Old World. Any scars or deformities you possess would actually accentuate your rare beauty, rather than hinder it.

Mutated Vitality [50]: Radiation is more likely to slowly kill you in a mess of tumors than it is to actually heal you, though the possibility of such a thing is never zero. Much like ghouls, at least as far as anyone knows, at least, you are biologically immortal, never aging past your prime. Though it may seem like a gracious gift, do not overestimate it, as a stray bullet is still just as likely to be your end as it was before.

Core Values [100]: Though your body may have been drastically changed from what it was before, it's what's on the inside that counts, and nothing in the Wasteland can change who you are. Your sense of self is immutable, never changing who you are at your very core. A kind man would still be just as kind after two centuries of life in the Wasteland. War never changes, and neither will you.

Rad Regeneration [100]: It is a strange duality, one where those twisted by radiation can also be healed by it. A curious ability, one that you now share with many others. You are capable of regenerating when in the presence of radiation, an effect that gets more powerful the more radiation you absorb, being used up in order to keep you on your feet long after you should have bit the dust.

Intense Training [200]: Many before the war believed that nuclear radiation and the power gained from it could be used in near infinite ways, a belief that may have even been true, should one use you as an example. You have a truly rare mutation, one that makes it so there are no limits to hold you back, nothing about yourself that you cannot improve endlessly should you be willing to try.

Unstable Isotope [200]: You know better than anyone else just how harmful radiation can be, especially if you were to have this certain mutation. Every time an enemy strikes you, your radioactive nature will lash out, dealing a massive amount of radiation damage to them. Though this may be near useless against mutants like yourself, it's commonly humans that are the biggest danger, and they are very susceptible to it.

Almost Perfect [400]: If there is anyone who could possibly be considered perfect, you would be the closest contender, biologically speaking, anyway. Not only are you in peak physical and mental condition, but your biology is highly receptive to nearly anything that tries to alter you, often for the better. Not only do you gain the benefits from whatever is being used to change you, but you will never suffer from most of the downsides. Such changes will also become fiat-backed, so no worries about losing whatever it was that made you better than you were before.

Nuclear Anomaly [400]: By purchasing this, you have become death, destroyer of worlds. You may, at will, unleash a miniature nuclear blast! And despite how powerful this ability may seem already, since those blasts are capable of bringing down a Super Mutant Behemoth in one shot if you time it properly, it can improve. By basking in the glow of nuclear radiation, a majority of radiation absorbed will go straight to this ability, permanently increasing its power. Not all radiation you absorb will go to empowering your blasts, so keep that in mind if you're wanting to stay in ground zero of a nuclear blast.



Critter Perks:

Discounts for Critter are 50% off, with the [100] perks being free.

Beastly Shape [Exclusive]: Whereas the other origins would have made you into a new type of human, you have chosen a more animalistic route, in a very literal manner. Your form is that of a mutated animal, one that is either influenced by the perks you chose, or of your own design. Even despite how your mouth may be structured, you would still be capable of speech, and will be able to switch into this form at will Post-Jump, should you feel the need to unleash your wild side.

Herbivore [100]: There isn't a large selection of edible plants to be found in the Wasteland, so all the critters out there had to take what they could get, something you're quite good at. No matter what kind of plant you shove into your mouth, you will find your health slowly replenishing. Even dry shrubs or scrap wood could help you out in a pinch, though it's sure to hurt on the way out. Should you so desire, your **[Beastly Shape]** will change to be that of a brahmin, or incorporate elements of one into it.

Marsupial [100]: He who runs away first, runs away and lives. Often. Sometimes. Let's be honest, no matter who you are, extra mobility will never be a bad thing, especially if it can get you the high ground. Your ability to jump is amazing, allowing you to leap nearly ten feet into the air. Just be careful on the way down. Should you so desire, your **[Beastly Shape]** will change to be that of a horned kangaroo, or incorporate elements of one into it.

Bird Bones [200]: One of the main reasons why it's so easy for birds to keep in the air is due to their hollow bones, which aren't as heavy as the bones found in most mammals. You seem to share that with them, your bones being very lightweight while being just as sturdy as before, granting you improved agility and lessening the damage you would take from long falls. Should you so desire, your **[Beastly Shape]** will change to be that of a radstork, or incorporate elements of one into it.

Carnivore [200]: If there's one resource that's plentiful out in the Wasteland, it's flesh. Animal flesh, mutant flesh, human flesh, all of it just sitting there, rotting away or being useless. Whenever you eat meat, you will find your health and stamina quickly replenishing itself until you're back at one-hundred percent. You still need to finish chewing and swallowing for you to benefit from this.Should you so desire, your **[Beastly Shape]** will change to be that of a yao guai, or incorporate elements of one into it.

Eagle Eyes [200]: Tell me, what do you see with those special eyes of yours? Quite a lot, I would imagine, seeing as they are far greater than any human's eyes could be. Not only is your perception improved, but you will also find that you can zoom in and out, much like the scope of a rifle, allowing you to clearly see targets and details from far away. Should you so desire, your **[Beastly Shape]** will change to be that of a two-headed eagle, or incorporate elements of one into it.

Chameleon [400]: There is a terrifying legend of a deathclaw who retained an ability from its chameleon ancestors, enhanced further by the FEV running through its veins. Much like that monster of legend, you are capable of turning yourself and everything on your person invisible, as well as having all of your movements greatly muffled. Should you so desire, your **[Beastly Shape]** will change to be that of a gecko, or incorporate elements of one into it.

Herd Mentality [400]: People mistakenly believe that it is ideal to be a lone wolf, heedless of the fact that such wolves will often perish without the aid of their pack. You are not one such individual, understanding the need to surround yourself with others to accomplish what you alone could not. Not only are your skills with teamwork greatly improved, but when in the presence of Companions, you will find all of your SPECIAL attributes enhanced. Should you so desire, your **[Beastly Shape]** will change to be that of a wolf, or incorporate elements of one into it.

Poisonous Sting [400]: Though the fangs gnaw and the claws shred, there are few ways to kill as insidious as poison, substances that shut down the body as they can do nothing but wish for a quick death that won't come. Not only can you now administer a deadly poison that could kill a fully grown man in less than a minute, but you will find your resistance to poison improved, ensuring you won't be killed off through your own methods so easily. Should you so desire, your **[Beastly Shape]** will change to be that of a radscorpion, or incorporate elements of one into it.

Alpha Deathclaw [600]: There are no creatures in the Wasteland as infamous or feared as the deathclaw, massive reptiles that can tear through power armor like it wasn't even there in order to get to the man inside. Much like those beasts, you possess great agility and incredibly sharp claws that are capable of ignoring armor, tearing through it as easily as you do flesh and bone. You also possess a scaly hide that is very durable, making you immune to low-caliber firearms. Should you so desire, your **[Beastly Shape]** will change to be that of a deathclaw, or incorporate elements of one into it.

Mirelurk King [600]: Nothing is more terrifying than that of the unknown, though perhaps these beasts should have stayed beneath the waves, leaving us unaware of their existence. These mutated snapping turtles are deadly to those caught unawares, with their potent sonic attacks that can kill a man just as easily as any gun. Not only do you possess this ability, but you are also capable of breathing and seeing clearly while underwater. When you are submerged, you will find that your speed and mobility are greatly improved. Should you so desire, your **[Beastly Shape]** will change to be that of a mirelurk king, or incorporate elements of one into it.

Scorchbeast Queen [600]: It is no surprise that the Enclave is responsible for the terrible monstrosities known as the scorchbeasts, created through exposing irradiated bats to biochemical experiments. Much like them, you possess echolocation as well as the capability of flight. Your most deadly ability, though, is the Scorched Plague that you carry, one that could wipe out an entire area if left untreated long enough. You can, of course, toggle this ability on and off. Should you so desire, your **[Beastly Shape]** will change to be that of a scorchbeast queen, or incorporate elements of one into it.



Ghoul Perks:

Discounts for Ghoul are 50% off, with the [100] perks being free.

Necrotic Flesh [Exclusive]: Where once you were just an ordinary human, an unfortunate exposure to radiation has transformed you into something more akin to a walking corpse, though it does have its benefits. As far as anyone can tell, you are immortal in the sense that you will live indefinitely, at least until some raider decides to make you target practice. You are also healed in the presence of radiation, instead of damaged by it.

Not A Zombie [100]: It doesn't matter how many times you tell those smoothskins, you ain't no zombie! Though, it isn't an unwarranted fear, considering the number of feral ghouls roaming the Wastes. You won't end up like them, though, not while your indomitable will burns bright. You can weather the cruelest of mankind, experience the very worst the world can throw at you, but you just won't break. You'll show them all that you will never lose yourself and go feral.

Educated [100]: You aren't some uneducated Wastelander, but someone who grew up in the Old World before it was blown to kingdom come, and it shows in that most unlikely of places, the mind. You have received a full education by Pre-War standards, and miraculously held onto a lot of that knowledge. You've had to suffer through subjects like English, American and World History, science, math, and a few electives that you probably didn't think would be useful in highschool.

American Remnant [200]: You're an old ghoul, that's for sure, seeing as you were once a soldier from before the War, though which side is questionable. Simply put, you've got all the skills expected of a veteran of the war that ended the world. You're pretty good with most kinds of guns, have a knack for tactics and basic strategies, as well as being a fairly capable squad leader. Though America may be dead, part of it lives on in you, in your knowledge and memories.

Marked Man [200]: Should one be suicidal enough to step into the Divide, one will find a kind of ghoul with all of their skin missing, leaving only exposed flesh. These Marked Men have managed to survive in one of the deadliest areas in the Wasteland, and now so can you. You will find that your endurance has improved, allowing you to last longer and survive things you may not have been able to before. What could keep a man alive in such a condition, I wonder…?

Speed Demon [200]: Everyone laughs when watching holotapes as some dumb broad gets mauled by slow-moving zombies, but they certainly wouldn't be laughing when those very monsters start charging at them faster than most men. Like many of your feral kindred, your speed is nothing to scoff at, being improved beyond what it was before. You'll also find yourself better at dodging incoming attacks, being nearly untouchable to some punks who think baseball bats are going to do anything to you.

Glowing One [400]: Sometimes, there is a kind of ghoul that glows bright with the power of radiation, a beacon of sickly green in this bleak world. Of course, they're often just as deadly as they are luminous, as their very presence simply radiates with radiation. Not only do you have a constant aura of radiation that can damage enemies around you, but it can also be used to heal any nearby allies. Should you desire to be around ordinary people, though, you can turn this ability off and on again at will. As an added bonus, you can also glow, something you can also toggle on and off.

Living Anatomy [400]: When the world burned away, humanity lost many things, most tragically was widespread healthcare professionals and their knowledge of how to save lives. You were one of those medical experts, knowing many basics of a number of fields, such as first-aid, pharmacology, dentistry, and surgery, though there is one in particular that you were a world-class expert in. Though, granted, you still are, it's just that the competition has been massively thinned. You can easily turn this knowledge to help non-humans as well as those who have been mutated.

Unclean Living [400]: Let's be real here, no one really knows just *how* your biology works, what exactly it is that keeps you going even decades after you should have died. So it should come as no surprise to you that such things like heat, cold, even toxic air? You simply aren't affected by them at all, immune to any environmental hazards that would normally hinder or kill most other people. You could stand right in the center of the thickest cloud in the Sierra Madre and be right as rain, so long as none of the natives decided to kill you, that is.

Grim Reaper's Sprint [600]: When people look to you, they see the face of death, of that inevitable specter that comes for all no matter how far they run or how hard they fight. You are a deadly opponent, due to the fact that whenever you kill a target, be they man, woman, child, human or not, you will find your health and stamina restored, allowing you to keep going so long as fools keep trying to throw themselves at you, confident that they are the ones that will finally put you in the grave. Such foolishness, the young thinking themselves above the one thing that binds us all together.

Sniper [600]: You must have been in the special forces, or are just a prodigy with a firearm, because with your skill, you're going to be the last thing they never see. Range is not a factor for you, as your accuracy with ranged weapons is simply inhuman, capable of hitting the eye of a radroach from a couple hundred meters with ease. You will also find all damage you deal with such weapons have improved, increasing the farther away your target is from you. It doesn't matter how far or how fast they run, they'll never get out of your reach.

True Undead [600]: By all accounts, you should have died long ago, and yet you simply refused to. You have felt death's graze many times before, and yet it has always allowed you to continue on, something that is especially plain to see now. You do not die when you are killed, returning from the dead once per year without consequence. When this happens, you will unleash a wave of radioactive energy that heavily damages any nearby foes while reinvigorating your allies. Show them that dead men may walk again.



Psyker Perks:

Discounts for Psyker are 50% off, with the [100] perks being free.

Expanded Mind [Exclusive]: Radiation has unlocked something within you, opened your mind to the cosmic energies of the universe. You are now a psyker, someone who possesses psychic powers. Among your new abilities, you are capable of seeing a person's psychic aura, or their soul, should you be more of the spiritual kind. This perk is also helpful in that it will allow you to improve your psychic abilities through training and constant use.

Better Criticals [100]: You've got some talent with manipulating chance itself, though granted it isn't much right now. This manifests as you landing those lucky hits much more often than normal, which end up helping you greatly in fights. Maybe you manage to hit their elbow on their dominant arm, or manage a shot that unveils a robot's power source, or maybe you just end up hitting them through the eye and into the brain.

Forecast [100]: One of the more common abilities that Psykers possess, should such a term be used for them, is that known as the Sight. With this, you are capable of getting glimpses into the future, often in vague yet helpful forms. You could improve this for a time through the use of chems, but then you'd run the risk of addiction. Still, that would be but a small price to pay to gaze upon the currents of time.

Egghead [200]: Your brain has been changed to allow you usage of your psychic abilities, so why not have it altered just a bit more? Should you take this option, your intelligence will be improved, as well as finding that you can think nearly twice as fast as before. It should be helpful for coming up with any solutions you need quickly. Remember, it was the mind that led mankind where it was today, and yours is sure to be the biggest around!

Empath [200]: Should you care at all for those you consider friends, then this is probably essential for you. Not only are you capable of ‘seeing’ what emotions a person is feeling, but when you are surrounded by your allies, friends, and Companions, you reduce all damage they take by a quarter. It may not seem like much, but every little bit helps when trying to survive

Pyromaniac [200]: You may be crazy about fire, or maybe just plain crazy in general, but that won’t change what you’re capable of now, will it? You possess the ability of pyrokinesis, capable of conjuring and controlling flames to burn your enemies on par with a military-grade flamethrower. You could dial this back, making just enough fire to light a cigarette, but where’s the fun in that?

Electrifying [400]: Well, this is certainly a shocking turn of events, finding out you are capable of this. You are now capable of conjuring and controlling electricity, allowing you to fire off lightning bolts at anyone who gets in your way. Not only is this useful for fighting enemies or charging whatever machine you're working on, but you can also release an electromagnetic pulse, one that is especially harmful to robotic enemies and those wearing power armor.

Life Giver [400]: In case you haven't noticed, it is quite difficult for nearly any form of plantlife to grow in the Wasteland, the poisonous radiation having long since ruined any nutrients within the ground. You are sure to change that, though, and you are now capable of conjuring and controlling plantlife, ones that are sure to survive even here. Creating a mighty oak tree is certainly within your capabilities, but restoring life to one of the burnt-out husks that dot the wastes is probably going to be a bit easier on you.

Mental Block [400]: There is always the threat of enemy telepaths taking a look within your mind, no matter how rare such opponents are. You prepare for every inevitability, and as such have come to transform your mind like a fortress. Your mental defenses are unbreakable, rendering you immune to any telepathic or mind controlling abilities, as well as eldritch influence, no matter what their origin may have actually been. This will also grant you a resistance to all psychic effects, though nowhere near the same extent as your mind.

Hive Mind [600]: Have you ever looked at someone and wondered, 'what is going on inside their head?' Well wonder no more, as you are a very potent telepath, capable of reading minds and communicating with others through your thoughts alone. You can use this to sense the minds of anyone nearby, eliminating stealth from biological opponents, but the most important ability offered by this is being able to create telepathic links. When you forge these links, it will allow you to communicate as though they are right next to you no matter how far away.

Invisible Hand [600]: When one thinks of psychic powers, they will inevitably turn towards moving objects without even touching them. This is for many reasons, such as how obvious a psychic display it is, but it is also due to just how versatile telekinesis really is. Though you could lift a person into the air and crush them with relative ease, you could also use it for many other tasks, such as picking a lock without any bobby pins or repositioning your weapons in the air in order to get a better angle of attack. With practice and experience, there are many options open to you when you possess this power.

Psy-Tech [600]: It is only to be expected that when mankind learned of the existence of psychic powers, that they would turn to technology to study it, and then enhance it. You are one of the very few people who are capable of creating tech meant to enhance and mimic psychic powers. From headwear that can nullify or improve their potency, to guns using telekinetic energy to lift and move heavy objects. You could also use this to upgrade or create a variant of power armor that links with the brain itself, allowing for more fluid movement and better control. When the supernatural and science work in tandem, the possibilities are endless.



Super Mutant Perks:

Discounts for Super Mutant are 50% off, with the [100] perks being free.

FEV Subject [Exclusive]: Once, you were but an ordinary human, no different from anyone else. But after you were exposed to the Forced Evolutionary Virus, that all changed in a very literal manner. You are now an eight foot tall green giant, one that is perfect for survival in the Wasteland. You are more physically capable than any human, as well as being immune to the harmful effects of radiation. Your slight regeneration may not be enough to heal wounds before your eyes, but it does ensure that you'll eventually recover as well as making you extremely long lived.

Forced Immunity [100]: When the FEV changed you, all the way down to your DNA, it ensured that it would be the very last virus that would ever affect you. Your immune system is exceptional, making you, well, immune to all forms of diseases, illnesses, and viruses that you may come across. It doesn't matter if it's some biological weapon that was just recently created or an eldritch curse, it won't mean anything to you.

Tough Hide [100]: Your skin is possibly one of the most important organs you have, protecting your insides as well as keeping them on your inside. As such, your skin has been improved to be similar to some type of armor, making you all but immune to low-caliber firearms. Sure, some of the bigger guns will kill you just like anyone else, but it'll be funny watching raiders try uselessly to murder you with those rusted peashooters they call weapons.

Adrenal Reaction [200]: It is when faced with the prospect of death that people reveal their true colors, and yours seems to be someone that will fight all the harder. Whenever you are injured, all of your attacks hit harder than before, no matter if they are from firearms, melee weapons, energy weapons or even just your own fists. Your foes will all rue the day they even thought that defeating you was possible.

Healing Factor [200]: Well now, it seems as though your natural regeneration has become something a bit more useful, beyond just longevity. You will quickly heal from most injuries, such as bullet holes closing before your eyes or slashes across your gut mending itself while you're still fighting. This does not mean that you can regrow limbs, however, and enough damage to your brain or heart is still capable of killing you, but it's still going to be harder to do than before.

Nightkin [200]: When The Master was attempting to perfect his variant of the FEV, one of the Super Mutant subtypes was the Nightkin, a blue-skinned mutant who was exceptionally adept with stealth. You seem to have been one of these Nightkin, having an instinctive talent when it comes to all things sneaky, as well as finding that stealth tech lasts longer when used by you. Thankfully, you won't seem to run into the usual, long-term side effects that your kind usually do.

Adamantium Skeleton [400]: Your bones are a very important part of your body, as a support system and protecting some of your squishier organs. As such, you'd want them as durable as possible, right? While your bones won't be as strong as that mythical metal, they might as well be made of a gold-titanium alloy for how tough they are. They won't be breaking anytime soon, and you'd more than likely be capable of surviving a few shots to the head from a sniper rifle. Not to mention what would happen if you were to headbutt someone.

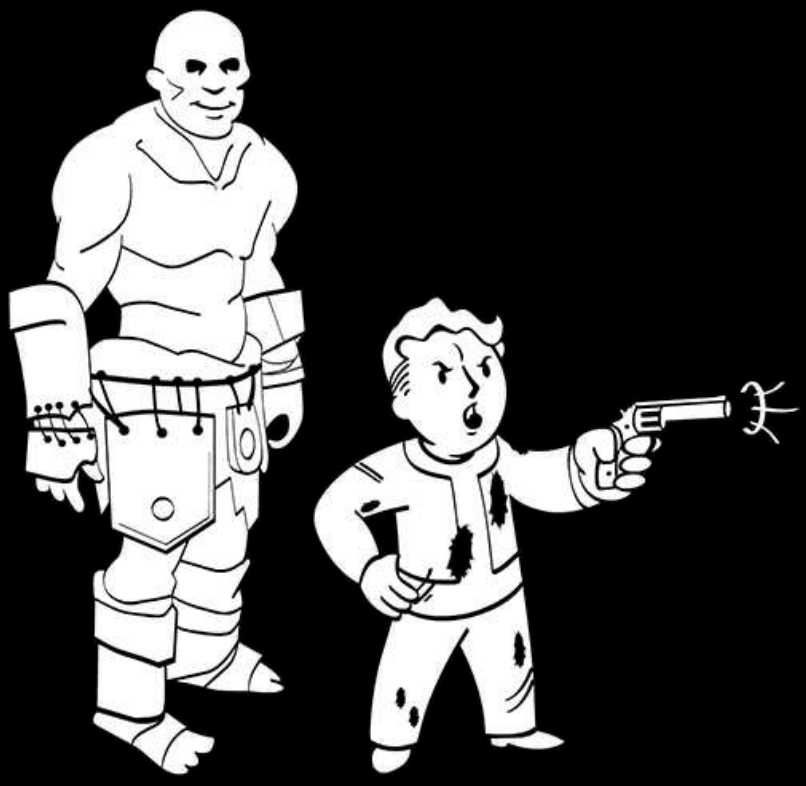
Cyborg [400]: It should come as no surprise that mankind looked towards technology in order to improve themselves, and so it was that The Master turned to similar methods in order to improve his Super Mutants. You have been enhanced with technology, turning you into a cyborg. Not only are you more physically capable now, but a certain implant in your head now allows you access to the Vault-Tec Assisted Targeting System, which will slow down your perception of time and improve your accuracy when activated.

Twisted Muscles [400]: You seem to have been exceptionally well suited to the FEV, because the power granted to you is much more than what is normally granted to your kind. You are a physical powerhouse, with greatly enhanced strength that allows you to even lift and thow a car with some effort. In addition to this, you seem to deal much more damage when using both melee weapons and unarmed attacks than you otherwise should.

Behemoth [600]: A unique quirk of the East Coast super mutants, there are few things as terrifying as seeing a Super Mutant Behemoth running towards you, twenty feet of pure, irradiated muscle that rushes towards you like a train. Count yourself lucky, then, as you have the potential to match and exceed them. Simply put, the more radiation you absorb, the larger and stronger you become. This growth will die down after hitting thirty feet, but you will still be able to grow seemingly without limit. And really, when you're strong enough to shove around a number of buses with very little effort, do you really need to keep going?

Master of Genetics [600]: When it comes to messing around with DNA, there's no one better skilled or more knowledgeable than you. Not only do you understand how to create something like the FEV, something capable of turning an ordinary chameleon into one of the deadliest creatures to ever walk the Wastes, but also how to modify most forms of life, even improve upon it. With enough time and testing, you may be able to create a strain that doesn't create mostly stupid Super Mutants. It isn't perfect, few things are in this bleak world of ours, but with your creations, we're just another step closer.

Slayer [600]: What is best in life? For you, it is to crush your enemies, to see them driven before you, and to hear the lamentations of their women. You are an absolute monster in close range, dealing nearly five times the damage you otherwise would have when you are close enough to see the whites of their eyes. Additionally, you instinctively know the most vulnerable places to hit your target, making good use of your extra damage. In these days of high-tech robots and energy weapons, you are a modern barbarian, one capable of tearing down anyone who gets in your way.



Items:

You will receive an additional **[300]** *to spend in this section only. You may discount two items from each price tier, with discounted* **[50]** *and* **[100]** *items becoming free. You may freely import any related items you own at your discretion.*

Starting Gear [Free]: In a place as dangerous as the Wasteland, it would be quite cruel to leave you with nothing. As such, you have been given a bag filled with a pair of clothes, a 10mm pistol, as well as enough supplies to last you a week. It may not be much, but it should give you a starting point.

Bobby Pins [50]: While originally designed for women's hair, you should never underestimate human ingenuity when it comes to committing crimes. This patch holds twenty bobby pins and a flat head screwdriver. These replenish daily, and can be used to pick various locks you may come across.

Extra Caps [50]: Though it may seem strange that the people of the Wasteland have turned to using bottlecaps as currency, it's something that you'll have to deal with for now. With each purchase of this option, you will receive a sack containing 2,000 bottlecaps. This option may be taken multiple times.

Nuclear Aesthetics [50]: If you like the looks of this world, why not change your Warehouse to match? You are now able to do so, as well as change the aesthetics of any other properties you own. From the retro style of Pre-War America to the rugged and scrappy Raider look to even the pristine white walls of the Institute, you can change between all of these to your heart's desire.

Nuka Cola Fridge [50]: The most popular drink in America, you just can't beat Nuka-cola! And now you'll never run out of this drink ever again. This pristine fridge is filled with each kind of Nuka-Cola, from Quantum to Quartz to Victory to the ever favorite classic. The fridge will instantly restock whenever you close it.

Psychic Nullifier [50]: A strange headpiece with a chin strap to hold it in place. When wearing this, you will find your psychic abilities weakened or nullified, depending on what you need at the moment. It's quite useful for those who have difficulty with controlling their abilities.

Radiation Meds [50]: In case you didn't realize, radiation is everywhere, and it would take a very stupid person to ignore it completely. Eventually, you will run into radiation, and you'll definitely want this around. This small cooler has twenty-five Radaway and ten Rad-X which are replenished weekly. Radaway purges your body of radiation, while Rad-X increases your resistance to it.

Stimpak Pouch [50]: Seeing as there is always something looking to kill you around every corner, it would certainly make life easier if you could heal yourself. Luckily you can! This small bag contains twenty-five Stimpaks and ten Super Stimpaks that are replenished weekly. Stimpaks boost the body's own regenerative properties, causing faster healing, though it's not very effective against major wounds. The Super Stimpak, meanwhile, is a more powerful variant, and is decent at dealing with major wounds.

Chem Cooler [100]: When someone is down on their luck with no place to go and no hope left, they usually turn to drugs. It certainly helps that these ones have some useful side effects besides being more potent than what was made in the early 21st century. With the exceptions of Stimpaks, Radaway, and Rad-X, this cooler contains ten of all drugs found in the Wasteland. Med-x, jet, psycho, mentats, buffout, the works.

Combat Armor [100]: This set of armor is standard issue across the US military, and for good reason. It offers decent protection without limiting the range of movement. This can come in any color you want, such as military standard green or a black coating, or it can be winterized, letting you be comfortable in cold environments in return for standing out on any battlefield you're on.

Electric Lockpick [100]: As you may find out if you're looking to explore ancient ruins, not every lock can be picked by a bobby pin. With such high tech doors come similarly advanced locks, and as you might expect, people have found ways around them. This device is meant to bypass such advanced doors, and is essential for anyone who doesn't have the most honorable of habits.

Fusion Cores [100]: It would be an understatement to say that the Old World knew how to use nuclear fusion as a power source. They used it to power nearly everything, from their cars and televisions to their weaponry and armor. You now own ten fusion cores that won't run out of energy. Whatever you use them for, please don't damage them, as they make for deadly explosives. If any are lost or destroyed, they will replenish the next day.

Ghoul Mask [100]: Originally a whole bunch of masks found in an old Halloween store, this stitched together monstrosity is perfect if you're planning on going anywhere feral ghouls are. While you're wearing this mask, feral ghouls will believe you to be one of them and leave you alone, at least until you attack them. This effect will also extend to other mindless undead creatures, regardless of their origins.

Legendary Gear [100/50]: Despite all of the science and hard facts, there are some things that just cannot be explained. Like why some guns grant regular bullets explosive properties, or why some pairs of pants make you immune to fall damage when you land on your feet. With each purchase you may add one legendary effect found in the games to a single piece of gear that you own. This includes both what is purchased here as well as what you already have with you. You may take this multiple times, discounted after the first purchase.

Pip-Boy [100]: This can come in one of two forms. The Pip-Boy 2000, a handheld computer that can monitor its user's vitals, along with storing a large amount of information, record video and audio, automatically mapping out local terrain, an alarm function, and can connect to other terminals. The Pip-Boy 3000 is an upgraded, wrist-mounted version, with all of that plus a geiger counter and a radio. You can also play games on both.

Skill Books [100]: Knowledge is power, which is very unfortunate considering how few institutions of learning are still functioning. Luckily, you have the next best thing. Books. Yes, this bookshelf is filled with all kinds of books that will noticeably increase related skills. There are books on general science, public speaking, car maintenance, unarmed combat, gun manuals, and even more.

Ballistic Fist [200]: While normal power fists are awesome, do you know what's even better? A power fist with a shotgun attached to it! That's right, as soon as you hit a target with the fist part, it unleashes a shotgun blast right where you strike, greatly increasing any damage you might do. You do need to be strong in order to handle the recoil, but at least you never need to reload it.

Energy Weapons [200]: Science has advanced to the point where things once thought to be science fiction are now a fact of everyday life, and there are few examples better than the weapon now in your possession. Whether it’s a laser pistol, plasma rifle, or a gamma gun, the firepower now available to you is sure to be more than helpful in a place as dangerous as the Wasteland. This option can be taken multiple times.

FEV Vats [200]: It is undeniable that some of the worst, most dangerous creatures found in the Wasteland are those who have been altered with the Forced Evolutionary Virus, regardless of all their faults. But if you believe yourself capable of perfecting it, or are content as it is, you will find yourself in possession of five vats of the FEV. They will constantly replenish the green ooze whenever it's used, and can even be modified.

Grenade Satchel [200]: If there's one thing that's fun, it's being able to watch your enemies being only referred to in the past tense, and there's no way better than by using copious amounts of explosives. This satchel contains ten of each kind of grenade found in the Wasteland, as well as one holy hand grenade that's on par with a mini-nuke. These grenades will replenish themselves weekly.

Melee Weapons [200]: If you don't like seeing your enemies dying from hundreds of meters away, instead preferring to watch the light die from their eyes right in front of you, then this is the option for you. Whether it's a knife, sword, shishkebob, super sledge, ripper, or just a humble baseball bat, when you hit something with this hard, it's sure to be damaged. This option can be taken multiple times.

Mutagenic Serum [200]: Held within these ten vials are a useful concoction, meant to grant minor mutations to those who inject it within them. From improved eyes and improved regeneration, they each have their own benefits and downsides. Not only do they replenish weekly, but you will also have the notes on how to make more.

Small Guns [200]: Though explosions are fun and energy weapons are fantastic to use, there's just something so satisfying about something that fires lead towards your targets at high speeds. Despide the name, this will allow you to take any brand of ballistic pistol, shotgun, rifle, assault rifle, that sort of thing. This option can be taken multiple times.

Weapon Schematics [200]: Since there are no longer any factories mass producing new guns, the people of the Wasteland have had to get a bit creative. What you now have are the schematics for a number of different kinds of weapons, each made from the various kinds of junk to be found around, more efficient and potent than any you could have found in the Wasteland.

Atom's Judgment [400]: You have seen the glory of Atom's power, one that scoured away the corrupted world centuries ago, and now wield the perfect weapon in order to spread your newfound enlightenment. This super sledge has the hammerhead replaced with damaged fusion cores, dealing a large amount of radiation damage to the target, in addition to the usual effect of being hit by a high-tech sledgehammer.

Big Guns [400]: If you want whatever you're looking at to die in the most glorious fashion possible, then you're going to want the biggest guns possible. Whether it's a minigun, missile launcher, gatling laser, plasma caster, or even one of the rare Red Glares or Fat Mans, the heft on this weapon perfectly matches the damage you're going to deal when using this. This option may be taken multiple times.

Fist of the North Rawr [400]: A gauntlet made from the severed hand of an absolutely massive deathclaw, there are few weapons for close combat specialists that are as potent as this. Not only does it ignore most kinds of armor, but it will also administer a poison to any flesh it strikes. Once you get close enough with this weapon, your enemies are already dead.

G.E.C.K. [400]: Few creations of mankind are as wonderful as the Garden of Eden Creation Kit, a device capable of bringing life to even the most irradiated and barren of places. Using soil and seed supplements, water purifiers, atmospheric chemical stabilizers, cold-fusion generator, and matter-energy replicators, you could bring about a paradise on earth. You can only use this once per month to affect an area roughly fifteen square miles.

Lorenzo's Crown [400]: An artifact that may possess otherworldly origins, it was uncovered by Lorenzo Cabot in the Rub' al Khali desert in 1894, and has kept him alive all the way until 2287. This piece of headwear will not only halt your aging, making you effectively immortal, but it will also focus and empower any psychic powers you may possess. Even when worn by someone who isn't a psyker, it will give them a minor telekinetic ability.

Power Armor [400]: Unveiled to the world in 2066, power armor of any make and model represents the pinnacle of personal defensive technology, combining excellent protection from small arms with the ability to carry heavy weapons into combat with ease, turning anyone into a person-sized tank. While they could normally last hundreds of years without recharging, you might as well never need to worry about it. This set can be of any model you desire, and will shift to match any form you take. The classic T-45, the iconic T-51, the advanced T-60, or the rare X-01.

Stealth-boy 3001 [400]: Developed in response to the stealth suits the Chinese employ, the Stealth-boy is a wrist-mounted device that generates a modulating field that transmits the reflected light from one side of an object to another, allowing for near invisibility. There aren't any side-effects for humans, prolonged use by Super Mutants tends to cause schizophrenia, though it is unknown why. Yours won't have that problem, and will recharge in between uses.

Vertibird [400]: Not too many enemies will have the benefit of air superiority, so you've already got a massive advantage. The Vertibird is a VTOL vehicle that became the primary gunship and transport aircraft for the US military. It's got durable armor and can be outfitted with a number of weapons, though this one is equipped with gatling lasers. It has enough room inside to fit an entire squad wearing power armor and their pilot. Best part is, you'll never have to worry about refueling.

Experimental MIRV [600]: This is by far one of the most destructive weapons that can still be held by a single person, one that is sure to leave anyone you've facing as an irradiated smear. This modified Fat Man launches not just one mini-nuke, not two, but eight at the same time. As is expected, there are very, *very* few, if any, who could survive being the target of this very big gun.

Robo-Thor Armor [600]: Have you ever looked to power armor, the very peak of American protective technology, and thought that it could be better? Well then this is the armor for you. Not only is it on par with the X-01, but the many coils adorning the armor will damage any enemies that get close to you, as well as finding any energy weapons you use will be more potent than before. The jetpack on the back also offers superior mobility over most other opponents, and will shift to match whatever form you take.

The Krivbeknih [600]: An ancient, evil book that no god-fearing man should own. Upon its many pages are rituals, ones invoking eldritch entities for untold purposes. Most interestingly, there is a very specific ritual within, opening the mind to the eldritch energies of the cosmos, and transforming someone into a powerful psyker. Should you already be a psyker, then this ritual will instead double your psychic might.

Vault [600]: One of a series of survival shelters is a type of hardened subterranean installation designed by Vault-Tec Corporation on contract with the U.S. government to protect a selected fragment of the United States population from nuclear holocaust so that America could be repopulated. You are now the proud owner of your very own Vault, filled with enough resources to last a thousand people over two hundred years, and being nearly impenetrable using standard equipment. Even a mini nuke would only charge the door.



Companions:

Fellow Freaks [50/100/200]: The Wasteland can be a lonely place, especially for someone like you. Should you wish, you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on perks and items. You could alternatively use this to ensure canon characters become companions.

Mutated Marauders [300]: But why should you be limited to a mere eight people, when raiders and monsters litter the Wasteland? With this, you may import any number of companions into this world. Each companion can choose their race freely, and receive 800 cp to spend on perks.

Mutant Army [Free]: There is only so much one person can accomplish, or even a small group of people. As such, you will be given the option to call upon those who have followed you from world to world. You may import as many of your Followers into this world, granting them their own mutated forms, and all the advantages they come with.

Mutant Hound [Optionally Free]: Just as humans are turned to Super Mutants when exposed to the FEV, so too can man's best friend be changed by the virus. This great, green hound is one such mutated canine, one that possesses impressive physicality and durability. They are fully trained, and act just like any other dog, one that loves their owner, you, and maul anyone who tries harming you.

Apocalyptic Beast [50]: This Super Mutant is like many others of its kind, incredibly strong while simultaneously being a complete idiot. Though, that may be a bit unfair, as he actually has a kind of animal cunning, and is plenty deadly with the metal club he uses. He also seems to look towards you as a parental figure, eager for your approval.

Mothman [50]: A cryptid found in the Appalachian mountains, they are as mysterious as they are reclusive. When threatened, they utilize sonic attacks that leave the target disoriented and confused, as well as being able to fly and teleport short distances. Usually quite skittish, this one seems to have taken a liking to you.

Net Runner [50]: A young woman who was once part of an Enclave experiment, one meant to artificially induce psyker abilities into people. She possesses a potent ability, that of technopathy, allowing her to mentally link to and manipulate technology. She dreams of one day traveling to the moon. Will you make her dream a reality?

Redemption Seeker [50]: A ghoul who once took on the role of bandit, he now looks to turn his skills towards more constructive efforts, in a way to make up for his past deeds. He's a crack shot with a pistol, and is knowledgeable about surviving out in the Wasteland, even with the bare minimum.

Psychic Master [100]: A beautiful woman who wouldn't be too out of place on one of those Old World holovids, she is by far one of the most potent and versatile psykers around. Not only can she lift Super Mutants into the air with ease, but her telepathy allows her to read the minds of anyone nearby. Her most useful power, though, is her ability to teleport within line of sight, offering her unparalleled mobility.

Serpentine Blasphemer [100]: Once a man of noble bearing, he was changed by an altered variant of the Forced Evolutionary Virus, becoming a massive serpent-like creature hundreds of feet long. Not only can he spew out clouds of venom and flame, but he is quite cunning and charismatic and a vile sort of way. With the two of you working together, nothing could stand a chance.

Celestial Beast [200]: A creature that surely could not have come from our world, there really isn't anything like it. A massive, winged beast that can fly for short periods of time, while fully capable of traversing through water as naturally as any fish, its strangely human-like hands allow it to wield a massive blade of stone. Whatever would such an entity bind itself to your will, to enforce your beliefs unto the world?

Super Soldier [200]: For many years, America was attempting to create the perfect soldier, a one man army that could take down any foe in their path. Eventually, the Enclave succeeded where their predecessors failed. Meet Frank Horrigan, a Super Mutant who was further enhanced with cybernetics and his very own custom suit of power armor. Even without any weapons, he's still capable of ripping a deathclaw in half with his bare hands, and is undyingly loyal to you and whatever cause you believe in.



Drawbacks:

Continuity [+0]: You are very familiar with the Wasteland at this point. Whether or not you've made a memorable impact on the world or were just another forgettable bystander, the end result is still the same, as this world and people still remember you and what you have done.

Supplement Mode [+0]: Should you desire something more from your stay here, then you can use this as a supplement for another Fallout Jump. Alternatively, you could use this to travel to another world, separated from the Fallout series entirely. It would certainly be a surprise seeing something like a deathclaw in a world of cyberware.

Bloody Mess [+100]: You now have a mutation that makes it so then when anything dies near you, it dies in the most gruesome manner possible. Sure, it may be fun watching someone's head completely explode from one bullet, but everyone is going to notice it, and your reputation is definitely going to take a hit.

Extended Stay [+100]: Ordinarily, you would be spending at least ten years here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from taking it nine times.

Weird Lookin' [+100]: Whereas before you could have looked monstrous or even alluring in a strange kind of way, now you're just downright unsettling to look at. Even psykers, the most normal looking of them all, would definitely look off, like having giant heads compared to normal, to say nothing if you were a critter or ghoul. No one is going to be calling you pretty anytime soon.

Not SPECIAL [+200]: Everyone has something that makes them special, that helps them stand out from the crowd. You do, but in a very bad way. One of your seven attributes, strength, perception, endurance, charisma, intelligence, agility, or luck, is absolutely abysmal, the bare minimum of human potential. You may take this option up to seven times.

Shunned [+200]: Humans can be exceptionally cruel, especially to those who they view as different or other, something that you are. You won't be accepted by most settlements out in the Wasteland, and even the ones that do allow you through the front door are going to be eagerly pushing you back out as soon as possible. Overstay your welcome, and you may find yourself facing a mob, set on removing you from their home one way or another.

Tree Minder [+200]: Did you think that little sapling growing out of your head was kind of cute, maybe even a good conversation starter, and as such never got it removed? Well, you're sure regretting that now, as you're trapped in a very durable and very immobile tree, one that you're unlikely to break out of by yourself. At least it's keeping you alive, but that itch on your nose is going to get very, very annoying.

Living Failure [+300]: What a pitiful creature you are. Unlike most mutated creatures, you weren't given mutations that changed your form in relatively small ways, no, whether you are the horribly deformed defect known as the centaur, or a cancerous blob crawling on the floor, very few things will see you in any way other than pity or disgust.

Rad Weakness [+300]: In case it wasn't obvious, radiation is a big risk for most people living in this world, and that goes double for you. You are especially vulnerable to radiation poisoning, something that will affect you regardless of what race you are or what perks you have.

Survival Mode [+300]: As tough as the Wasteland is, those skilled and powerful enough will find it easy most of the time. Quite possibly someone like you, Jumper. In order for you to truly experience what this world has to hold, you have been stripped of all outside powers and abilities. All you have is your Body-Mod, mundane skills, and anything else you may have gained from the Fallout series.



Ending:

Stay: There's a bleak beauty to this world, one that you can't tear yourself away from.

Go Home: Such a wasted world has made you desire your original home.

Continue: You can't quit, not just yet. You need to keep moving forward.

Notes:

-Your **[Critter]**, **[Ghoul]**, or **[Super Mutant]** form will become Alt-Forms post-Jump.

-With **[Irradiated Beauty]**, a **[Super Mutant]** would look similar to Hulk or She-Hulk.

-You are free to design your **[Beastly Shape]** however you want within reason, up to the size of a **[Scorchbeast Queen]**. That is, unless you also take **[Behemoth]**, in which case you can start off at the size of a Mirelurk Queen.

-All gear purchased is in pristine/Pre-War condition and will be replaced in a day should they be lost or destroyed. All purchased weapons will also possess unlimited ammo, if applicable.

-The weapons you can get from **[Energy Weapons]**, **[Melee Weapons]**, **[Small Guns]**, and **[Big Guns]** are all non-unique weapons or non-unique variants. For example, you could get a .45 Auto pistol, but not A Light Shining in Darkness, for example, while you wouldn't be able to get something like the Holorifle at all.

-**[Mutation Serum]** is basically the same as those found in Fallout 76, as are the mutations they give, for better or worse.

-Companions are based on Kalibak, Lucy Kushinada, John Marston, Sabrina (Pokemon), Rykard, and the Elden Beast.

-When in doubt, fanwank. It just works.

-Have the day that you deserve~