

By Pokebrat_J

War. War never changes.

The Romans waged war to gather slaves and wealth.

Spain built an empire from its lust for gold and territory.

Hitler shaped a battered Germany into an economic superpower.

But war never changes.

In the 21st century, war was still waged over the resources that could be acquired. Only this time, the spoils of war were also its weapons: Petroleum and Uranium. For these resources, China would invade Alaska, the US would annex Canada, and the European Commonwealth would dissolve into quarreling, bickering nation-states, bent on controlling the last remaining resources on Earth.

In 2077, the storm of world war had come again. In two brief hours, most of the planet was reduced to cinders. And from the ashes of nuclear devastation, new civilizations would struggle to arise.

A few were able to reach the relative safety of the large underground vaults, while others survived in more rural areas that were not as heavily targeted. But life has endured the nuclear holocaust, and is ready to start a new battle. A new War.

You may start your time here anywhere between October 24, 2077, and the start of Fallout 4, October 23, 2287, and will receive **1000 cp** to help survive in this irradiated, desperate, lonely world.

Locations:

Roll 1d20 for location. May pay 50 cp to freely choose.

1) Southwestern Wasteland: Composed of southern California and Nevada, the Southwest is the archetypical wasteland. Maybe this is due to being closest to China and thus large swaths of land was burned away by nuclear fire, or that it was mostly desert beforehand, but who can really say when your biggest worries are running into giant radscorpions. Vault 13 and New Vegas are some places that can be found here.

2) Northwestern Wasteland: Northern California, Oregon, Washington, and Idaho made up what was once the Northwestern Commonwealth. While the western half is a blasted wasteland, the eastern half is an irradiated forest filled with all sorts of nasty critters that would just as soon eat you as ignore you. Be careful of the Sasquatch, a variety of mutated bear that walks upright like a man, but with strength equal to that of power armor and a ferocity to match. The ruins of Seattle is a good place to be, as it is surprisingly intact for a west coast city.

3) Northern Wasteland: Made up of Montana, Wyoming, North Dakota and South Dakota, there… really isn't a lot going on up here. There is some crazy cult that worships Mount Rushmore, seeing them as gods who looked upon the Old World and judged them unfit to continue, and many factions around these parts use mutated buffalo as mounts, beasts of burden, and food. Other than that, it's just standard fare for an American Wasteland. The Cult of Four has set up shop near Rapid City, and is the main hub of commerce in the area.

4) Four States Wasteland: Consisting of Utah, Arizona, New Mexico, and Colorado, the Four States is mostly the same desert landscape as it was previously, only with more anarchy and raiders than most other places, but things change when you hit the Rocky Mountains. The snow capped Rockies are perpetually covered in nuclear snowstorms that spill over to the eastern side, to the point where Denver is rumored to be the only true beacon of civilization near those icy peaks.

5) The Plains Wasteland: Comprising the former states of Nebraska, Kansas, Iowa, Missouri and Oklahoma, it is one of the least radiated areas in North America, due to it being in the center of the continent. Unfortunately, it is still home to dangerous tornadoes that have gotten even worse since the bombs fell. It isn't uncommon to hear of entire towns disappearing off the map in a single night, but that makes the few safe routes available targets to raiders and other undesirables. Kansas City is still standing strong, and is the main hub of trade in the area.

6) Midwestern Wasteland: The area surrounding the Great Lakes is known as the Midwestern Wasteland, comprising the states of Wisconsin, Minnesota, Illinois, Indiana and Michigan. Civilization in this area is primarily centered around the lakes, as an easy source of water as well as seafood, if you could call giant mutated fish that would give Lovecraft a few ideas 'seafood.' Still, it's more than worth it, especially if you can sell your wares in Chicago, which has held up fairly well compared to other Pre-War cities.

7) Texan Wasteland: Ah, good old Texas. Honestly, the entire place has become one big western movie, with cowboys and outlaws all over the place, but with the addition of robots and lasers and giant snakes that have grenades as tails. Yes, those are real, and they will eat you in your sleep. There are packs of wild horses here and there, and you can occasionally find a nomadic tribe wandering through, but most of the excitement is in the cities. Austin is still standing, and is the place where you can get anything. Oh, and Arkansas is part of this region, too.

8) The Gulf Wasteland: The Gulf isn't as bad as you'd expect, all things considered. Sure, massive swaths of it are a mess of radiated swamps and marshes, hiding all sorts of monstrosities, like crocodiles the size of buses or leeches as big as dogs, and inbred clans ready to kill and consume any outsiders, but I'm certain that you'll at least enjoy spending some time near New Orleans or Miami! Granted, one is half flooded and the other might as well be a war zone between the different factions, but at least there will be some pretty sights.

9) East Central Wasteland: Made up of Ohio, Kentucky and Tennessee, this is probably the greenest area in post-War America, and maybe not for the better. This mix of irradiated forest and mutated cornfields make it a desirable place to live, as fresh lumber and harvestable food are attractive to just about anyone, but the number of large bugs hiding out in these areas means that armor piercing is the best kind of ammo to have, followed by incendiary. It's not uncommon for people to be lost in a cornfield only to be dragged back to some giant ant burrow. Honestly, I would suggest just staying in Nashville.

10) Southeastern Wasteland: The states of Georgia, South Carolina and North Carolina make up the Southeastern Wasteland, and this is where we start seeing the familiar blasted Wastelands similar to the West Coast once again. Long stretches of land scoured away by nuclear fire, with ruins of Old World cities dotting the landscape, and people just scraping by to survive. Colbi is the largest settlement in the area, situated pretty close to the ruined city of Columbia.

11) Colombian Wasteland: The area once comprising Maryland and Virginia probably got the worst of the bombs, as it did contain the capital of the entire country. The Capital Wasteland is the best example, as you could go miles without seeing a single person. The area itself is crawling with various groups of raiders, while the ruined city itself is infested by Super Mutants, who seem to be searching for something.

12) Eastern Wasteland: After the Colombian Commonwealth, the area made up of West Virginia, Delaware, Pennsylvania, New Jersey and New York got hit the worst. New York isn't much more than a massive steel forest, it's skeletal remains deadly to anyone who takes so much as one false step. The area is also plagued by unnaturally frequent radstorms, forcing most to take cover unless they want to be bombarded by radioactive winds and rain, or be struck by its lightning.

13) New England Wasteland: The northern-most area on the East Coast, Maine, New Hampshire, Vermont, Massachusetts, Rhode Island and Connecticut are a part of the Columbian Wasteland. As most of them line the coast, they deal with radstorm, though not as frequently as southern areas. The coast is also plagued by a variant of Mirelurks that evolved from local lobsters, with great claws that could cut open weaker power armor. Thankfully, they aren't as common inland.

14) Alaskan Wasteland: While Alaska was part of the Northwestern Commonwealth, and played a major part in the Great War, it is something wholly alien now. Nuclear snow storms can happen at any time, and you can go months without seeing the sun even once the farther north you go. There are many tribes who practice cannibalism in the north, especially when all other sources of food freeze over, in addition to the mutated monsters that stalk the forests. One of the few civilized places left is New Anchorage, close to the bombed ruins of the original, whose inhabitants are highly militarized and isolationist.

15) Hawaiian Isles: Quite different from the rest of the other areas, Hawaii was hit by a bomb or two, sure, but has slowly regressed back into what it used to be before it was industrialized and turned into a tourist attraction. It is still host to many undesirable creatures that make man's place on the food chain questionable, but it's livable. The real dangers are underneath the waves, as creatures like the Omo Nui, some form of mutated octopus, make sailing more difficult. Luckily, Honolulu is still close to it's Old World standards, mostly due to the Vaults in the area not being the usual death traps they are on the mainland.

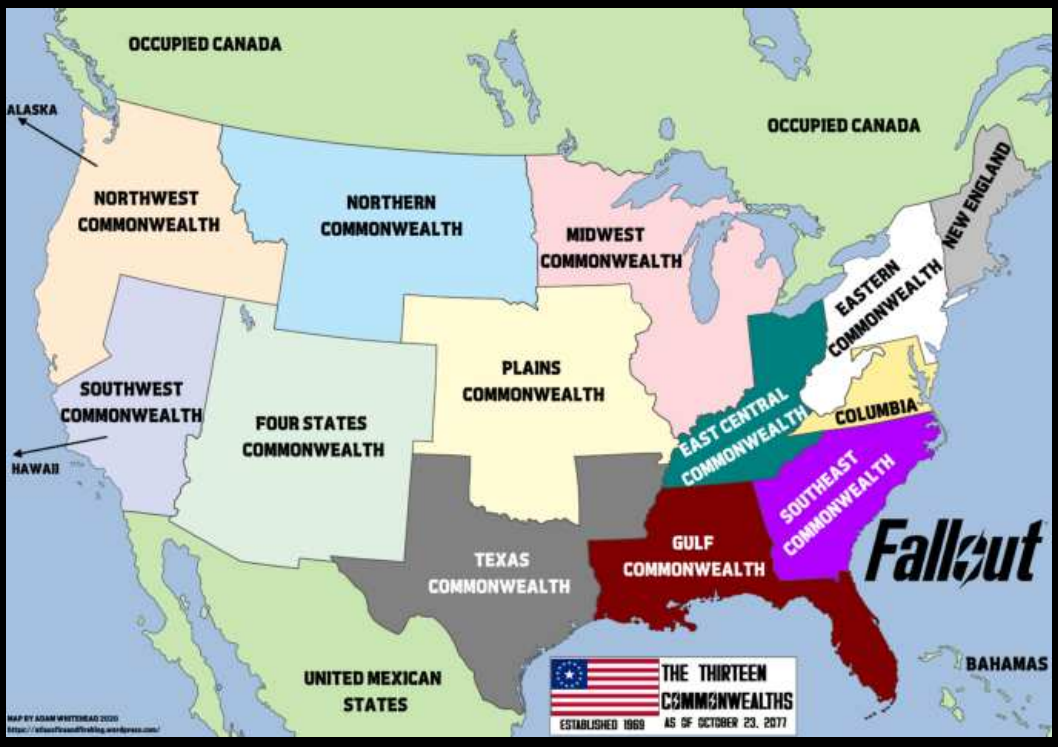
16) Canadian Wasteland: Annexed by America starting in 2072 until the end of the Great War, this former country was already scarred by the time the bombs fell. Nowadays, it's a Wasteland that is similar to Alaska, though it does have its own special monsters. For example, the moose found here have developed a taste for human flesh.

17) Mexican Wasteland: It's somewhat sad that in some ways, Mexico is probably the same as it was before the Great War. It's drowning in chaos and anarchy, with the local cartels acting as a form of stable government. While not as devastated as America, it's oil fields were targeted heavily.

18) British Isles: After the Euro-Middle Eastern War ended in failure for both sides as the oil ran out, the United Nations broke apart. While the various European nations weren't hit as hard as America or China, they still got their fair share of nuclear devastation. In the British Isles, London is probably the best place to be, though that's admittedly a low bar.

19) People's Republic of China: If any place was as targeted as America, if not moreso, then it would be China. Not a lot can be said about this area, other than the previous government was hiding as many secrets as it's rival across the Pacific.

20) Free Choice: You may start at any location in this ruined world.



Origin:

Your age and gender don't matter here, so you can choose them freely.

Vault Dweller: You are one of the lucky few who actually made it into a Vault, or whose ancestor made it in. You were surrounded by the remnants of the Old World, keeping the flame of America from dying out completely. Whether you're entering the Wasteland or staying inside your Vault, the outside is a very different world from what it used to be.

Scientist: While most others focused on survival of the fittest, you understood that the reason man was top of the food chain for so long was because of his brain. You follow more scholarly pursuits, like hacking terminals, building robots, or making chems. Whatever path you follow, you're sure to be smarter, or better educated, than a good ninety percent of the Wasteland inhabitants.

Socialite: Even in the Wasteland, there are those who value the silver tongue and quick fingers over books or bullets. While being a lawyer has no advantages in the real world anymore, being able to talk or seduce your way out of problems is definitely a helpful trick, as is stealing a bag of caps off of some unsuspecting victim.

Soldier: Whether you are a remnant of the American Military, a mercenary, or just some raider with more bullets than sense is irrelevant, as you thrive in combat. Weapons are all that you need to carve out a piece of the Wasteland for yourself, but beware, for not even your strength can solve all of the problems in the world.



Races:

Human: While you may be just a normal human, that does not mean you are weak. You and yours may have started the apocalypse, but you sure as hell are going to see it through to the very end and beyond.

Ghoul: Radiation is a fickle thing, killing life just as much as it might have improved it. You are an example of this paradox, a person who absorbed too much radiation and became a Ghoul. You not only live indefinitely, but can heal when basking in radiation. Keep in mind, though, that there is always the risk of losing yourself, leaving you as little more than a mindless zombie.

Synth: What happens when Man attempts to emulate God, crafting a being in his own image? You end up with the Synths, artificially created humans that are just as much flesh as circuitry. Whether you are one of the feared coursers, a replacement, or just another menial is irrelevant, as your creators have unknowingly gifted you with that most sacred of qualities. Free will.

Mutant [100]: Radiation is often known for its ability to change a person, often in the form of cancer or some deformity, but this seems a little drastic. You were a normal human that was changed in some fashion, though how exactly is up to you. Perhaps you developed gills, or can electrocute anyone that touches you, or your eyes can see farther and clearer than a normal person, or maybe something else entirely. The more powerful or numerous your abilities are, the more deformed you look.

Robot [100]: It seems like there was some sort of coding error, or miracle, when they made you. Whether you are the humble Protectron, the mighty Sentry Bot, the adorable Eyebot, or the disturbing Robobrain, you are made of the same steel and circuitry that made the inhabitants of the Pre-War World feel invincible, that their way of life would never change.

Super Mutant [200]: Exposure to the Forced Evolutionary Virus has turned you into something that could potentially thrive in the Wasteland. You stand at a towering ten feet tall, are stronger and more durable than any human, immune to the harmful effects of radiation, and can live indefinitely. However, you lose all secondary sexual characteristics, and are sterile. But that is a small price to pay for the perks your new body brings to the table. You could be one of the West Coast Mutants, who occasionally produce more intelligent mutants, or an East Coast Mutant, who can grow larger the more radiation they absorb.

Intelligent Deathclaw [200]: The FEV turned the Jackson's Chameleon into the already deadly Deathclaw, often considered the apex predator of the Wasteland, but the Enclave's experiments created something extremely dangerous. Deathclaws with the same level of thought and reason as humans. With claws that can pierce even power armor and extremely durable hides that render them immune to low caliber firearms, as well as this newfound level of thought, the inhabitants of the Wasteland can only be thankful that these are so few in number.



Tagged Skills:

You may choose three skills to tag for free, receiving a noticeable boost to your ability to use said skill, as well as making it easier to improve and learn new things related to it. You may purchase additional Tagged Skills for **[100]** *each. Some skills pair well with certain perks.*

Barter: Trading and trade-related tasks, including the valuation of goods.

Big Guns: Operation and maintenance of really big guns.

Energy Weapons: Operation and maintenance of energy based weaponry.

Explosives: Creating, utilizing, and disarming explosives.

Lockpick: Opening locks without the proper key, usually by using bobby pins.

Medicine: First aid, surgery, tearing diseases, radiation poisoning, etc.

Melee Weapons: Using muscle powered weapons, both hand held and ranged.

Repair: Building things, properly fixing them, and how to take them apart.

Science: Various technical skills including programming, physics, biology, etc.

Small Guns: Operation and maintenance of standard ballistic firearms.

Sneak: Moving quietly, going unnoticed for extended periods of time.

Speech: Communicating in an effective manner, persuading and lying to others.

Survival: Ability to live off the land without modern means.

Unarmed: Combat utilizing the hands and feet.

Undiscounted Perks:

Rad-free Brain [Free]: Radiation is an insidious enemy, as it's invisible fires mutate and twist as much as it does kill. While this cannot save you from it's effects entirely, at the very least your brain will be unaffected by radiation or radiation poisoning.

Irradiated Beauty [50]: Beauty is a very rare thing in this ruined, bleak world. So you should consider yourself lucky, as you are a very attractive person now. In addition to your natural beauty, any scars you end up getting are sure to end up aesthetically pleasing.

Talent Pool [50]: As important as your ability to dish out violence is in the Wasteland, that doesn't mean there isn't a use for more mundane skills. Perhaps you are a singer on par with the Old World greats, or you enjoy playing a kind of instrument, or even writing poetry or mixing drinks, or anything else. You are very talented in three mundane skills of your choice.

Begin Again [100]: The past can be a dangerous thing, as it can hold us back from what we might be able to do in the future. Past regrets have no hold over you, nor do any other negative feelings, as you can shed them off and look to the future with the hope that everything will be just fine. Past flames won't stop you from finding new love, and harmful obsessions can be cast to the side where they have no hold over you. Let go, and begin again.

Hematophage [100]: You are a creature of myth and legend, a being of shadows, a blood sucking monster. You are a Vampire! Okay, not really, but you're the closest thing around. You might not be able to turn into mist or transform into a wolf, but you can heal yourself by consuming blood. Human blood, preferably, as other kinds are an acquired taste. The healing is proportional to how much blood you've consumed.

Companion Perks [200]: Who would inhabit this bleak world alone when you could have friends by your side? Now, in a very literal sense, friendship is your power, as you gain minor but noticeable perks based off of your companion's own skills or abilities. For example, a sniper might highlight enemies when you're looking down a scope, while a doctor might make all of your healing more effective. You may only have eight of these companion perks activated at once, but you can switch them out as you see fit.

Intense Training [200]: Humanity is often beset by all sides, and so must improve in order to survive. This has been what kept us alive since they first found the killing power of rocks, and this drive to improve will keep them alive long after the apocalypse. Now, through training and hard work, you can improve without limit.

Nuclear Anomaly [400]: By purchasing this, you have become death, destroyer of worlds. You may, at will, unleash a nuclear blast on par with a mini nuke. 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 aim 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 just a human wanting to stay in ground zero of a nuclear blast.



Vault Dweller Perks:

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

Better Criticals [100]: As good as it is to be skilled, sometimes it's a hell of a lot better to be lucky. You tend to land 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.

Educated [100]: Say what you will about the Vaults, but those that aren't death traps are often the best places to live, and an even better place to grow up in. 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 needed to serve a specific role in order to help keep the Vault running at its best.

Vault-Tec Mindset [100]: Now, as good as a Vault is to live in, it's not the best at providing some environmental needs that it's inhabitants would normally require. Luckily, you grew up in one, and as such you are completely fine living underground, don't have claustrophobia, and have developed no negative effects that would arise in most people due to such a lifestyle.

Compass [200]: The Wasteland can be a big, empty place at times, and it's easy to get lost anywhere. From endless desserts to claustrophobic steel cities, it would be handy if you had a way of navigating. That is no longer your problem, as you now have a compass in your vision that not only tells you what direction you're facing, but any notable locations or landmarks, whether they were visited or not, and shows how many enemies are in the direction you are facing. This can be toggled on and off.

HUD [200]: There are so many things happening during a fight that it's hard for most to keep track of most of it. This should mitigate that somewhat, as you now have an HUD that accurately lets you know how injured you are, and if you are being affected by something, like poison or gear. While it doesn't take up much space in your vision, it can be turned off at will, should you wish it.

Lead Belly [200]: The culinary options outside of Vaults aren't exactly the… most sanitary. It takes a true iron stomach to eat irradiated, poisoned, two-hundred year old food and suffer from no side effects, even if you should've spent the next few days shitting yourself to death. A stomach like yours, allowing you to eat practically anything without fear of being poisoned, irradiated, or catching a disease.

Inventory [400]: There are so many neat toys left around now that the majority of those protecting them are dead, but isn't it a shame that you might not have enough space to take them all with you? Well fret no longer, as you can store anything you're able to pick up in a pocket dimension that only you can access. How much this inventory can store scales with how strong you are.

Mysterious Stranger [400]: The world as it is now has a severe lack of those willing to take on the role of a hero, more content to take what they want or carve out their own little slice of hell on earth. You are different, as you now have a strange talent for showing up exactly when you're needed, when others require your assistance. How you handle these opportunities is up to you, as you can ignore them or be the hero the Wasteland needs.

V.A.T.S. [400]: Aiming can be a tough thing at times, especially during the heat of combat. So if you want a little assistance in those stressful moments, the Vault-Tec Assisted Targeting System is there for you, allowing you to slow down how you perceive time in order to line up deathly accurate shots. There is a short recharging period after using this ability a few times, but that shouldn't be a problem.

Faction Perks [600]: Ever since the bombs fell, there have been countless people and groups looking to carve out their own little slice of the Wasteland. With this perk, your relations with these factions become actual power. You will gain minor, permanent perks depending on your relationship with various factions, with stronger relations granting stronger perks. Someone beloved by the Followers of the Apocalypse will find any healing done by them much more potent, while a hated enemy of the Brotherhood of Steel will find it easier to bust through all kinds of armor.

Idiot Savant [600]: Some ask for Lady Luck's good graces, and some have received a light kiss on the cheek from her. For you? Lady Luck might as well be your sugar mommy with how bullshit your luck is. You will get dealt the best hands in cards more often than not, end up finding a valuable piece of tech in some random garbage can, or have a specific part of the roof falling on your enemies. The worst part is that this luck improves the less intelligent you act. Everyone will be left wondering as to why a complete moron is seemingly doing the impossible by complete accident.

Psyker [600]: Nuclear radiation has caused many strange mutations to appear in humanity, but none are as strange, or as fantastic, as Psykers, people who display some sort of psychic ability. With a wide variety of powers to choose from, ranging from telekinesis to telepathy to pyrokinesis to divination to anything in between, you now possess a single psychic ability that will continuously grow in power the more you practice with it.

Scientist Perks:

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

Comprehension [100]: The Wasteland isn't exactly a place where the intellectual thrive, on account of most schools being burnt out husks. As such, you had to take what you could get, often in the form of intact Pre-War books. And due to that, you have gotten quite good at memorizing and recalling anything you've read from a book.

Daddy's Kid [100]: A laboratory or workshop can be a dangerous place, especially when all of the equipment is either salvaged or made from scrap. This isn't exactly a problem for you, as you know your way around even the most hazardous labs or workshops, able to use all the crappy equipment safely as though you've been using them since you were old enough to walk.

Scrapper [100]: Not a lot of new things are being manufactured nowadays, so it's up to people like you to fix that as best you can. You can quickly and easily strip and tear apart practically anything into their base components. Doesn't matter if it's a sentry bot or a ramshackle shack, you are sure to find something valuable. Now it's just a matter of finding a use for them.

Chemist [200]: The art of chemistry is as complicated as it is valuable, as it takes a knowledgeable mind to create a variety of drugs with just household products. Yes, you are skilled in making all kinds of drugs, both beneficial and recreational, but those created by you are twice as potent as before with lessened drawbacks.

Hacker [200]: Computers are wonderful things, are they not? It runs off of strict rules and consists entirely of ones and zeroes, allowing those clever enough to take advantage of its many uses and flaws. You are naturally skilled in coding and hacking, able to crack through most codes, as well as programing with fewer bugs or exploits than there should be.

Medic [200]: Despite the Old World being wiped away in nuclear fire, or maybe because of it, those who make healing their speciality are beyond valuable. Someone such as you. Any and all healing administered by you is three times as effective, whether that be performing surgery or treating an illness or just stabbing them with a hell of a lot of stimpacks. You decide who lives and dies, so you might as well make the best of it.

Jury Rigging [400]: If nothing new is being made, then how do the people living in the Wasteland maintain or improve what they have? With grit, elbow grease, and a whole lot of duct tape. You can repair anything with seemingly random junk, like fixing a super sledge with some pool cues, or a complex water filtration system by using parts taken from an old car.

Nerd Rage [400]: It's often the smartest people who are given the most shit, as bullies think that just because they're smart they lack in strength. You are here to prove them wrong, as when at half health, your strength rises to new heights, as does your resistance to pain. The increase of strength is directly proportional to how intelligent you are, making this a literal case of mind over matter. Beware the might of a pissed off nerd.

Robotics Expert [400]: Robots are so much easier to deal with than humans, much less complex. You have an instinctive understanding of robots, finding it easier to predict their movements or next actions. This also helps with building, repairing, or deactivating them, as you know just what they need to be in top form and beyond, or rendering them completely harmless. Hell, you could even build an entire Protectron blindfolded, that's how good you are.

Cyborg [600]: From the moment you understood the weakness of flesh, it has disgusted you to the point where you became what is commonly known as a cyborg, a being who has augmented themselves cybernetically. You are stronger, faster, and more durable than your fleshy brethren, you have gained a photographic memory, and have a decreased rate of aging along with an immunity to poison. In addition to all of that, your organs have also been given a tune up, allowing them to be more efficient than before.

Living Anatomy [600]: Life, for as miraculous as it is, has many flaws built into its various creations. Flaws that you can exploit. With but a glance, you can tell how healthy a living being is, how durable it is, and where exactly any injuries are on their bodies. With enough time and observation, you could accurately figure out a person's entire medical history, including allergies or past injuries. While this would be amazing for any kind of doctor or medic, it definitely has its uses when within combat.

SCIENCE! [600]: Mankind has reached the heights it did due to the incredible powers of SCIENCE! You have the potential to be one of the brightest minds of the Twenty-Third Century. Your skills in innovation are legendary, as you can always come up with noticeable improvements to just about any subject you have experience with, from laser weaponry to genetic engineering to, well, anything really. You are also spectacular at reverse engineering foreign technology, able to understand even the most complex machines with a few days of tinkering around.

Socialite Perks:

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

Cap Collector [100]: There once was an Old World expression, "money makes the world go around." While you aren't exactly sure if that's truly the case, more money certainly makes things easier. You seem to gain more currency than you otherwise would have, be it in a trade deal or in someone's locked safe.

Friend of the Night [100]: Many look at the night in fear of what it could be hiding underneath it's blanket of shadows, but not you. You have perfect night vision, able to see in the darkest environments as if they were decently lit. This also protects you against sudden changes in light, so no need to worry about any flash bangs!

Thief [100]: So many people, so many pockets, so many shinies. Whether you figured it out on its own or was taught it, you are quite the skilled pickpocket. Whether it's a sack of caps or a sidearm, you're confident you can take it so long as you're sneaky enough.

Child at Heart [200]: Dealing with children can be refreshingly simple at times, at least when compared to adults. You find it easy to get along with children, no matter their background. They get the sense that you're a trustworthy and fun person to be around, so I hope you don't take advantage of that.

Kama Sutra Master [200]: There are few things as physically pleasurable as sex, especially when you know what you're doing. You are a master of the art, able to perform in bed so well that you could leave even the most experienced as twitching messes from just missionary style. Oh, and you deal an extra 10% of damage to those that find you sexually attractive, but who cares about that?

Locksmith [200]: Picking a lock might be a useful skill, sure, but it can get pretty hard when you don't have the correct tools or skills. Well, you don't have to worry about that anymore, as when you encounter a locked anything but don't have the key to it, you can just pull out a bobby pin and screwdriver in order to play a little mini game in order to get it open! You need to attempt to find the correct position for the pin, which is checked by turning the screwdriver as if it were a key. The further the screwdriver turns the lock, the closer the pin is to the correct position. Once the screwdriver can turn the lock a full 90 degrees, the lock will open!

Animal Friend [400]: What can be said about animals that hasn't already been said before? That they're cute, loyal, dangerous, and much easier to deal with than actual people. Your innate empathy with animals lets you easily befriend and train any animal you run across. Wild animals will never fight you, and will even come to your aid in combat if they can get there fast enough. Remind people to not piss off Mother Nature.

Night Person [400]: For those who make stealth and subterfuge their career, you will find no better ally than the night itself. After all, what better to have on your side than the largest shadow possible? When the sun sets, you will find yourself more agile and flexible than before. You will also find your mental faculties clearer during this time, even while under the influence of narcotics, letting you react better to unexpected complications when stealth fails.

The Professional [400]: When coming up with important aspects of subterfuge, looks aren't exactly ranked very high. Which is something you don't agree with. You are a master of disguise, able to look like a completely different person with junk from a ruined costume store, and that's not mentioning what you could do with good quality stuff. You also make no sounds when moving, letting you glide silently even when wearing power armor.

Local Leader [600]: If civilization has any hope of rising from the ashes, then it will need people willing to step up and take charge. People like you. You are a very charismatic person, and find it easier to convince large crowds than singular individuals. But charisma is only part of the role. You can accurately tell what those under you need to help survive and thrive, as well as a general overview of what they want that isn't necessary. This can range from simply needing more water available, or wanting their borders patrolled by machines rather than people.

Ninja [600]: In ancient times, there were tales of shrouded warriors who used darkness like a shield in order to fell their enemies. You might not be one of those ancient warriors, but you have taken their lessons to heart. When unnoticed, your attacks deal ten times the amount of damage they should. But that would be worthless if you couldn't tell if you are unnoticed, so this fixes that, too. You can now tell if you are hidden while sneaking, detected by friends, when you should show caution if enemies suspect you are around, and when you are in danger, as your cover is blown.

Terrifying Presence [600]: There have been many terrifying creatures dining around the Wasteland, but none can really compare to you. You can force most wild creatures, like Deathclaws, to submit to you with just a look. When using this glare on people, most will be too terrified to do anything but obey you, hoping that they don't piss you off even more. This works better the scarier you actually look, but won't work as well against things that don't feel fear, like robots.

Soldier Perks:

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

Big Leagues [100]: Ah, baseball. America's past-time. A game about hitting balls with big sticks and running away. I know that there's more to it than that, but you must have really focused on the hitting things part. Any damage you do with a melee weapon will be more severe than it otherwise should be.

Demolition Expert [100]: Like a real American, there's almost nothing better in your eyes than blowing things the fuck up! And this eagerness for explosives actually manifests physically, as any explosives you use will be bigger, better, and more blow-y up-y than before! They will have their explosive radius slightly expanded, as well as do more damage overall than they should.

Gun Nut [100]: If there's one companion that you can unequivocally trust, it's a gun. Big guns, small guns, shotguns, miniguns, there's so many kinds out there that it's hard to choose. It doesn't really matter to you, as any guns you use will hit harder, fly farther, and punch through targets easier than before.

Iron Fist [200]: It takes a brave man to go into a gun fight with just his fisticuffs. Not a smart one, mind you, but a brave one nonetheless. But if you're going to do it, then you might as well be properly equipped. Your fists are now harder than steel, which is definitely useful for bashing in someone's face. In fact, anytime you fight unarmed, be it barehanded or with a power fist, you seem to dish out more damage than anyone was expecting.

Steady Aim [200]: Sometimes in a fight, you won't exactly have a good place to take cover, forcing you to dodge and weave in order to not get peppered by bullets. While this would ordinarily affect a person's aim, you are no ordinary person. If you could hit a target while standing still, then you can hit it when you are moving, even if moving means running around like a madman trying desperately to stay alive.

Toughness [200]: Okay, there's tough, there's military tough, and then there's you. Your skin is as durable as armor made from toughened leather, so while it might not stop most high caliber bullets, it's a lot better than nothing. Your organs are similarly resilient, as it would take much more physical trauma than normal before they start getting damaged. In addition to all of this, any bruises you may receive fade away much faster than normal, but we've already acknowledged that you aren't.

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. Good luck trying to break those, and pray for anyone you decide to headbutt.

Heavy Gunner [400]: You know, when they say 'bigger is better,' I don't think they meant it literally. No matter what the original intention of such a phrase, you've applied it to weapons. You can wield any weapon you can physically carry as easily as you would a small pistol, which includes how you deal with recoil. Additionally, the bigger the gun, the more extra damage you do. A normal pistol would be the same, a sniper rifle will see a small, but noticeable increase in power, while a minigun will see an easier time cutting through enemies.

Solar Powered [400]: The sun is the greatest source of life and energy found anywhere, so it's no surprise that there would be a perk taking advantage of that. So long as you are under sunlight, you will find your physical capabilities noticeably improved, as well as a minor healing factor that can heal most scratches in seconds or a bullet wound in a few minutes. This won't help much with missing limbs, but you can't exactly complain with the results. Praise the Sun!

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 five times the damage you otherwise would have while 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.

Sniper [600]: Professionals have standards. Be efficient, be polite, and have a plan to kill everyone you meet. While you might not abide by those standards, you are one of the best snipers around. When attacking from long range, all damage you deal is five times more effective, but that's not the best part. Oh no, you see, any projectiles you fire no longer have an arc to them, more are they affected by things like wind or the like. This means that when you fire a gun, the only way it's stopping is if it hits something, preferably your enemies.

Power Armored [600]: There are fewer things that make you feel invincible than power armor. And while walking around in a human-sized tank is great, it could be better. By purchasing this perk, all armor you wear is now three times as effective protecting you and doesn't hinder your movement at all, allowing you to even swim just fine while wearing the equivalent of a small car. And while that would be well and good on its own, any armor you wear will fully repair itself within the day, with the more complex the armor or extensive the damage taking more time.

Undiscounted Items:

All origins receive a **[400]** *stipend to spend in the Items section only. Items may be imported freely, and all weapons receive a replenishing stock of ammo.*

Basic Gear [Free]: Well, we can't exactly throw you into the Wasteland naked, now can we? You have a single set of clothes, ranging from a jumpsuit to jeans and a T-shirt, a fairly large bag to carry your stuff, an N99 10mm pistol, and a small handful of bottle caps.

Old World Radio [Free]: Just because there are long, empty stretches of Wasteland doesn't mean that it has to be silent, too. From any radio you can access this radio station, which plays music primarily from the 1930's to the 1950's. This is managed by a radio host, who is Three Dog by default, and they will comment on your actions, broadcast local news, and do a number of helpful "Public Service Announcements" for your current setting.

Comic Books [50]: Even in the post-apocalypse, comic books are well received mediums of entertainment. After all, who wouldn't enjoy reading about Grognak the Barbarian or Jangles the Moon Monkey. You have a stack of enjoyable comic books that gains even more comics for every world you go to.

Dead Money [50]: Greed. One of the largest factors for the fall of the Old World, and of all wars. Well, if you are so filled with greed, then this should satiate your appetite for a bit. This stack of 37 pure gold bars are beyond valuable nowadays, though are quite heavy to carry around. Maybe it would be better just to let them go…

Extra Caps [50]: Ever since the bombs fell, the American dollar stopped being the main currency, instead having it's status replaced by bottle caps. With each purchase, you receive a sack containing around 2,000 caps. Can be taken multiple times.

Fallout Merch [50]: With how popular the setting is, you didn't think there wouldn't be merchandise, would you? Not only does this contain all of the Fallout games, playable on any system, but it also contains various merchandise like jackets to mugs to lunch boxes. But best of all are the patented Vault-Tec Bobbleheads made in the likeness of you and all your companions. You will also get a new bobblehead for each future companion you pick up.

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.

Old World Cuisine [50]: Food from before the war was what you'd expect from America, in that a lot of the most popular stuff was processed food with a popular logo on the front of a box. Honestly, the best part about them is that they're still edible even after two hundred years, so future generations can enjoy them. Within this pantry is a large amount of this food, as fresh as the day they were put on the shelves.

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 25 Radaway and 10 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 25 Stimpaks and 10 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.

Sunset Sarsaparilla Crate [50]: The most popular drink in the West! This brand of root beer dates back all the way to 1918 and has continued to be a popular alternative to those who aren't as partial to Nuka-Cola. This crate of 24 Sunset Sarsaparilla will replenish itself each time you close the lid. Each set is guaranteed to have at least one star bottle cap inside.

Vault Canteen [50]: One of the promotional items for the Vaults, this blue canteen is marked by a yellow number representing which Vault it was promoting, defaulting to 13. But that's not what makes it special, as this specific canteen never runs out of fresh, clean water. I hope I don't have to explain how valuable this will be in an irradiated wasteland.

Crafting Stations [100]: For those who are feeling particularly crafty, this purchase might just help with that creative itch. This workshop connected to your Warehouse is filled with all sorts of crafting stations, along with the materials needed to actually craft, which replenishes weekly. Anything created or improved here will be of a higher quality. A reloading workbench in order to create new ammunition. An armor station in order to improve any armor you have, along with its weapon variants. There's also a chemistry set equipped with everything you need to whip up some chems.

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 10 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.

Legendary Effect [100]: 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.

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.

Custom Gear [200]: As good as some of the options here are, maybe there's something you desire that isn't here? If so, this is for you. You may receive any piece of gear not mentioned, whether that be a set of armor or a weapon is up to you.

Sierra Madre Vending Machine [200]: Commissioned by Fredrick Sinclair and made by the scientists of Big MT, this vending machine is extremely valuable in the right hands. This is essentially a self-contained matter transformation device, able to recreate any item stored in its memory by using Sierra Madre chips and the alloy they are made from as a battery and source of raw material for the created goods. This can be used to create clothing, food, supplies, medical assistance, ammo, and more. This has all of the templates found within the Sierra Madre already installed, and new ones can be created with a bit of know-how. You also receive a safe filled with 1000 Sierra Madre chips that replenishes daily.

Missile Silo [400]: Will you be the next one to repeat the Old World's mistakes, or learn new lessons from them? I guess it hardly matters when you own this facility. Stored within this underground military base are thirteen high-yield nuclear missiles, just waiting to be launched with just a push of a button. They can be used to fire upon anywhere you desire, even from the other side of the country, and will replenish within a week if used.

Vault-Tec Database [400]: There are so many fantastical things to be found here that wouldn't be out of place in a midnight science fiction feature! Robots, laser weaponry, advanced medicines, deadly viruses, space age alloys, cybernetic implants, and much much more. If you can't purchase everything here, then why not make your own? This terminal contains within it schematics for all American technology developed up until the Great War, and all technology found within the games. From the advanced discoveries of Big MT to the everyday appliances found in everyone's household, there's more than enough to make anyone gidy with what they could learn to create.



Vault Dweller Items:

Discounts for Vault Dweller Origin are 50% off, with the [100] items being free

Pip-Boy [100]: This can come in one of two forms. The Pip-Boy 2000, a handheld computer that can monitor it's 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.

Vault Suit [100]: Issued to everyone in the Vaults, this is a skintight blue suit with a number on the back, signifying which Vault it came from. By default, the number is 13, but it can be any three digit number you want. While wearing this, you will not suffer any ill effects from exposure to hot or cold environments.

Weathered 10mm Pistol [100]: It may be a bit worn down, but this pistol is quite reliable. It packs quite a punch compared to others of it's make, it will never jam, and you seem to land those lucky shots more often with this sidearm.

Lucky Shades [200]: Are you feeling lucky, punk? Well, you should, as that's what these are for. This snazzy pair of shades not only protects your eyes from bright lights, but so long as you wear them, you will be luckier than before. Games of chance go more in your favor, you'll find slightly better loot, that sort of thing. For some reason, they will never fall off your face.

Vault-Tec Security Armor [200]: Only those part of the Vault Security Department are authorized to wear these, though I doubt they really care. This padded, puncture-resistant vest is good against low-caliber rounds, and comes with a riot helmet with a hinged, acrylic visor. While wearing this, you'll find your skills with pistols and melee weapons slightly improved.

2076 World Series Baseball Bat [200]: While this commemorative oak baseball bat may seem like it isn't a very effective weapon, you would be wrong. Not only does this hit with more force than it should, it has a powerful knockback effect that could stagger even a Behemoth. This knockback effect can send lighter enemies flying away, like what this bat would have done to baseballs.

Alien Blaster [400]: This weapon is totally out of this world, in a most literal sense. This strange energy pistol is especially potent, as it tends to disintegrate anyone should it touch flesh, and even then there's a good chance that it can punch through their armor. Honestly, the only downside is that it's not as useful outside short or medium-range combat, but you can't deny that it's a useful addition to anyone's arsenal.

Holorifle [400]: Crafted by a disgraced Brotherhood of Steel Elder, what was originally a standard grenade launcher was transformed by the technology from Big MT and Sierra Madre into a powerful pump-action energy based weapon. Utilizing microfusion cells, it fires photon-based projectiles that deal damage over time. This one is fully upgraded, and ready to venture beyond the cloud with you.

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.

Holy Frag Grenades [600]: "And Saint Attila raised the hand grenade up on high, saying, 'O Lord, bless this thy hand grenade, that with it thou mayst blow thine enemies to tiny bits, in thy mercy.'" The quote goes on for a bit more, but this is more than enough to get the point across. These ten hand grenades are just as powerful as mini nukes, dealing large amounts of holy damage to anyone you deign to use them on. They will replenish weekly, and are sure to bring a smile on the Lord's face when used.

Nuka-nuke Launcher [600]: There aren't many hand-held weapons out there with the destructive capabilities of the fat man, and this unique variant certainly proves that. Instead of firing normal mini nukes, this instead utilized a specially modified mini nuke utilizing Nuka-Cola Quantum in order to increase the explosive capabilities. This makes it half again as powerful as normal, and has the neat effect of turning the explosions a nice neon blue.

Vault [600]: All throughout America, tucked away and hidden from most, there are Vaults. Few actually worked as advertised, protecting the populace in the event of nuclear devastation, with most turning into twisted social experiments. What you have here is one of these very Vaults, though what type it is is up to you. Is it one of the infamous experiments, did it complete its intended goal and is now abandoned, was it never actually finished, or does it still have people living inside of it? It's normally connected to your Warehouse, though it can be imported wherever you want.

Scientist Items:

Discounts for Scientist Origin are 50% off, with the [100] items being free.

Glasses [100]: Although you may not need it, this will certainly make you look smarter. This pair of glasses grants its wearer perfect 20/20 vision, and will always stay clean. They are also very good at staying on your face.

Lab Coat [100]: You can't exactly be a scientist without looking the part! This pristine lab coat will leave you clean, just in case any experiments of yours go kaboom. Luckily, it's also self cleaning.

Laser Pistol [100]: Intended to replace the N99 pistol as the standard sidearm for military forces, the AEP7 laser pistol is a good choice to have at your sides. This energy weapon runs off of small energy cells in order to make a deadly light show where the finale is your enemies' death.

Chem Cooler [200]: 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 all drugs found in post-apocalypse America. Med-x, jet, psycho, mentats, buffout, the works.

Mobius Outfit [200]: This is truly the outfit of SCIENCE! Scientist scrubs, thick protective gloves, and glasses make up this ensemble owned by one DR MOBIUS of the Big MT's FORBIDDEN ZONE! While wearing these, you will find that your ability to learn all forms of SCIENCE will be enhanced! And a bit more resistant to explosions.

Pulse Gun [200]: Developed by the United States military, this was created for fear that the Chinese were creating their own versions of power armor. This was their solution, a portable, directed EMP device that is potent against power armor, as well as various other machines. It isn't as effective against flesh and blood, though, and it takes a little bit before firing. But even with these drawbacks, it's the best thing to have if you ever piss off the Brotherhood.

Autodoc [400]: When you're injured and there isn't a doctor you can afford, this is the best thing to have. Though it may look like a high-tech coffin, it's a miracle of pre-War medical technology, able to perform even the most complex medical procedures without qualified medical personnel. This one can heal all but the most severe wounds, purge the body of radiation, and can even do cosmetic surgery to make you look like someone else completely. It also has a personality chip you can turn on and off.

Elijah's Advanced LAER [400]: A modified version of the Laser Assisted Electrical Rifle, this laser weapon is a beast. Developed within Big MT, it does three times the damage of a normal laser rifle, has a higher dps than most energy weapons, it recycles one in every four shots, and has a nice, sleek futuristic look to it. It has been seen cutting through robots like they were cheese… paper, and you could believe it too when seeing it in action.

Mechanist Armor [400]: This armor was crafted and worn by the eponymous self-proclaimed superhero, the Mechanist! The Master of Machines contructed their armor to offer potent defences, both from ballistic weapons as well as energy weapons. While the cloth undersuit may seem like a disadvantage, it is actually made from an advanced ballistic weave, offering just as much protection as the metalic parts. While wearing this armor, you will find the quality of any machines you create or repair greatly improved. As an added bonus, it can alter the wearer's voice.

Robot Workbench [600]: For those of you who wish to create your own automaton army, then this is the best friend you'll ever have. This complex device is a matter transformation device, able to turn any raw materials you insert into the car-sized locker on the side into robots! And not only does it create robots, it can also improve them with a variety of upgrades. You can build and upgrade any common robots found in the American Wasteland, but the terminal that you use to manage all of this can also have schematics of robots from future worlds inserted, allowing you to create and upgrade them as well. Any robots created with this are of a higher quality than they otherwise would be.

Science Facility [600]: In a world as dangerous as this, you'll need a safe place in order to perform any delicate experiments without fear of someone breaking down your front door. This massive stone dome has a large number of labs for each branch of science, the main atrium has a screen as large as some theaters, along with a comfortable apartment on the top with quite a view. You will find any experiments you perform here have a larger chance of success. It's normally connected to your Warehouse, though it can be imported wherever you want.

Elijah's Tesla Cannon [600]: If you ever wanted an electrical gun, this is the weapon for you. The unmodified tesla cannon was designed as a shoulder-mounted heavy directed energy weapon, designed to replace conventional anti-tank weapons, and this version certainly lives up to it's potential. This modified tesla cannon discharges a massive amount of electricity at whatever it's aimed at, ensuring that your enemies are fried husks afterwards. This is especially potent against machines and those wearing power armor, as this fries many of the delicate parts within, rendering them useless.

Socialite Items:

Discounts for Socialite Origin are 50% off, with the [100] items being free.

Bobby Pins [100]: 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.

Leather Jacket [100]: You know what's cooler than cool? You are, especially while wearing this badass leather jacket. It's surprisingly durable, and has an emblem of your choice stitched onto the back of it. But the best part is that it's breathable, meaning that you won't be burning up while wearing this in a desert.

Silencer [100]: If you want to sneak around without being noticed, then a loud firearm probably isn't the best tool to have. This silencer should fix that problem, as you can attach it to any gun and turn it silent.

Ballistic Weave [200]: As good as armor is, sometimes it doesn't have the same flair as a nice suit or dress. You can fix that with this high-quality ballistic weave, granting any clothes pretty good protection from both ballistic damage as well as energy damage. You start off with enough for a three piece suit, which replenishes weekly, as well as notes on how to make more.

Bloodnap [200]: For the times when guns and lasers won't do the trick, there isn't anything wrong with a little blade. This bowie knife is durable, goes through flesh fairly easily, and does extra damage when you strike with it unnoticed.

Vera's Outfit [200]: Say what you will, but those Old World Starlets really knew how to look good. Like Vera Keyes, whose black and red outfit you now possess. For men, it will be a classy three piece suit. For women, it will be a beautiful dress that shows off your legs. No matter what gender, this outfit will leave you looking absolutely stunning, and increase your skills at talking to people.

General's Uniform [400]: Generals in the US military were supposed to cut dashing figures, so as to inspire those soldiers under them that they would win the war. While it is a shame all that hope was for nothing, at the very least you have this. This contains a military dress uniform underneath an overcoat, and grants a surprising amount of protection to its wearer. Anyone wearing this will find themselves more charismatic, and gain the respect of military personnel much faster. Additionally, you find yourself better at handling firearms.

Jingwei's Shocksword [400]: This chinese officer's sword was the personal weapon of General Jingwei, the military commander of the Chinese forces in Anchorage. By flicking a switch on the handle, the blade becomes enveloped by a field of electricity. Beyond the obvious use of electrocuting enemies, there is always the chance that you could vaporize your enemies, leaving only a pile of ash in your wake.

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. Though 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.

Casino [600]: There are few places as civilized as Vegas, and part of that is due to the success of it's casinos. A casino much like what you now own. While it's exact design and layout is up to you, there will be staff on hand to run the day-to-day operations for you, enough room to house a hundred people, and a vault to hold a large sum of currency. At the top is a penthouse, which is accessible only to you, filled with the best that the Old World has to offer. It will passively generate an income of the local currency, though importing it will see the rate increase. It's normally connected to your Warehouse, though it can be imported wherever you want.

Stealth Armor [600]: Developed by the Chinese to counter the American's brute force with subterfuge and deception, the *Hei Gui* suit is the ultimate expression of stealth technology. This suit contains a portable device that generates a modulating field that transmits the reflected light from one side of an object to another. The end result is near-perfect active camouflage, one close to total invisibility. This stealth field can be activated whenever you want. And despite its focus on stealth, it's still adept at protecting its wearer from enemy fire.

The Deliverer [600]: If you want a firearm hidden under your dress, just waiting to be used, then there's nothing better to have by your side than The Deliverer. This 10mm pistol packs a surprisingly heavy punch, is easy to hide on your person, and is completely silent. But the best part is that it completely ignores armor, letting you bring down heavily armored opponents from the shadows with ease.

Soldier Items:

Discounts for Soldier Origin are 50% off, with the [100] items being free.

Big Iron [100]: What use is being trained in firearms if you don't have any? You receive any one pistol, though whether that be the .44 magnum or a Chinese pistol or a Ranger Sequoia or something else entirely is up to you.

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, or it can be winterized, letting you be comfortable in cold environments.

Trench Knife [100]: Issued to soldiers stationed in Anchorage, this is essentially the combination of a combat knife and spiked knuckles. It has a good sized stainless steel blade, while the spiked knuckle guard offers a good backup in case the blade breaks.

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, 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.

Riot Gear [200]: An advanced design fielded in limited quantities before the Great War, this was a specialized model of combat armor used by the United States Marine Corps, Army units in the American West, and select law enforcement agencies. While not the most protective of armors, it certainly makes up for it in a number of ways. The helmet is equipped with a built-in radio, night vision, infra-red, and air filters. It has a kevlar vest protecting the torso, and a black duster covering it all up.

Shishkebob [200]: Of all the things to be created after the world ended, should you really be surprised that there are flaming swords? Crafted from a number of items that would be considered junk, with a flick of a switch the blade comes alight in fire, burning your enemies as well as slicing them. This never seems to require refueling, no matter how often you use it.

Anti-material Rifle [400]: Utilizing an ergonomic, metallic skeleton design with a free-floating barrel, the .50 Hécate II is a bolt-action, high caliber precision weapon intended for use against materiel and hard targets. It was designed to be used at long and extreme distances with extreme accuracy. Needless to say, you could punch through even a Behemoth's skull pretty easily, though the rate of fire and recoil are points against it. But who cares about that when you could kill practically anything with just one shot from a mile away?

Red Glare [400]: Behold, the most patriotic weapon you'll probably ever run into! This prototype rocket launcher packs quite a punch, as it can fire all thirteen rockets in a manner of seconds in order to blow up your enemies in a most beautiful way. This one is fully modified, making it so your rockets fire across the battlefield before your targets have any idea what's happening. God bless America, indeed.

Super Sledge [400]: This type of sledgehammer was created with the return of trench warfare, necessitating the creation of a tool superior to regular large hammers for engineering work and breaching concrete fortifications. It stores kinetic energy in order to increase the force of impact, making anyone hit by this baby have a very bad day. It's not unheard of to install small rockets to the back of the head in order to further increase its power.

Aeternus [600]: When people think of firepower, they think of the gatling laser. It's a very cost-efficient heavy weapon, and fires numerous lasers faster than you could blink, each as devastating as a normal laser rifle. Even among them, this weapon is unique. How so? Aeternus simply does not run out of ammo, nor does it overheat. This means that you could fire this bad boy indefinitely,

Military Base [600]: In a country as militarized as the US was toward the end of the War, is it any wonder that you'd end up finding a military base just ripe for the taking? While it could be your standard military base, an underground bunker, or even an oil rig, it is now yours. It can hold a large number of personnel, a dedicated armory and vehicle storage, along with a number of amenities that you would expect to find in a place like this. It's normally connected to your Warehouse, though it can be imported wherever you want.

Power Armor [600]: 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 is yours, is fully upgraded, and can be any model you desire. The classic T-45, the iconic T-51, the advanced T-60, or the rare X-01.

Companions

Dear Hearts [50/100/200]: The Wasteland can be a boring place to wander, all by your lonesome. Should you wish it, you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on race, perks, and items. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Gentle People [300]: But why should you be limited to a mere eight people? With this, you may import any number of companions into this world. Each companion receives 800 cp to spend on race, perks, and items.

Canine [Free]: Even if you lack any human friends, at least you'll have man's best friend by your side. This dog of any breed is friendly, well trained, and is extremely loyal to you. But it's also deadly to any enemies you may have, as they can bite through hardened leather and can survive taking a full clip from an assault rifle. They can be any breed of dog you want, and can even be a mutant dog or cyberhound.

Curious Gal [50]: A very interesting person, Current Caster is a girl that claims to hear a voice in her head since birth. She's very kind hearted, showing mercy to her enemies, though has frequent bouts of anger. She's quite skilled in pistols and revolvers, and favors a unique pistol she found called the Jayhawk. Just don't steal her Nuka-Cola, and you'll get along swell.

Eyebot [50]: One of the more elegant creations of RobCo Industries, the Eyebot is a hovering robot designed for a variety of purposes. It can play the radio, access television, and possesses advanced facial and auditory recognition technology. They are normally equipped with laser weaponry, though this can be replaced fairly easily. And before you even ask, yes, this can be ED-E if you want.

Feline [50]: You don't really find these out in the Wasteland very often, but it's always a treat when you do. This cat, of a breed of your choosing, acts like an overgrown kitten when it isn't sleeping. You tend to feel more calm and at peace while holding them.

Mr. Handy [50]: Developed by General Atomics International before the Great War and refined in collaboration with RobCo Industries, the Mr Handy model is the best household helper on the market. It can whip up delicious meals, clean your home, walk the dog, cut your hair, and defend the family from home invaders. They even talks with a British accent to solidify the butler aesthetic. This one recognizes you as it's owner. Comes with a bowler hat.

Pack Brahman [50]: Brahman are mutated cows that play a number of roles in Wasteland civilizations, primarily that of food and packing things around. This one comes with its own cart, and can back around a staggering amount of weight fairly easily. Though a bit slow in the heads, it easily makes up for that with its sheer durability and stamina.

Travelling Merchant [50]: When you find yourself running low on supplies, whether that be medicine or ammo, they will appear like a knight in shining armor. This merchant, who is Moira Brown by default, comes by with a brahman cart filled with seemingly everything you need, and what they don't have they can locate for when you next meet. They can repair any of your gear, and take unwanted possessions off your hands. They'll even show up in future worlds, with the appropriate wares. Of course, you'll still need to pay for their services. Can't exactly run a charity, you know.

Cazador [100]: Giant insectoids that plague parts of the Mojave, they rival the Deathclaw in how dangerous they are. They move extremely fast, and possess a large stinger that delivers a deadly poison. This one is both sterile, and follows you around like a lost puppy. It loves head pats, long walks, lamps, and eating raw flesh.

Sentry Bot [100]: Of all the robots found in the Wasteland, the Sentry Bot is one of the most feared. Armored in thick steel and equiped with a gatling laser and rocket launcher, you'd need a lot of firepower to bring it down, if you can even survive more than a few minutes with it firing at you. This one recognizes you as it's owner, and will follow your orders to the letter. It certainly helps that this one has infinite ammo.

The Storyteller [100]: Across the Wasteland, there are tales of an armored figure with a love of history and traveling with a special eyebot. This Storyteller has come to befriend you, and relishes the chance to visit future worlds. He always seems to know the local history to a great degree, even in future worlds, and is always willing to give you a history lesson.

The Vault Dwellers [100]: There were three original candidates for a mission of the utmost importance to Vault 13. Albert Cole, Natalia Dubrovhsky, and Max Stone. Albert is a smooth talking lawyer who's been wanting to exit the Vault for quite a while. Natasha is the intelligent, resourceful, and sticky-fingered granddaughter of a Russian diplomat. Max is a mountain of a man with great skill in all thing fighting but unfortunately lacking in brains. These three will befriend you, and join you on your future journeys. They take up a single companion slot, though can be split up.

Alpha Deathclaw [200]: There is a beast that is almost universally feared, such that it's become an urban boogeyman to scare children when they misbehave. The Deathclaw. This here is no normal deathclaw, as it's larger than any other, and just as fast. With talons longer than some people's forearms, and horns that can gorge a Behemoth, this is the deadliest creature in the Wasteland. How you tamed this beast is unknown, other than it is loyal to you and only you. Hail to the King

Scorchbeast Queen [200]: Created due to the Enclave's experiments, this mutated version of a bat is massive, easily larger than most trucks. How it flies is a mystery, but none can deny that it's a terrifying sight when a scorchbeast queen descends from the sky. This one does not carry the disease that it's kind are so infamous for, and has been trained to where you can comfortably ride it. Long live the Queen.



Game Scenarios:

All Game Scenarios let you take the place of the protagonist of each Fallout game, but this unfortunately means that you must be **[Human]** *in order to take them. You may only take one Game Scenario. Should you so desire, you may instead place the abilities of items gained as rewards on any onto items you already own.*

Fallout Gauntlet

But what if you don't want to take only one Game Scenario? What if you want to take the place of all protagonists, to be the hero in five different stories? Then take this, as you now must go through each Scenario one after another. After defeating the Enclave at their oil rig, you will black out and be awoken by your friend Amata, telling you how your dad just escaped the Vault.

Rewards:

By taking this, you will receive **Additional Rewards** from all of the Game Scenarios. These could take the form of items or perks, but are sure to be useful additions on your journeys. Additionally, you may make anyone you befriend in the Wasteland to become your **Companions**. This could range from a merchant guard in a small town to a friendly Super Mutant to an eccentric brain in a jar. You'd still need to convince them to join, but I'm sure that won't be a problem.



Fallout 1

On December 5, 2161, the Overseer of Vault 13 calls you to his office, and tasks you with an important mission. Your vault's water chip has failed, and the Vault only has a limited amount of fresh cleaning water left, and the clock is ticking down. No water, no Vault. You have been tasked with traveling to the next closest Vault, Vault 15, and gaining access to their own water chip and using it to save your own. Afterwards, you'll find yourself outside of the Vault, in a cave infested with some giant breed of rat.

This will not be as simple as it seems at first glance, and you'll be tangled up in a series of events that will change the face of the Wasteland forever.

Rewards:

Your actions have left a legacy, with most knowing you as simply the **Vault Dweller**. Your actions have proved that you have an unbreakable will, able to persevere farther than anyone reasonably should through your own willpower alone. The Wasteland tried breaking you with everything it had, and you succeeded at nearly every turn.

Your journey has left you as a **Living Legend.** Tales of your exploits spread far and wide, and your fame grows to unprecedented heights. Should you wish for anonymity instead, you may turn off this ability whenever you see fit.

At some point in your time, you have gained a set of **Hardened Power Armor**. It's much more durable than normal sets of power armor, offering potent energy and radiation protection. While wearing this, you will be immune to anything less than high-caliber rounds.

If taken with the **Fallout Gauntlet**, you will receive an additional reward. After encountering the FEV, you seemed to have gained some sort of **Evolving Mutation**. Over time, you will develop useful mutations to better help you survive whatever situation you find yourself in. Constantly being exposed to poisonous gas would make you develop a resistance to it, allowing you to survive longer in said gas.

Fallout 2

It is May 15, 2241, and your mother, the Village Elder of Arroyo, has called you to her tent for a story, and a mission. Ever since the Vault Dweller of Vault 13 founded the village, things have been prosperous, even after they had left. But then, the worst dry season they had ever experienced arrived, causing a deadly drought. The crops began dying, with livestock following soon after. But there is hope! Old holotapes tell of a miracle machine, the GECK, which is able to bring life anywhere! Before she tells you more, you must undergo a trial to prove you have what it takes.

Rewards:

You have proven without a doubt that you are indeed the **Chosen One** of Arroyo! In fact, it seems as though fate itself has taken quite the liking to you, as you can usually find tools or artifacts needed to overcome most obstacles in your way, should you not already possess them.

Growing up as a **Tribal** has granted you many opportunities, as well as many benefits. You can now ignore any environmental dangers that are not immediately harmful to you. You will not sink into burning sands, slide on slick ice, walk comfortably on treacherous paths, breathe well where air is thin, etc.

The Holy Grail of the Wasteland, **G.E.C.K.** You will receive one of your own, able to be used again and again to make even the most desolate of areas into a lush paradise of greenery.

If taken with the **Fallout Gauntlet**, you will receive an additional reward. Though once broken down and left abandoned, this **Upgraded Highwayman** has become one of the finest modes of transportation in the Wasteland. It has gravity plates instead of wheels, allowing it to accelerate and decelerate faster than any other vehicle, and ignoring any bumps or potholes in the road. You will never need to worry about refueling again.

Fallout 3

It is August 17, 2277, and you have lived your entire life in Vault 101. The only family you've had growing up was your Father, who you know would give up everything because he loved you so much. So it is quite a shock waking up to your childhood friend telling you how your dad escaped the Vault, and everything is going to chaos. You need to avoid Vault Security and escape your home before the Overseer gets his hands on you for your father's actions. What you do afterwards is mostly up to you, but your father is still out there, and you deserve answers.

Rewards:

Throughout your adventures to find your dad, and what happened afterwards, you became known as the **Lone Wanderer**. Given enough time, you can track down anything or anyone with enough effort. No matter how long it's been, should you go looking for clues, you will find that no trail has gone completely cold.

Your parents' dream for the Wasteland had a certain **Purity** to it, one that manifested quite differently within you. You deal ten times more damage to anything mutated, while taking half the damage from such beings you otherwise would have.

Your parents' life work and Magnum Opus, besides you, was **Project Purity**, a massive water purifier that can generate millions of gallons of clean water each hour when activated. You will bring along their legacy with you, finding it connected to your Warehouse when you don't with to import it into a setting.

If taken with the **Fallout Gauntlet**, you will receive an additional reward. Within your Warehouse, you will find a fully restored **Liberty Prime**, ready to nuke any commies you meet into oblivion. While a forty-foot tall robot on its own is a daunting opponent in its own right, that goes double with one that can fire powerful lasers from it's eyes and throws around literal nuclear footballs.

Fallout: New Vegas

It was October 11, 2281, and you just woke up after being injured from what was supposed to be an easy job. Just deliver a simple, if unique looking, poker chip to one Mr. Robert House in the city of New Vegas. Yet, along the way, you were ambushed by Great Khans and a man in a checkered suit, who stole your package, shot you in the head, and left you for dead. Luckily, you were saved by a local Security on, who quickly brought you to the nearby doctor in order to save your life. It worked, you're able to walk, and you've got a package to recover and a grudge to settle.

Rewards:

When you were given the job of delivering the Platinum Chip, you were given the designation of **Courier Six**. As a courier, you know a lot about travelling, finding it easier and much faster to travel from place to place, rarely having your journey interrupted by random attacks.

You proved yourself to be quite the **Wildcard**, stacking the deck in any faction's favor. You are utterly unpredictable, as enemy plans seem to fail or unravel due to your actions. Similarly, you'll find any precognition aimed towards you failing.

After all the trouble it caused you, why wouldn't you bring the **Platinum Chip** with you? This seemingly normal poker chip actually contains within it a powerful code, able to greatly, permanently upgrade any robot, computer program, or network it's installed into. This only works one time per system, but it's definitely a useful tool.

If taken with the **Fallout Gauntlet**, you will receive an additional reward. By walking all of these different roads, you will receive the **Courier's Duster**. This may seem like a simple article of clothing, but you will find it enhancing what skills you're best at, and will always offer you some level of protection no matter how powerful you are.

Fallout 4

It is October 23, 2287, and to you, the world ended but mere minutes ago. You were enjoying your day with your spouse and infant son, Shaun, when the bombs started falling, and all three of you rushed to the nearby Vault, Vault 111. There, you donned your vault suit, and stepped into these strange pods, before all you could feel was cold. The next instant, you were defrosted, and witnessed something terrible. Your spouse murdered and your child stolen by a man with a large scar on his face, before cold envelopes you again. Then, you defrost, and find yourself two hundred years into the future. The world has blown up, society is barely clinging together, and you've got a son to find.

Rewards:

You are the **Sole Survivor** of many tragedies, yet despite that, you keep moving forward. You can shrug off any mental disorders that might develop, though that's unlikely given how strong you are mentally. Additionally, you can quickly adapt to any new and unfamiliar environments or situations you may find yourself in.

With how broken down everything is, even the people, it's probably a good thing that there's a **Builder** like you. So long as you've got the materials and the know-how, you can build entire structures in the blink of an eye. In fact, you seem to pick up new styles to build these structures with each new world you encounter.

In fact, you just can't seem to get enough of building, as you have a **Material Supply** that replenishes each week, with all sorts of stuff you need for your building, from copper to gold to uranium. The world is a broken thing right now, but maybe something from the past can create a better future.

If taken with the **Fallout Gauntlet**, you will receive an additional reward. Upon your next visitation, you will find a **Larger Warehouse** awaits you. It seems to have become four times larger than before, with all the shelving needed to accommodate for such a change. At the very least, now you can store a lot more fun toys to use in the future.

Major Scenarios:

You may only take on two Major Scenarios.

Gang Wars

At some point in your time here, you will be confronted by a small gang, but not for anything insidious. No, your reputation precedes you, and they want you to help them with a conflict they've found themselves in. See, their last leader was an asshole, and got them roped up into a three-sided gangwar with groups much larger than themselves. He's dead now, but they're still wrapped up in this conflict, and need something to survive this conflict. Your job is to win this gang war, whether through diplomacy, espionage, or good ol' violence doesn't matter. You and yours just need to be the last side standing. Good luck, Boss.

Rewards:

By winning this war, you have proven to be a true **Gang Leader**. Whenever you are in a disagreement with anyone, simply proving that you are the better combatant is enough to settle the matter. They will come to agree with your point of view, no matter how grudgingly. This also applies to leadership positions, as kicking the other person's ass proves that you really are the best one to lead.

For all that you've done for them, are you really surprised that **Your Gang** would want to be your followers? The exact aesthetics and name of this game are yours to choose, though they won't really be arguing with you. These 50 people come from all walks of life, from mechanics to merchants to hired guns, there's even a vault dweller in the mix. They'll usually hang out in their base, which is connected to your Warehouse, when not in use. While you're the Boss, any Companions you have will be seen as lieutenants, and will generally follow their lead accordingly.



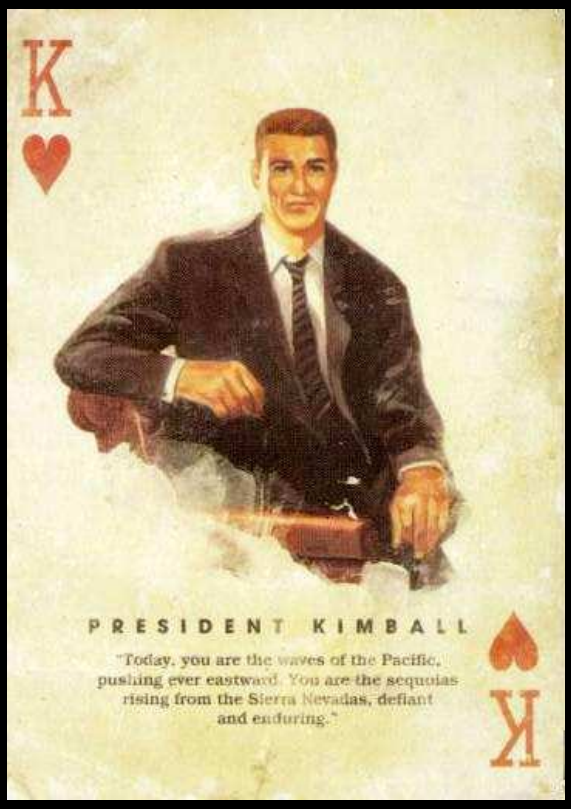
Jumper for Mayor

Eventually in your time here, in a settlement you commonly frequent, the leader of said community will be forced to leave their position. How this happened, by either death, retirement, or being run out of town, it matters not. What does, however, is that their position is open for anyone to take. Will you take this seat of power through democracy, right by conquest, or some other means? Doesn't really matter when the end result is the same.

Rewards:

Well, you've certainly proven to be an effective **Politician**. You are a talented orator, able to write and perform speeches that will move the hearts and minds of the masses. And should you need to perform any unsavory acts that the people wouldn't approve of, you are equally as talented at hiding those from the public.

Why would you go through all of this trouble if you couldn't bring your **Settlement** along with you? It will inhabit a pocket dimension connected to your Warehouse when you don't want to import it into a future world.



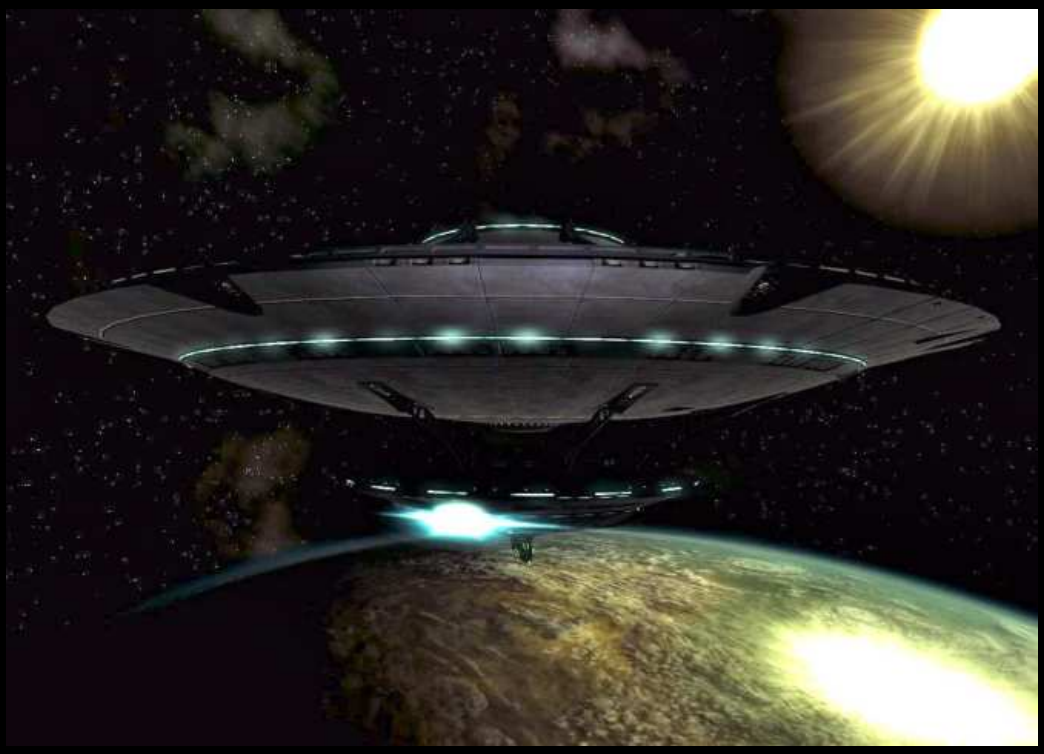
Mothership Zeta

You can’t accurately say when you came across the strange transmission of pure gibberish, but you can’t shake the feeling that it’s somehow important. When you go to investigate the source of the signal, you are enveloped in a beam of blue light and taken upwards. You have just been abducted by aliens, and their plans for you are definitely not going to be beneficial for you. Your goal here is to escape captivity with your fellow prisoners, and gain control of this ship in the name of humanity. This is much harder than it sounds, but I have complete faith in you.

Rewards:

After all of your time on this ship, figuring out how everything works, you're probably the only **Xenotech Expert** on the planet. In your hands, any weapon made by aliens deal twice as much damage than they could before, and are easier to maintain.

By taking over **Mothership Zeta** from the aliens that abducted you, you will be allowed to take it with you. It's fully functional, filled with all sorts of otherworldly technology, and has an alien crew to take care of it, all of whom are scared shitless by you.



The Shadow Over Cragg

At some point in your time here, a storm will force you to take cover in a nearby town made in the ruins of an old mining facility called Cragg. Honestly, it's a bit creepy, with all of the inhabitants having some form of minor, but noticeable, mutation. You always feel like you're being watched when outside, and it doesn't get too much better when you rent a room from the local inn. Inside the room, you find a hidden journal of the last occupant, stating how they were sent to the area in order to figure out the reason why people kept disappearing with no trace. The last page simply says 'They came from below.' Well, the storm isn't going anywhere anytime soon, and you've always been the curious sort, so you might as well continue where they left off.

Rewards:

Your investigation into this strange town has given you a sort of **Eldritch Insight**. Your mind is capable of handling any information you might come across, particularly of the eldritch variety, without any negative repercussions.

Deep, deep beneath the town and deep down in the old mining tunnels, in front of a collapsed tunnel, you will find a strange **Black Book** on what looks to be an altar. Anyone who reads this book will find themselves gaining psychic abilities, while improving those who already possessed such abilities. Sometimes you feel like the book is… *watching* you.



Unstoppable Superhuman

You have seen many strange things during your time here, no doubt. You can safely say that finding a town with some people dressed up as Superheroes and Supervillains is on that list. The small town they inhabit is being torn apart due to the two factions' fighting, and the townspeople are desperate for an ending to this craziness. Your goal here is to end this fighting, by either defeating one or both sides through whatever means you seem fit. Will you be a Hero on the side of justice, a Villain who wants to see others subjugated, or just a person in the right place and time?

Rewards:

Man, you must have been some sort of **Superhuman** in order to stop all that fighting, huh? I mean, of course you are, it's so obvious that people won't bat an eye whenever you do anything supernatural. Of *course* you can fly, you're The Jumper, after all!

As if that wasn't enough, it seems like some old Hubris Comics publishing buildings are still functioning, as you have your own **Comic Series** based on all of your adventures. Granted, they're PG-13 by default, but I'm sure you can work something out with the publisher. And yes, you will receive royalties.



Minor Scenarios:

You may take on as many Minor Scenarios as you want.

Bobblehead Hunter

All across America, Vault-Tec executive-level employees purchased exclusive merchandise available only to them. A set of 20 Vault-Tec bobbleheads. These were distributed to friends and family, and then became even more scattered when the bombs fell. Your goal? Collect at least one of each of these bobbleheads, which must be intact for it to count towards completion.

Rewards:

For collecting all 20 bobbleheads, not only do you get a specialized display case to hold all of them, but you will receive a **Bobblehead Boost**. What will this do? Simple, it will make you peak human in all aspects. While it may seem a little underwhelming, there is a real benefit to this. You see, this is applied to your Body-Mod. Even when affected by drawbacks to strip you of everything, or taking part in a Gauntlet, this boost will stay with you.

Cracking A Few Eggs

At some point, you will encounter an old woman with a very… *unique* proposition for you. She's one of the best chefs in the Wasteland, and needs a special ingredient to finish one of her dishes. An ingredient she tasks you with finding. She needs deathclaw eggs. You can imagine why she can't do it herself. Bring her at least one of these eggs, and you will receive your reward.

Rewards:

For risking life and death for these damn eggs, you'd better hope it was worth it. And it might be, if you consider receiving **Endless Deathclaw Omelettes** as worth it. These will nourish the body and warm the soul, and taste absolutely amazing.

Fight Club

First rule of Fight Club, anyone can join Fight Club. What was once a supermarket is now an arena where people go into an arena to beat the shit out of each other, while onlookers bet on who wins and who dies. You're looking to be a contender, and have decided to jump in right into the ring. So long as you win even one match , you'll get your reward

Rewards:

Well, I'm sure you'll be happy to know that you will receive your **Winnings** for winning your match or matches. You'll get roughly five hundred caps each round you fight, though it will be cut in half if you end up killing your opponent. You can't exactly have a Fight Club if all the fighters in the club are dead.



Globe Trotter

While not as unique as Vault-Tec's bobbleheads, there were a large number of snow globes representing multiple areas across the country. Your goal here seems simple; collect thirteen intact snow globes representing each of the American Commonwealths.

Rewards:

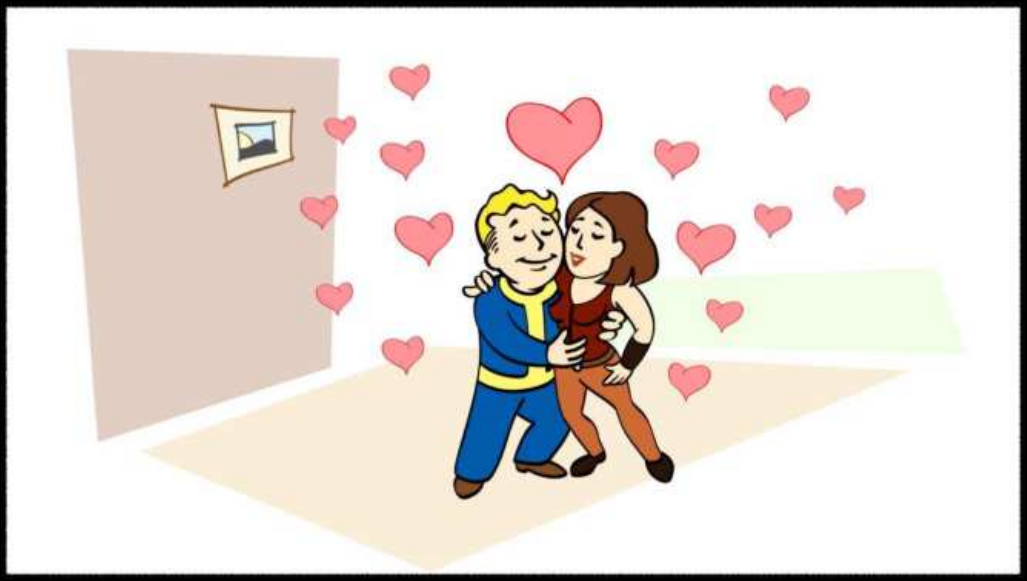
Should you collect them all, you will gain new **Snow Globes** for each setting you go to. These will depict notable areas, and have a special expanding stand in order to hold all of them. Who knows, there might be others who share your love of these knick knacks.

The Way You Look Tonight

Even in the post-apocalyptic nightmare that once was America, love can blossom. And it's something that you are now looking for. Your goal is to win someone's heart, having them fall in love with you. Who you romance could be anyone, even one of your Companions. So long as they love you by the end of your time here, you will receive your reward.

Rewards:

I hope you aren't too surprised that **Your Love** is your reward. Not only will your love for each other never fade, but they will be upgraded to a special Companion, automatically inserted into future Jumps without taking up a companion slot. They will automatically receive 1000 cp of their own to spend, even taking on drawbacks, but they cannot purchase Companions of their own. If you could have anyone stand by your side as an equal, it might as well be the one you love.



Drawbacks:

Continuity [+0]: The history of the Wasteland stretches farther back than most people would think, and has its fair share of weirdness. But if you have been to this world before, then why not ensure that your own history is solidified?

Downloadable Content [+0]: I am aware that not everyone is fully accepting of the state of the world in a number of ways, so why not take this? Any mod for a Fallout game is now installed into this world, and ready for you to interact with it. Will there be cool weapons and armor, new factions and adventures, interesting people to befriend, or something else entirely?

Wild Wasteland [+0]: There are as many stories out there as crazy as there is dust in the wind, but does one story in particular call out to you? You may incorporate any story that takes place in this world at your discretion.

Bloody Mess [+100]: As dark and brutal the Wasteland is, you sure like to go the extra mile. Or at least, that's what it seems like. When things around you die, they die in the most gruesome of ways. As bad as this would be on someone's mental health, this will be noticed by others, and your reputation will definitely take a hit.

Chem Reliant [+100]: Maybe you were introduced to them by a friend, or you stumbled upon them by accident, or you are at rock bottom. Either way, you have a serious problem. You are addicted to some sort of recreational substance, like alcohol or chems, and don't seem to be stopping any time soon.

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 three.

Good Natured [+100]: You don't really belong in the harsh Wasteland. A kind soul with a gentle heart, you'd be more at home in the Old World or a Vault. You freeze up when combat starts, and find yourself hesitating to harm or even kill another living being. Though you can overcome this, it will take a good amount of time before you see any progress.

Limited Dialogue [+100]: Language is a beautiful thing, able to convey complex ideas with just a few sounds. So it's quite a shame that most people's capabilities of speech are quite limited, usually only a few lines of dialogue. There will be those with more lines, but not many. Only you and your Companions are exempt from this.

Beyond the Beef [+200]: Humans are quite intelligent animals, but animals nonetheless. By that logic, would it not be okay to treat them as you would any other animal when hunger comes around? Needless to say, you are a cannibal, and will constantly crave the flesh of your fellow man for your entire time here, which will get worse when surrounded by them.

Crippled [+200]: In the Wasteland, any sign of weakness can be deadly, what with danger being around every corner. So it's probably not good that you are missing one of your limbs in its entirety. Any attempts at any prosthetics more advanced than a wooden leg will see them breaking apart very quickly. This may be taken up to four times.

New Game [+200]: Have you already experienced many of the stories here, uncovered it's many secrets? Well, if you wish to experience all of it for the first time again, then this is the option for you. You will lose access to all memories and knowledge relating to the Fallout world except what your background would naturally know.

Old World Blues [+200]: Old World Blues, a term to describe those so stuck in the past that they can't see the present, much less the future, for what it is. You have been afflicted with this variation of depression, and will require great effort to pull yourself out of it. But what would the point of that be, when you live in this bleak world?

Shunned [+200]: It's alright to prefer the wastes to the beacons of civilization, but it seems like that choice was made for you. The longer you stay in a settlement, the more agitated the people will be until finally they'll run you out of town. Two or three days is fine, though you'll want to move on quickly if you want to avoid forming a mob in a week.

Enemy Number 1 [+300]: I don't know what you did, and quite frankly, I don't think I want to. A major faction in your starting area has a serious grudge against you, and is willing to do quite a lot of things if it means they'll get a plaque on the wall with your head on it. I sure hope you're good at hiding or running away.

Jinxed [+300]: Have you ever heard of Murphy's Law? 'Anything that can go wrong will go wrong.' Well, that's a bit more literal for you. While it won't outright kill you, your bad luck will cause the worst things to happen at the worst times. Guns will jam, you'll trip, enemies will find backup surprisingly close by, that sort of thing.

Rad Weakness [+300]: In case it wasn't obvious, radiation is a big risk for anyone living here, and that goes double for you. You are especially vulnerable to radiation poisoning, and it doesn't help that radiation completely bypasses any resistance or immunity you had towards it.

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, abilities, and your Warehouse. All you have is your Body-Mod, and any mundane skills.

The Reunion [+300]: At some point in your past, you've angered a very powerful person, and they've held onto this grudge for a while. You *will* face them at some point, you won't be able to call in any backup, and it will be on their terms. They are highly skilled, know all of your tricks, devised counters for a good number of them, and have quite a few surprises in store for you. Good luck.



Ending:

Stay: Has this world ensnared you with its bleak beauty?

Go Home: The loneliness of the Wastes make you wish to return home.

Continue: The road isn't at its end yet, and this was just one stop.

Notes:

-A big thanks to my proofreader, **CattyNebulart**!

-The Master would be considered a **[Mutant]** who put everything into amplifying his **[Psyker]** abilities to unforeseen extremes.

-All gear purchased is in pristine condition and will be replaced in a day should they be destroyed.

-There won't be any side-effects from any food or drinks you purchased here. Except Nuka-Cola Quantum. That still makes your urine glow.

-All pets bought will not die of old age, nor do they need to eat.

-**[Mutations]** allow you to develop mutations on par with what's found in Fallout 76.

-**[Builder]** is an updating version of the Fallout 4/76 building system.

-Psyker abilities gained through the **[Black Book]** aren't as potent as what you can get with the **[Psyker]** perk.

-**[Bobblehead Boost]** will effectively grant you a 10 in each SPECIAL stat as your Body-Mod.

-**[Limited Dialogue]** is just the whole world having the same amount of voice lines as in the games. There will be people with more lines than others, but still quite limited.

-When in doubt, fanwank.

-Have the day that you deserve~