Out of Context: Fallout Supplement

V1.02 By DeverosSphere

This document can be used as a supplement in any Jump that would not otherwise have Vault-Tec within its continuity.

By taking this Supplement you have chosen to be a vault dweller and you will enter into that continuity as a Drop-In awakening in a Vault-Tec Vault.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

None of these origins determine your background, only your play style, your discounts and the number on your Vault Tec property.
In what way are you S.P.E.C.I.A.L.

The Vault Dweller

The Vault Dweller was one of hundreds of inhabitants of **Vault 13**. Born in 2141, they were raised by the community and robotic caretakers, leading an unremarkable life in the Vault. Their journey began when the water-purification chip the Vault relied on to create fresh water broke down.

The Lone Wanderer

The Lone Wanderer was born on July 13, 2258, to James and Catherine at the Jefferson Memorial, Catherine died shortly after giving birth due to cardiac arrest.
James traveled to **Vault 101** where the Lone Wanderer lived until 2277, when they were forced to leave the safety of the vault because James disappeared without any explanation.

The Sole Survivor

The Sole Survivor was raised around the Pre-War Boston area, but on October 23, 2077, the day of the Great War, the Sole Survivor rushed their family to **Vault 111** where they were sealed in cryogenic stasis under the pretense of being "decontaminated" by Vault-Tec scientists. The Sole Survivor was kept almost undisturbed in this state until the Sole Survivor and their spouse were reawakened by three unknown individuals, who opened the spouse's cryogenic tube killing them and kidnapping their baby Shaun. The Sole Survivor was refrozen, awakening on October 10, 2287, escaping the cryogenic tube to avenge their spouse's death and locate Shaun.

G.O.A.T. Result:

The Generalized Occupational Aptitude Test is a Vault-Tec occupational assessment test that every resident of a vault is required to take at the age of 16.
This helps to determine job placement and in this instance your starting **S.P.E.C.I.A.L.** score.

Drop Out +1000 CP

Come on. I don't really have to take this stupid test, do I?
It seems you skipped the G.O.A.T. and don't get any S.P.E.C.I.A.L. stat's at least you get some **CP** for your trouble.

Vault-Tec Resident - Free

I just need to verify some information. That's all!
S=3, P=3, E=3, C=3, I=3, A=3, L=3

Jukebox Technician: -500 CP

Thank goodness. We're finally getting a new Jukebox Technician. That thing hasn't worked right since old Joe Palmer passed.
S=3, P=10, E=3, C=1, I=10, A=3, L=4

Vault Loyalty Inspector: -500 CP

Huh. "Vault Loyalty Inspector"... I thought that had been phased out decades ago. Well, sounds like a job right up your alley, hmm?
S=3, P=3, E=1, C=10, I=3, A=10, L=4

Little League Coach: -500 CP

I always thought you'd have a career in professional sports. You're the new vault Little League coach! Congratulations.
S=10, P=3, E=10, C=3, I=1, A=3, L=4

Vault Chaplain: -500 CP

They say the G.O.A.T never lies. According to this, you're slated to be the next vault ... Chaplain. God help us all.
S=4, P=4, E=4, C=4, I=4, A=4, L=10

Shift Supervisor: -1000 CP

Apparently you're management material. You're going to be trained as a Shift Supervisor. Could I be talking to the next Overseer? Stranger things have happened.
S=9, P=9, E=9, C=9, I=9, A=9, L=9

S.P.E.C.I.A.L. Stats

In what way are you S.P.E.C.I.A.L. each stat represents a characteristic and by taking one of the stat perks you boost its corresponding stat.

Stats Multiplication Breakdown:

You can have up to 10 ranks of each S.P.E.C.I.A.L. stat with each rank giving you a compounding 10% boost. 10 ranks in any stat will give you a 159.37424601% boost.

1 Rank : 1 * 1.1 = 1.1 = 10%
2 Ranks : 1.1 * 1.1 = 1.21 = 21%
3 Ranks : 1.21 * 1.1 = 1.331 = 33.1%
4 Ranks : 1.331 * 1.1 = 1.4641 = 46.41%
5 Ranks : 1.4641 * 1.1 = 1.61051 = 61.051%
6 Ranks : 1.61051 * 1.1 = 1.771561 = 77.1561%
7 Ranks : 1.771561 * 1.1 = 1.9487171 = 94.87171%
8 Ranks : 1.9487171 * 1.1 = 2.14358881 = 114.358881%
9 Ranks : 2.14358881 * 1.1 = 2.357947691 = 135.7947691%
10 Ranks: 2.357947691 * 1.1 = 2.5937424601 = 159.37424601%
11 Ranks: 2.5937424601 * 1.1 = 2.85311670611 = 185.311670611%

Getting 11 Ranks in any Stat is possible but not through S.P.E.C.I.A.L. Stats alone.

Strength -50 CP

Boosts Strength by 10%.
3 ranks **Free** for (Vault-Tec Resident, Jukebox Technician and Vault Loyalty Inspector)
4 ranks **Free** for (Vault Chaplain)
9 ranks **Free** for (Shift Supervisor)
10 ranks **Free** for (Little League Coach)

Perception -50 CP

Boosts Perception by 10%.
3 ranks **Free** for (Vault-Tec Resident, Vault Loyalty Inspector and Little League Coach)
4 ranks **Free** for (Vault Chaplain)
9 ranks **Free** for (Shift Supervisor)
10 ranks **Free** for (Jukebox Technician)

Endurance -50 CP

Boosts Endurance by 10%.
1 rank **Free** for (Vault Loyalty Inspector)
3 ranks **Free** for (Vault-Tec Resident and Jukebox Technician)
4 ranks **Free** for (Vault Chaplain)
9 ranks **Free** for (Shift Supervisor)
10 ranks **Free** for (Little League Coach)

Charisma -50 CP
Boosts Charisma by 10%.
1 rank **Free** for (Jukebox Technician)
3 ranks **Free** for (Vault-Tec Resident and Little League Coach)
4 ranks **Free** for (Vault Chaplain)
9 ranks **Free** for (Shift Supervisor)
10 ranks **Free** for (Vault Loyalty Inspector)

Intelligence -50 CP
Boosts Intelligence by 10%.
1 rank **Free** for (Little League Coach)
3 ranks **Free** for (Vault-Tec Resident and Vault Loyalty Inspector)
4 ranks **Free** for (Vault Chaplain)
9 ranks **Free** for (Shift Supervisor)
10 ranks **Free** for (Jukebox Technician)

Agility -50 CP
Boosts Agility by 10%.
3 ranks **Free** for (Vault-Tec Resident, Jukebox Technician and Little League Coach)
4 ranks **Free** for (Vault Chaplain)
9 ranks **Free** for (Shift Supervisor)
10 ranks **Free** for (Vault Loyalty Inspector)

Luck -50 CP
Boosts Luck by 10%.
4 ranks **Free** for (Vault-Tec Resident, Jukebox Technician, Little League Coach and Vault Loyalty Inspector)
9 ranks **Free** for (Shift Supervisor)
10 ranks **Free** for (Vault Chaplain)

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

V.A.T.S. - Free
The **V**ault-Tec **A**ssisted **T**argeting **S**ystem, is an advanced combat technology which allows you to accelerate your perception of time, to a rate dependent on your compatibility with the technology, allowing you to target specific body areas for attacks, inflicting specific injuries. Those who are the most compatible with this technology will have their perception of time accelerated to the point that time seems to stop while those less compatible using it will have time slowed to half speed.
When active the V.A.T.S will display a percentage of how likely an attack you intend to use will be to hit the targeted area based on distance from the target, visibility of the targeted body part, and combat skill. When actions have been selected and confirmed your body will automate the actions for optimal success.
There is also a glitch common on the west coast that causes the V.A.T.S to restart after each selected action, while action points recharge causing the system to imitate turn-based combat. Without specific drawbacks it will be assumed you have maximum compatibility and do not have the turn-based Glitch.

Sheltered - Free
With this Perk you can now apply an Alt-Form Filter to any of your Alt-Forms allowing them to take on the in-game appearance for any of the Fallout Games. This includes but is not limited to the high-res pixel art of Fallout 1, the 3D models of Fallout 3 and even the 2D animation's of Fallout Shelter.

Opening Narration - Free
Before starting a Jump you can choose to activate a Voice over Narration that while showing relevant still images describes the setting you'll be entering and your situation within it.

Closing Narration - Free
At the end of a Jump you can activate a Voice over Narration that describes the future that will occur in that Setting should you not interfere further. This Narration will give you information about all the factions and important people you have interacted with as well as specific events that you are responsible for.

Wild Wasteland - Free
This **Narrative Perk** can be toggled to add additional random 'wacky' content to the Jump either by adding in universe equivalents of well known media as special encounters or by modifying pre-existing content of lesser importance so that it is referential to the well known media.

War. War never changes - Free (Cannot be taken with "Courier")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were a Vault Dweller exiting your Vault.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Hoarder -100 CP
You have a direct connection to your warehouse that allows you to instantly teleport any item you would be able to pick up directly into any designated area within your warehouse.

Early Bird -200 CP
At the start of each Jump you will gain a 100% boost to all of your skills, stats, powers and abilities which will dissipate over time. After the first ten days this boost will have gradually dropped to 0%.

Skilled -400 CP
You now have access to a skill list that represents your learned abilities and how good you are at each skill. These skills can be improved by reading specific books or completing specific achievements.
Skills are normally capped at 100 which represents peak human skill however when you reach level 100 it will be possible to break this cap through various methods. One method is that when you reach level 100 in a skill you will gain a skill specific quest even if you do not have **Awesome Level Up** which as a reward will break the cap and allow you to continue leveling up that skill.
By default you will have access to the following Skills:

- **Barter** - Determines how effective at negotiating you are when making a transaction.
- **Big Guns** - Determines combat effectiveness with any large ranged weapons.
- **Doctor** - Determines how effective you are at healing injuries and crippled limbs.
- **Energy Weapons** - Determines combat effectiveness with any energy-based weapons.
- **Explosives** - Determines the damage of Explosives and how well you handle them.
- **First Aid** - Determines the effectiveness of quick short term assistance.
- **Gambling** - Determines how effective you are at wagering and how much you win.
- **Lockpick** - Determines how effective you are and bypasses locks.
- **Medicine** - Determines how effective you are at using and creating medicine.
- **Melee Weapons** - Determines combat effectiveness with any melee weapon.
- **Outdoorsman** - Determines how well you handle the wilderness.
- **Pilot** - Determines how well you operate and maintain all vehicles.
- **Repair** - Determines how effective you are at repairing things.
- **Science** - Determines how effective you are with computers and your scientific aclimin.
- **Small Guns** - Determines combat effectiveness with any small ranged weapons.
- **Sneak** - Determines the chance of being detected while sneaking.
- **Speech** - Determines how well and how convincingly you speak.
- **Steal** - Determines how effective you are at taking things without being noticed.
- **Throwing** - Determines the skill of muscle-propelled ranged weapons.
- **Traps** - Determines the ability to find and remove traps.
- **Unarmed** - This skill determines the effectiveness of Unarmed attacks.

Level Up -600 CP
You now have access to a leveling system which allows you to gain XP through defeating opponents or completing achievements. When you gain enough XP you will be able to level up and select from a list of Mini-Perks that give you minor abilities or powers.

Skilled Booster: Leveling Skill
When leveling up you are now able to gain points to spend on your Skills allowing you to improve them, Mini-Perks are also altered so that most of them will provide boosts to relivent skills and new Mini-Perk will be added with skill restrictions.

The Vault Dweller Perk Tree:

Swift Learner -100 CP (Free for The Vault Dweller)
You are now better at learning allowing you to gain a bonus doubling the result of any form of learning allowing you to decrease the time it would take you to learn skills by half or double the amount of experience you gain through performing actions.

Mental Block -200 CP (Discount for The Vault Dweller)
You are now able to resist psychic attacks to the level that you can block out even the Master's psychic attacks. This can also be used to block others who attempt to read or alter your mind and memories through any form including telepathy, technology and even magic.

Mutate! -400 CP (Discount for The Vault Dweller)
Radiation can have a lot of effects but not all of them are good but now you don't have to worry about the bad. With this perk you get an alert whenever you gain a mutation and can toggle them on and off at will with this perk automatically disabling negative mutations and keeping beneficial mutations active.

Skilled Boost: Mutant Skills
Each of your skills you have can now gain sub-skills which will level up their main-skill by 1 for every 10 points the sub-skill gains.

Slayer -600 CP (Discount for The Vault Dweller)
Whenever you defeat a type of enemy you will gain a boost in power against that form of enemy in future.

Level Up Booster: Level Slayer
Whenever you defeat a number of a certain type of opponent you will unlock Mini-Perks on your Mini-Perk list relating to that type of opponent.

Mental Block Booster: Mind Slayer
You can now perform mental attacks on opponents the more enemies you successfully attack with this perk the more powerful your mental attacks become. Through this you can damage or alter the mind and memories of your target.

The Lone Wanderer Perk Tree:

Paralyzing Palm -100 CP (Free for The Lone Wanderer)
You can now imbue your strikes with energy allowing you to potentially temporarily paralyze an enemy with your unarmed attacks.

Power Armor Training -200 CP (Discount for The Lone Wanderer)
You're now able to wear and comfortably control any form of power armor or wearable technology.

Cyborg -400 CP (Discount for The Lone Wanderer)
You are now able to integrate any technology you come across into your body allowing you to hide it and use it as though it was a natural part of your body.

Skilled Boost: Cyber Skills
At the start of each Jump you gain new skills relevant to the setting, gain new skills relating to any technology you integrate and gain new skills as you learn abilities unrelated to any Skills you already have.

Xenotech Expert -600 CP (Discount for The Lone Wanderer)
You are able to read any languages and use any weapons without difficulty, additionally you can quickly reverse engineer any form of technology you come across.

Level Up Booster: Xeno-Level
At the start of each Jump the number of Mini-Perks on your Mini-Perk list updates to incorporate Jump appropriate Mini-Perks relevant to the setting.

Power Armor Training Booster: Xeno-Training
You are now able to control and use any tools or equipment regardless of if it is technological, magical, organic or any other form of origin without any difficulty and can quickly reverse engineer how it works.

The Sole Survivor Perk Tree:

Unstoppables -100 CP (Free for The Sole Survivor)
You have a +1% chance of avoiding all damage from any attack.

Picket Fences -200 CP (Discount for The Sole Survivor)
You now have access to a settlement workshop that makes you able to move, deconstruct, or create new objects anywhere using scrapped material. These objects can be used to create thriving settlements with turrets, walls, vendors, and recreational spots.

Live & Love -400 CP (Discount for The Sole Survivor)
You gain a mental meter that tells you how strong your connection is with any followers, friends, lovers and as referenced here companions. When your connection grows strong enough with your companion you will gain Mini-Perks relevant to who the companion is.

Skilled Boost: Skilled Love
When a Skill reaches level 100 you will gain access to a Mini-Perk relevant to that skill which will increase in power in relation to the skills level.

Astoundingly Awesome Tales -600 CP (Discount for The Sole Survivor)
You now gain access to a plot armor-like sense that pulls you towards events that will give you quests, these events could include interfering with bullying, interfering with a crime, interfering with a monster attack or interfering with an alien invasion. Whenever you complete one of these quests you will always be rewarded.

Level Up Booster: Awesome Level Up
Whenever you complete a quest you will gain more Mini-Perks and can add more Mini-Perks to your Mini-Perk list relevant to the quest. The greater the accomplishment of the quest the stronger the Mini-Perks become.

Picket Fences Booster: Astoundingly Fences
Whenever you complete a quest you will gain access to objects that you can build relevant to the quest the greater the accomplishment required in the quests the more diverse the list of objects you can create.

Strength Perk Tree:

Strength measures your raw physical power, allowing you a higher threshold in melee damage and carrying capacity.

Iron Fist -100 CP (Free for Strength Rank 1)
All punching attacks now do double damage and the force is more able to penetrate through making it more do internal damage to bones or internal circuitry.

Big Leagues -200 CP (Discount for Strength Rank 2, Free for Strength Rank 6)
You now do double damage with all melee weapons and gain a greater penetration in your strikes, increasing the chance to cripple your opponent, or grand slam their head clean off!

Armorer -200 CP (Discount for Strength Rank 3, Free for Strength Rank 7)
You are now able to craft any kind of armor including those with specialized protections while also allowing you to customize or modify any armor in order to improve it.

Blacksmith -200 CP (Discount for Strength Rank 4, Free for Strength Rank 8)
You are now able to craft any kind of specialized melee weapon and to customize any melee weapon in order to improve it.

Heavy Gunner -200 CP (Discount for Strength Rank 5, Free for Strength Rank 9)
Any Heavy weapons you use now do double damage, and have a chance to knock over your opponent.

Strong Back -400 CP (Discount for Strength Rank 6, Free for Strength Rank 10)
You can now control if you are affected by how much you are caring and can toggle your possessions so that you can move while overencumbered as if everything you are carrying is weightless.

Steady Aim -400 CP (Discount for Strength Rank 7, Free for Strength Rank 10)
Whenever you fire a weapon you will see down its scope as if it were up to you eye allowing you to Hip fire accuracy.

Basher -400 CP (Discount for Strength Rank 8, Free for Strength Rank 10)
You can toggle anything you strike with so that it functions as though it were a professionally made melee weapon scaled up to handle your full strength.

Rooted -400 CP (Discount for Strength Rank 9, Free for Strength Rank 10)
While standing still, you resist 50% of the knockback of any physical strikes and you can choose to automatically disarm enemies that use melee weapons against you.

Pain Train -600 CP (Discount for Strength Rank 10, Free for Strength Rank 11)
Sprinting into enemies while wearing Power Armor now causes massive damage and knocks them down. Impact landing near enemies inflicts even more damage.

Perception Perk Tree:

Perception is your environmental awareness and sixth sense, and affects weapon accuracy in V.A.T.S.

Pickpocket -100 CP (Free for Perception Rank 1)
Your pickpocketing abilities are now doubled and merely by touching them you can gain a list of all their possessions allowing you to pickpocket them. This allows you to potentially take everything someone has merely by bumping into them.

Rifleman -200 CP (Discount for Perception Rank 2, Free for Perception Rank 6)
Attacks with non-automatic rifles now do double damage, have a high chance of crippling any limb you strike and ignore 30% of a target's armor.

Awareness -200 CP (Discount for Perception Rank 3, Free for Perception Rank 7)
You can instinctively tell a target's specific damage resistances, weaknesses and you have an increased chance to hit your opponents vulnerabilities.

Locksmith -200 CP (Discount for Perception Rank 4, Free for Perception Rank 8)
Any types of locks you attempt to pick can be changed into Keyed locks that you can pick and any bobby pins you attempt to use will never break during lockpicking.

Demolition Expert -200 CP (Discount for Perception Rank 5, Free for Perception Rank 9)
Your explosives now do double damage. Mines and grenades shot in V.A.T.S. explode for double damage too, and you can craft explosives at any Chemistry Station.

Night Person -400 CP (Discount for Perception Rank 6, Free for Perception Rank 10)
During the night hours (between the hours of 18:00 and 6:00 on a 24hr clock) you gain night vision and a 50% boost to your Intelligence and Perception.

Refractor -400 CP (Discount for Perception Rank 7, Free for Perception Rank 10)
You are able to refract any energy attack making it so that 60% of any energy attack passes around you without harming you.

Sniper -400 CP (Discount for Perception Rank 8, Free for Perception Rank 10)
When using non-automatic, scoped rifles you have improved control, have a chance of knocking down your target and gain a +25% accuracy to head shots.

Penetrator -400 CP (Discount for Perception Rank 9, Free for Perception Rank 10)
You can target an enemy's body parts that are blocked by cover without decreasing accuracy.

Concentrated Fire -600 CP (Discount for Perception Rank 10, Free for Perception Rank 11)
Every attack you make on the same body part gains +20% accuracy and does 20% more damage.

Endurance Perk Tree:

Endurance is a measure of your overall physical fitness. It affects your total Health and the Action Point drain from sprinting.

Toughness -100 CP (Free for Endurance Rank 1)
You gain a physical resistance to any damage you take from physical attacks, reducing them to the extent that getting struck by a sledgehammer being swung at a 50 MPH speed would not harm you.

Lead Belly -200 CP (Discount for Endurance Rank 2, Free for Endurance Rank 6)
You can consume anything you are able to chew and swallow without harmful effects, regardless of what you consume.

Life Giver -200 CP (Discount for Endurance Rank 3, Free for Endurance Rank 7)
You have an immense level of health and have a healing factor that would even allow you to slowly regenerate lost body parts.

Chem Resistant -200 CP (Discount for Endurance Rank 4, Free for Endurance Rank 8)
You gain all the benefits of any chemicals that you consume while also having complete immunity to addiction.

Aquaboy -200 CP (Discount for Endurance Rank 5, Free for Endurance Rank 9)
You are totally undetectable while submerged, can breathe underwater and no longer take radiation damage when underwater.

Rad Resistant -400 CP (Discount for Endurance Rank 6, Free for Endurance Rank 10)
You have a 50% immunity to any radiation you come into contact with.

Adamantium Skeleton -400 CP (Discount for Endurance Rank 7, Free for Endurance Rank 10)
Your skeleton has been infused with indestructible metal, reducing limb damage completely.

Cannibal -400 CP (Discount for Endurance Rank 8, Free for Endurance Rank 10)
You can consume the corpse of any animal merely by touching it, restoring a significant amount of your Health.

Ghoulish -400 CP (Discount for Endurance Rank 9, Free for Endurance Rank 10)
Radiation and radiation damage will now heal over time, regenerating you to your optimal state. Additionally most undead will no longer attack you unless provoked.

Solar Powered -600 CP (Discount for Endurance Rank 10, Free for Endurance Rank 11)
During the day hours (between the hours of 6:00 and 18:00 on a 24hr clock) you will regenerate health and gain a 50% boost to your Strength and Endurance.

Charisma Perk Tree:

Charisma is your ability to charm and convince others. It affects your success to persuade in dialogue and prices when you barter.

Cap Collector -100 CP (Free for Charisma Rank 1)
You get better prices when buying and selling and can invest in any business to improve their resources and items available.

Lovely Killer -200 CP (Discount for Charisma Rank 2, Free for Charisma Rank 6)
Anyone who is within your sexual preference will suffer an extra +15% damage in combat, and are easier to persuade in dialogue, this also makes it easier to pacify others.

Lone Wanderer -200 CP (Discount for Charisma Rank 3, Free for Charisma Rank 7)
When adventuring by yourself, you only take 70% of the damage you otherwise would from any attack you take.

Attack Dog -200 CP (Discount for Charisma Rank 4, Free for Charisma Rank 8)
Any animals you control now gain a 50% boost to their offensive skills and take 50% less damage.

Animal Friend -200 CP (Discount for Charisma Rank 5, Free for Charisma Rank 9)
You can pacify any non-sentient animal weaker than you and make them a subordinate that follows your commands.

Local Leader -400 CP (Discount for Charisma Rank 6, Free for Charisma Rank 10)
Whenever you are within a group of people you can determine that you are the leader and everyone will follow you. You can also use this to teleport supplies between any groups you are the leader of.

Party Boy -400 CP (Discount for Charisma Rank 7, Free for Charisma Rank 10)
Your luck is doubled for an hour if you drink alcohol.

Inspirational -400 CP (Discount for Charisma Rank 8, Free for Charisma Rank 10)
Your companion’s do more damage in combat, resist more damage, cannot hurt you and can't be harmed by your attacks.

Wasteland Whisperer -400 CP (Discount for Charisma Rank 9, Free for Charisma Rank 10)
You can pacify any monsters or organic non-animals weaker than you and make them a subordinate that follows your commands.

Intimidation -600 CP (Discount for Charisma Rank 10, Free for Charisma Rank 11)
You can pacify any sentient animal such as people weaker than you and make them a subordinate that follows your commands.

Intelligence Perk Tree:

Intelligence is a measure of your overall mental acuity, and affects the number of Experience Points earned.

V.A.N.S. -100 CP (Free for Intelligence Rank 1)
The Vault-Tec Assisted Navigational System creates a holographic path that leads you to anything or anyone you're searching for.

Medic -200 CP (Discount for Intelligence Rank 2, Free for Intelligence Rank 6)
Stimpaks and Radaway restore all lost health and radiation, and work much more quickly.

Gun Nut -200 CP (Discount for Intelligence Rank 3, Free for Intelligence Rank 7)
You are now able to craft any kind of specialized gun and to customize any gun in order to improve it.

Hacker -200 CP (Discount for Intelligence Rank 4, Free for Intelligence Rank 8)
When hacking you always gain a list of accessible usernames with corresponding passwords and never get locked out of a terminal.

Scrapper -200 CP (Discount for Intelligence Rank 5, Free for Intelligence Rank 9)
You can break down any object you can pick up breaking it down into its base components with 100% efficiency.

Science! -400 CP (Discount for Intelligence Rank 6, Free for Intelligence Rank 10)
You are now able to craft any kind of specialized advanced technology and to customize any advanced technology in order to improve it.

Chemist -400 CP (Discount for Intelligence Rank 7, Free for Intelligence Rank 10)
You can now craft any chemicals out of their base materials and the beneficial effects of any drugs you take now last 200% longer.

Robotics Expert -400 CP (Discount for Intelligence Rank 8, Free for Intelligence Rank 10)
You can now build any type of robot and hack into any type of robot, allowing you to power it on or off, initiate a self-destruct or give it specific commands.

Nuclear Physicist -400 CP (Discount for Intelligence Rank 9, Free for Intelligence Rank 10)
You can build radiation weapons, Fusion Cores and Fusion Cores grenades. Any radiation weapons you use do double damage and Fusion Cores last three times as long.

Nerd Rage -600 CP (Discount for Intelligence Rank 10, Free for Intelligence Rank 11)
The angrier you get the more damage you do and more damage resistance you get, you also restore some lost Health whenever you cause other harm.

Agility Perk Tree:

Agility is a measure of your overall finesse and reflexes. It affects the number of Action Points in V.A.T.S and your ability to sneak.

Gunslinger -100 CP (Free for Agility Rank 1)
Non-automatic pistols now do double damage. Their attacks have a much better chance to disarm opponents, and may even cripple a limb.

Commando -200 CP (Discount for Agility Rank 2, Free for Agility Rank 6)
Your automatic weapons now do double damage and have a greater chance to stagger opponents.

Sneak -200 CP (Discount for Agility Rank 3, Free for Agility Rank 7)
You are now 50% harder to detect while sneaking, and running no longer adversely affects stealth. Engaging stealth causes distant enemies to lose you and while sneaking you no longer trigger floor based traps or trigger mines.

Mister Sandman -200 CP (Discount for Agility Rank 4, Free for Agility Rank 8)
You can instantly kill a sleeping person, do 50% more sneak attack damage and can enter into someone's dreams to twist and manipulate them to your benefit.

Action Boy -200 CP (Discount for Agility Rank 5, Free for Agility Rank 9)
Your Action Points now regenerate twice as fast and all cooldowns for any abilities are halved.

Moving Target -400 CP (Discount for Agility Rank 6, Free for Agility Rank 10)
You are 75% harder to hit when sprinting and the physical exhaustion you feel from sprinting is at the level you feel from walking.

Ninja -400 CP (Discount for Agility Rank 7, Free for Agility Rank 10)
Your ranged sneak attacks now do 3.5x normal damage, and melee sneak attacks do 10x normal damage.

Quick Hands -400 CP (Discount for Agility Rank 8, Free for Agility Rank 10)
You can toggle this perk to instantly and automatically refill any ammunition based weapon when it is emptied.

Blitz -400 CP (Discount for Agility Rank 9, Free for Agility Rank 10)
When swinging a melee weapon at someone you can teleport next to them so that the weapon hits them.

Gun-Fu -600 CP (Discount for Agility Rank 10, Free for Agility Rank 11)
The longer a fight goes on the more powerful and accurate your attacks become with you potentially being able to take down a chain of superior opponents through a drawn out fight.

Luck Perk Tree:

Luck is a measure of your general good fortune, and affects the recharge rate of Critical Hits.

Fortune Finder -100 CP (Free for Luck Rank 1)
Whenever you look in containers you will find a great amount of money, and there is a chance of enemies exploding in a shower of the local currency when you kill them.

Scrounger -200 CP (Discount for Luck Rank 2, Free for Luck Rank 6)
Whenever you look in containers you will find large amounts of ammunition for any weapons you use.

Bloody Mess -200 CP (Discount for Luck Rank 3, Free for Luck Rank 7)
You do 30% more damage to your enemies and they will sometimes explode into a gory red paste sometimes causing nearby enemies may suffer the same fate.

Mysterious Stranger -200 CP (Discount for Luck Rank 4, Free for Luck Rank 8)
Sometimes in battle a Mysterious Stranger will appear occasionally to lend a hand, with deadly efficiency.

Idiot Savant -200 CP (Discount for Luck Rank 5, Free for Luck Rank 9)
You will randomly receive inspiration when in the middle of unrelated events. This also allows you to receive twice the combat experience when successfully defeating an opponent.

Better Criticals -400 CP (Discount for Luck Rank 6, Free for Luck Rank 10)
You are far more likely to make a critical hit which allows you to do 250% extra damage.

Critical Banker -400 CP (Discount for Luck Rank 7, Free for Luck Rank 10)
You can now save up to 4 Critical Hits, to automatically hit an opponent's weak spot.

Grim Reaper's Sprint -400 CP (Discount for Luck Rank 8, Free for Luck Rank 10)
Whenever you kill an opponent you will regain half of any energy you use in combat.

Four Leaf Clover -400 CP (Discount for Luck Rank 9, Free for Luck Rank 10)
Every strike you make has a 50% chance to strike an opponent's weak spot.

Ricochet -600 CP (Discount for Luck Rank 10, Free for Luck Rank 11)
An enemy's ranged attack can ricochet back and instantly kill them with the odds of this happening increasing the more injured you are.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Vault Suit - Free
This iconic blue-and-yellow coloured Jumpsuit is the iconic gear of Vault dwellers and by and large the symbol of Vault-Tec Corporation.

Pip-Boy - Free
You may select any model of this popular wearable computer manufactured by RobCo Industries, including the Pip-Boy 1.0, Pip-Boy 2000, Pip-Boy 2000 Mark VI, Pip-Boy 3000, Pip-Boy 3000 Mark IV, Pimp-Boy 3 Billion Mark IV, Lil' Pip 3000 and Super Pip-Boy.

Damaged Vault - Free
The Vault™ series of survival shelters is a type of hardened subterranean installation designed by Vault-Tec Corporation on contract with the U.S. government to supposedly protect a selected fragment of the United States population from nuclear holocaust so that America could be repopulated. Though this Vault was one of the control Vaults, the Vaults Air Purifier was damaged causing suffocation if the air is not externally cycled via the Vault door.

Bobby Pins - Free
This 5 set of Bobby Pins can be used to unlock doors and will restock after 24 hours.

Extra Ammo -50 CP
Each purchase of this doubles the amount of ammunition you gain per day for each weapon you purchase.

Stimpak -50 CP
This 5 set of stimpaks is a stimulation delivery package that functions as hand-held medication used for boosting the body's own regenerative properties.

Rad-X -50 CP
These neat pills prevent (or at least lessen) the build-up of radiation in your system. You get a bottle with twenty pills. Any used pills will be replenished within a week. Each additional purchase doubles your supply. It is a valuable commodity.

RadAway -50 CP
This intravenous solution is designed to purge the radiation from your system. Unlike the original mix, this one has no risk of causing addiction. You get ten packages. Any used packages will be replenished within a week. Each additional purchase doubles your supply. It is a valuable commodity.

10mm Pistol -50 CP
This sidearm comes with 25 rounds of 10mm ammunition that restock after 24 hours. They were common before the Great War used extensively by the Bureau of Alcohol, Drugs, Tobacco, Firearms and Lasers. Their ruggedness, reliability and firepower made them a popular choice among wastelanders and thus a staple of wasteland firefights

Leather Armor -50 CP
This lightweight body armor is made from tanned animal hide, offering protection from firearms and melee damage.

Laser Rifle -100 CP
This high-tech weapon emits a concentrated beam of coherent light to do considerable damage. It comes with 25 microfusion cells battery packs that power the weapon and restock after 24 hours.

Combat Armor -100 CP
Combat armor is a diverse family of personal body armor with varying degrees of sophistication, ranging from the earliest iterations developed by the United States Army to the cutting-edge riot gear that came into use prior to the Great War.

Alien Blaster -200 CP
This silver extraterrestrial gun disintegrates any enemy killed with it. The weapon uses an alien power cell which comes with 25 power cells that restock after 24 hours.

Power Armor Frame -200 CP
The West Tek internalized servo system is the standard chassis for all power armor series. This suit is powered by and comes with a standard fusion core interface that restocks after 24 hours. Any combination of power armor parts can be equipped on a power armor frame and any power armor segments attached to the frame are considered weightless.

Power Armor Segment -50/200 CP (Requireds “Power Armor Frame”)
For **-50 CP** you may select a single Power Armor Segment to add to your Power Armor Frame.
For **-200 CP** you may select a full set of Power Armor to add to your Power Armor Frame.

S.P.E.C.I.A.L. Bobbleheads -250 CP
This option can only be taken once granting you one of each of the seven Vault-Tec S.P.E.C.I.A.L. bobbleheads and increasing all of your S.P.E.C.I.A.L. stats by 1.
Taking a S.P.E.C.I.A.L. bobblehead while your stat is at 10 allows that stat to increase to 11. As the bobblehead counts as a stat gain, if one was below 10 before picking it up, they cannot level that stat above ten.

Drawbacks:

Vault-Tec Mascot - Free/+100 CP
For **Free** you can choose to gain an Alt-Form of Vault Boy is the corporate mascot of the Vault-Tec Corporation, appearing in their adverts, manuals, products, holotape games and training films.
Alternatively you may choose to gain an Alt-Form of his female counterpart Vault Girl.
For **+100 CP** you are Alt-Form locked into your chosen Vault-Tec Mascot's appearance for the duration of this Jump.

Dialogue Choices - Free/+100 CP
For **Free** you gain a dialog menu that can be Toggled on and off as if it were a perk in order to give you a dynamic speech menu that lists things you could say in each situation.
If you take this with **+100 CP** then for the duration of this Jump you will not be able to Toggle this Menu off and will be incapable of saying anything other than a full listed option within the dynamic speech menu.

Courier +100 CP
You are no longer a Drop-In or from an alternate Reality and are instead Local who has gained this power.
You will need to work out your Background with your Jump Chan, additionally you will lose all Free Items from this Supplement.

Ghouls +100 CP
It seems those who suffer from radiation have already arrived as now 10,000 feral Ghouls will now be distributed around the world mostly in sewers and underground spaces.

Feel the Burn +200/400 CP
Bad news, Jumper. The fallout may not have happened but you will still feel its effects.
Whenever you leave the vault or your settlements, there will be some radiation most of the time not deadly, but two to three times worse than it should be normally. I'd either stay home or get some meds if I were you.
For **+400CP** anywhere that is neither in the vaults, the settlements and/or the main roads is outright deadly to you. There will be minor symptoms if you don't take medication every few weeks.

Voided Warranty +200/400 CP
You know all these vaults well it seems that they have come from the old world too. Any of the ones that haven't already collapsed are going down within a year after your arrival letting every horrible thing within them loose upon this unsuspecting world.
For **+400 CP** you haven't even got the year, you just have a day before every vault goes down and spreads chaos.

Crippled Limbs +300 CP
This can be taken up to four times with each time affecting a different limb for the duration of this Jump.
You may select from either a left or right crippled arm with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.
You may select from either a left or right crippled leg with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved and with both legs crippled movement speed is reduced to one tenth.

The Master +200/400 CP
The Master of the Super Mutants is the founder and leader of “the Unity”, a mutant-led organization dedicated to the transhumanist transformation of mankind using FEV.
For **+200 CP** The Master will have access to all the perks on the **The Vault Dweller** Perk Tree.
For a total of **+400 CP** The Master will also come into this world with the Cathedral containing 100 Super Mutants and the F.E.V. required to create new Super Mutants.

Augustus Autumn +200/400 CP
The commanding officer of the Capital Wasteland Enclave contingent has appeared in this world and will be targeting you specifically alongside his other goals.
For **+200 CP** Augustus Autumn will have access to all the perks on the **The Lone Wanderer** Perk Tree.
For a total of **+400 CP** Augustus Autumn will also come into this world with Raven Rock with 100 members of the Enclave.

Conrad Kellogg +200/400 CP
This ruthless highly skilled mercenary acts as the main surface operative of the Institute but has found himself in this world with you as his target to assassinate.
For **+200 CP** Conrad Kellogg will have access to all the perks on the **The Lone Wanderer** Perk Tree.
For a total of **+400 CP** Conrad Kellogg will also come into this world with the Institute facility containing 100 members of the Institute and the technology required to create new Synths all of which act to support Kellogg.

Nuclear Winter +1000 CP
Your jump setting is now going to enter a nuclear war, you have one month to either prevent it or prepare for it before the bombs fall.

Ulysses +2000 CP
This courier was once a member of the Twisted Hairs, a powerful tribe residing in the former state of Arizona before becoming a Frumentarius of Caesar's Legion and eventually becoming a courier and spy. He has an obsession with you and is determined to destroy you.
Ulysses who will have access to all Perks and items within this Supplement.

Generic Drawbacks:

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconveniences +100 CP
Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale +300 CP/+600 CP
For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP
All items not gained in this Jump or Supplement will not be able to be imported into this jump.

Friendly problems +400 CP
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks not gained in this Jump or Supplement will be disabled for the duration of this jump.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy