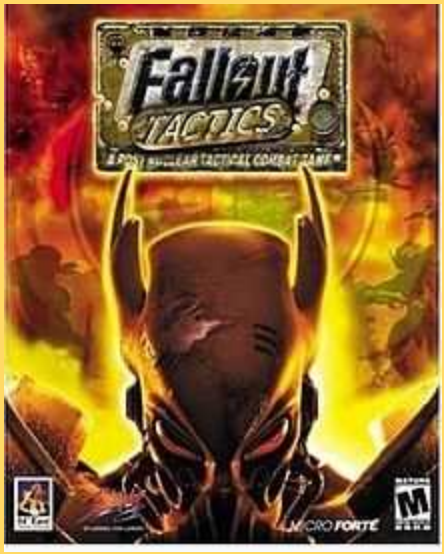



Fallout Tactics jump
By Fallout10mm
Version 1.1

War, war never changes. It was the inevitable result of the path humanity had chosen. Everyone who entered into the conflict expected victory. Everyone was optimistic. But as the hostilities escalated, optimism faded and society began to collapse.
The great Vaults were built to house the wealthy, the powerful, the influential and those deemed necessary to their survival. Inside resources and technology were stockpiled, a final defense against the coming holocaust. With the past behind them and the present destroyed. They looked to the future.

The sturdy Vault 0 was to be the nucleus of the vault network housing the greatest leaders, artists and scientists. The inhabitants of Vault 0 were meant to reunite the vaults and lead the people to a new life, a new world. But after the bombs, the world would be a harsh one. To ensure the creation of a post-nuclear utopia, the vault dwellers would need help. Machinery was constructed to tame a land hardened by the ravages of war, then tempered by nuclear winter. But plans were barely in place when the first missiles left the silos. During the destruction, communication between the vaults ceased. Entire vaults were lost; those that survived were on their own.

Not all vaults succumbed to the machinations of war. On North America's west coast, one group of military vault dwellers emerged almost unscathed. They surveyed the wasteland and squared their shoulders for the task ahead. These dedicated survivors salvaged the technology from the vaults, technology that was studied, replicated and fiercely guarded. For they knew that while their power came from numbers, their future lay in scientific knowledge. In time, they formed the Brotherhood of Steel.

The Brotherhood used their knowledge to drive back the atrocities of the wasteland. Proclaiming themselves "The Technological Saviors of Mankind". They scoured the land in search of more technology, raiding mutant camps, bandit towns and the broken remains of other vaults. But even they could not keep pace with the high tolls demanded by life in the wasteland.

The Brotherhood found themselves at odds with their need for new blood versus their code of technological secrecy. The debate was lengthy. Finally, the elders ruled against sharing the technology with outsiders, convinced that they would endure as they had before. Further discussion was discouraged and the elders ordered the desenters on a mission across the wastes. Super mutants, the foot soldiers of the Master’s defeated army had been forced into retreat across the mountainous barrier to the east. The Brotherhood constructed airships and dispatched the minority to track down and assess the extent of the remaining super mutant threat.

But disaster struck while crossing the great mountains. A great storm broke the main airship and flung it far from its course. The mighty ship was badly damaged. The smaller sections were torn from the main craft, never to be seen again. Many of the expedition`s leaders were lost to the winds. The fraction of the crew that still survived, struggled to keep their ship aloft before finally crashing on the outskirts of a once thriving metropolis. A city once called "Chicago". Broken, scattered and scarred. They took stock of the situation and once again squared their shoulders to the task ahead. The Brotherhood had much to offer to the surrounding villages. They traded advanced medicines in exchange for food and labor. They traded protection from bandits in exchange for new recruits. In time, their ranks began to swell.

Separated by distance and ideology from the main Brotherhood forces. The minority was free to forge a new "Brotherhood of Steel". One that reflected the ideals they had strived for all along. However, one's future in the wasteland is never certain. For an old power has awakened, also bent on making this land its own. Life in the Brotherhood is about to change.

You have **1000cp**

## Starting location

You can roll 1d6 or choose freely.

1. Brahmin Wood, Illinois: Located on the outskirts of the ruins of Chicago, this little tribal village will soon be attacked by raiders, and turns to the Brotherhood for help.
2. Springfield, Illinois: A settlement with a growing ghoul population, thanks to the local nuclear power plant. Ghouls face discrimination here though depending on how events play out they won't for long. Ghouls and Humans may start here for free.
3. Jefferson City, Missouri: Prewar town taken over by Super Mutants, who have built a fortified lab to cure their sterility. Super Mutants may start here for free.
4. Great Bend, Kansas: A former center of manufacturing, this city is mostly filled with garbage and scavengers. It will soon be attacked by the Calculator's forces and wiped out. Deathclaws and humanoid robots may start here for free.
5. Newton, Kansas: Home of the Reaver movement, a group of technology worshipers.
6. Free Choice (if you're rolling with dice) Otherwise Alpha Bunker (Warning This is not a smart idea for non-humans)

## Races:

Age and Sex can be chosen freely.

Human (free): Humans are the most common race in the wastelands. Their strength is versatility, able to specialize in the widest range of abilities, though lacking exceptional strength in any one area.

Ghoul (free): Humans who have mutated due to the radiation of the wastes and have extremely long lifespans. Although not as strong as humans, ghouls are luckier and more perceptive.

Supermutant (200cp): Modified by the Forced Evolutionary Virus, super mutants are hulking beasts that are excellent at combat but lacking in intelligence and agility.

Intelligent Deathclaw (300cp): Deathclaws are massive beasts that use their size and strength to tear their enemies apart. Unfortunately, they can't use most weapons or wear armor. Although lacking in intelligence and charisma, the bodies of deathclaws are far more durable than humans.

Humanoid Robot (300cp): Robots are machines created to fight. Although they always have an average amount of luck and no Charisma, robots are strong and tough, resistant to most attacks, and immune to poison and radiation.

## Origins

Drop In: You appear at your starting location without any additional memories.

Wastelander: Descendants of the survivors of the Great War. Range from stone age tribes to armed towns. Almost all rely on subsistence farming and regular trade with other communities.

Raider: Wasteland tribes who prey on others, either because of a lack of resources, low self sufficiency or because it's all they know. Known to be high on drugs, drunk or both.

Brotherhood: You've been part of the Brotherhood since you were born, and came with the forces that went east after the Master's army. Humans only.

## Race perks

50% discount and 100cp perks are free for the same race.

### Human:

Fast Metabolism (100cp): You heal faster than most, while not regeneration, most wounds heal twice as fast as they normally would.

Humans: humans may take one discount per tier for 200 and 400cp race perks from other races.

### Ghoul:

Healthy Glow (100cp, restricted Ghoul): Radiation does not harm you, in fact you heal faster.

Cancerous Growth (200cp, restricted Ghoul): In the presence of any radiation you slowly regenerate, including limbs. This stacks with of Healthy Glow

Tech Wizard (400cp): You spent your formative years hunched over a bench learning tech stuff. You can quickly diagnose the purpose of unknown tech, given enough time to familiarize yourself with it, repair it. Technology you already know becomes much simpler to repair with adequate tools and parts, even allowing you to substitute similar parts without a loss of efficiency or causing malfunctions/damage.

## Supermutant:

F.E.V. The Way To Be (free, restricted Supermutant): Your exposure to the FEV virus has made you immune to both radiation and disease, as well as making you resistant to small arms and you heal faster.

Steady Arm (200cp): Recoil barely affects your aim. Automatic weapons become much more accurate and tend to pierce through enemy cover.

Tough Hide (400cp): Maybe you stood next to the reactor too much. Maybe a harsh life of slavery inured you to the little scuffs and scrapes of this God-forsaken world. Or maybe you're just a certified badass. Your skin is now as tough as leather armor and slowly gets tougher with age, caping out at combat armor. This is toggleable in case of beneficial purposes (IE medical aid).

## Intelligent Deathclaw:

Hide of Scars (free, restricted Deathclaw): Your battle weary flesh has hardened and become roughly resistant to damage.

Talon of Fear (200cp): Venom has seeped into your claws. All unarmed attacks poison your opponents. If you aren't a deathclaw, you gain retractable claws with a deadly venom. You are obviously immune to your own venom. Toggleable.

Death Sense (400cp): You have developed superior senses, making it much harder to be snuck up upon and giving you perfect night vision. You can also tell exactly what someone has died from and have excellent tracking ability, like a bloodhound.

## Humanoid Robot:

Radiation Immune (free, restricted Humanoid Robot): Not only are you immune to radiation, it energises you, allowing you to subsist solely off it. It also recharges your powers slightly.

Targeting Computer (100cp): A dedicated targeting computer that helps predict enemy movement and provides firing solutions to ensure greater accuracy. If purchased as any other race, this is an instinct.

Tight Nuts (200cp): Built to take the knocks. Your critical systems (or organs if biological) are heavily reinforced and resistant to trauma.

EMP Shielding (400cp): You are immune to electromagnetic pulses and electricity. Energy weapons do much less damage. Applies to any weapons and equipment you are personally using.

## Perks

You may discount 2 perks of each tier, 100cp perks becoming free.

### 100cp perks

Kama Sutra Master: When it comes to pleasing sexually, you wrote the book. Seduction is as easy as a few words and batting your eyes or flashing your muscles. Your *assets* are also enhanced.

Nightvision (free with Death Sense): You can see at night just as well as you can during the day. This has the side effect of reducing the effects of sudden light changes, such as flashbangs.

Road Warrior: Your aim while shooting from a moving vehicle is as accurate as though you and your target were completely still.

Tunnel Rat: Like a demented toddler you can move at your full running speed while crouched and when prone you move significantly faster.

Chem Resistant: You're immune to the negative effects of drugs, never becoming addicted or suffering withdrawal.

Swift Learner: Unlike some folks, you paid attention in school, and now learn new skills at twice the rate.

Flexible: In the prewar world you could have been a contortionist as you easily can twist and squeeze yourself into areas that would astound others.

Lead Foot: You can eke out a bit more power from any vehicle you're driving/piloting, up to 25% increase in maximum speed and acceleration.

### 200cp perks

Bone Head: You have a thick skull. This reduces any head injuries and stops any blows to the noggin from negatively affecting you, such as rendering you unconscious, and concussions.

Snake Eater:  Yum! Tastes like chicken. You have gained an immunity to poison and venoms.

Harmless: Your innocent demeanor makes stealing from people a little easier.  This also has the effect of making others suspect you less after performing a theft.

Artful Dodger: You're quite used to using your natural agility to avoid attacks.

Bracing:  Heavy weapons seem lighter and are more accurate in your hands.

Ghost:  When the sun goes down, or you are in a poorly lit area, you move like a ghost. Shadows hide you much better, and you move quieter.

Gunsmith:  Talent and knowledge of how to produce conventional firearms and munitions.  With practice you can even make energy weapons and ammo.

Mutate!:  You may take a 400cp or less racial perk for free.  You may only take this perk once.

400cp perks

Ayyyyyy!: Channel your inner Fonz and punch/kick locked objects into unlocking.  Rather noisy though.  The more sophisticated locks will take more time or strength.  This only affects traditional locks and not high tech or magical locks.

Born Leader: You are a natural leader and allies near you react quicker and become tougher. Expect a 50% increase in reaction time, stamina and healing rate across the board.

Stunt Man:  Practice has made reducing damage from falling and explosives an instinct, reducing the former to 1/10th and the latter by a quarter.

Mental Block: Mental Block is the ability to tune out any outside mental interference. Did you learn this talent from a passing guru, or from a really late night at a bar?  Prevents mind control, unwanted psychic messaging and possession.

Toughness: If nothing else, you can take a beating! Assuming you'll be dealing with more than simple foul language hurled in your direction this perk just like having a thick skin of armor. Works just like and stacks with Tough Hide.

Scout:  Tough training and a quick mind have allowed you to learn how to quickly plan routes, locate likely ambushes and estimate enemy numbers.

Stat!:  You can quickly identify, patch up, and suture wounds.  Grants a wide variety of surgical skills and experience.

Teamwork: When working with others, you're much more efficient, reducing costs and time spent. This applies to everything from combat situations to group projects like construction. Maximum efficiency and cost reduction is capped at 50% for 8 or more people in the group.

Bulk Trader: Quantity is the name of the game and you're holding all the cards. When buying or selling 5 or more items, you get a 25% bonus/discount in your favor.

## 600cp perks

Slayer: The Slayer walks the Earth! You find your melee and unarmed attacks are leaving devastating wounds, bypassing defenses natural or otherwise. Remember if it bleeds, you can kill it.*

Sniper: The last thing they never see, you're a near mythical shot with a gun, able to not only hit enemies from extreme distances, but find the weak points in their armor with every shot.

Mr Fix It: Thanks to vault training, you can now take apart and repair any device you come across, even able to get machines working with the bare minimum parts made from trash.

Look On My Works Ye Mighty And Despair: Things you craft or build last much longer then they should, even without basic maintenance and left to the elements.

Silent Death: When engaging an unaware target your attacks do double damage. You also make much less noise and are less noticeable while sneaking.

Doctor on Call: You can share your skill in medicine with those around you that you can communicate with and they'll be able to perform just as well as you can. Works with any form of communication, so long as both parties can communicate with each other.

## Items:

All items will respawn in the warehouse if lost/stolen/damaged and come with infinite fuel and a weekly respawning stock of ammo. You may import similar items to gain additional effects and an alternate form for free, combining similar items is also allowed.

**400cp** stipend for this section only

Pip-boy 2000 Brotherhood Edition (one free everyone, 50cp additional): A stripped down version of the Pip-Boy 2000, missing the calendar and alarm modules, this is standard issue to midwestern Brotherhood squads.

Dosh (50cp):  A monthly stipend equivalent to 3000 USD in either caps, Brotherhood script or whatever the local currency is. Can purchase multiple times.

Leather Armor (one free everyone, additional 50cp): A very common sight in the wastes and standard issue for most factions, including the Brotherhood.

Environmental Armor (50cp):  Essentially an armored hazmat suit, protects against harmful airborne contaminants and radiation as well as small caliber rounds.

Cooler (100cp):  A plastic cooler with every known flavor of Nuka Cola.  Simply shut the lid and it will refill automatically. Beware the Yellow flavour.

Stimpacks (100cp):  Satchel with 10 stimpacks that refills daily.

Tesla Armor (100cp): This shining armor provides superior protection against energy attacks. The three Tesla attraction coil rods disperse a large percentage of directed energy attacks.

Midwestern Power Armor (400cp, discount Brotherhood) :  A self-contained suit of advanced technology armor. Powered by a micro-fusion reactor that never runs out of fuel.

## 50 cp weapons: You may pick two of these for free.

Razor claws:  Pair of gloves with extendable razor sharp metal claws.

Machete:  Blade designed to cut through thick foliage, though it also works pretty well on separating flesh.

Water Gun:  A modified super soaker that fires concentrated acid that melts through armor and flesh.  Practically silent, except for the screaming of course.

DakTarg (One free if you know where it's from) Weapon constructed for a bunch of obsessive TV fans in the 20th century. It works like a real weapon which is very sad.

Pistol:  Your choice between a Colt .45, Beretta M92FS, HSI Mauser, Browning HP or P220 Sig Sauer.  No matter your choice it's a reliable pistol in a common caliber available throughout the wastes. Comes with 500 rounds

Hunting Rifle:  Colt Rangemaster semi auto rifle, chambered in 7.62.  Highly accurate weapon ment for taking down medium to large animals that works just as well on human targets.

SMG:  Your choice between a Mp5, Uzi, Mac-10, Tompson smg, P90, Calico Liberty, Walther MPL, MP-38, Sten gun or Skorpion vz. 61.  Any pick is a reliable bullet hose that, while lacking long range accuracy, is quite deadly against lightly armored opponents close to mid range.

Chauchat: An infamous world war 1 automatic rifle/light machine gun developed by the french. Considered one of the absolute worst guns ever fielded.  Chambered in .30-06 and extensively modified by a crazed wastelander, this weapon has finally overcome the faults of its origins and is surprisingly reliable.  Comes with 300 rounds packed into 20 round magazines.  Alternatively you can instead pick up a Browning Automatic Rifle or a Lewis Gun with the same ammo stipend.  Both these weapons were much better designed and loved by their users.

100cp weapons:  You may choose two of these to have a 50% discount on.

Punch Gun:  A reinforced glove with a small gun barrel strapped on top of it, which can fire a single shotgun shell.  Yours is a bit special as it won't hurt you to use it and reloads automatically from any shells on your person. Comes with a box of 50 shells

Desert Eagle Mk XIX: An ancient Desert Eagle pistol, in .44 magnum. Interest in late 20th century films made this one of the most popular handguns of all times.

NeoStead Combat Shotgun:  A fully automatic 12 gauge shotgun. Accepts a variety of ammunition.  Comes with a 100 shells of your choice (Buck, Slug, Flechette, EMP)

Ak-47:  The mainstay of the Soviet Armies. Its reliability, ruggedness and accuracy have earned it the reputation of being the best assault rifle ever made.  Very popular with raiders.

Ruger AC556F: A development of the Ruger Mini 14, a 5.56 mm assault rifle originally used only by police forces, but also popular on the open market. A large magazine and full auto fire makes this weapon a real crowd pleaser.

M249 SAW (One free for supermutant):  Squad level belt fed 7.62 machine gun.  Common amongst super mutants.

Laser Pistol : A Wattz 1000 Laser Pistol. Civilian model, so the wattage is lower than military or police versions.

Laser Rifle: A Wattz 2000 laser rifle. Uses micro fusion cells for more powerful lasers, and an extended barrel for additional range.

M-79:  Break action single shot 40mm grenade launcher. Comes with 20 rounds.

## 200cp weapons:  You may choose two of these to have a 50% discount on.

Power Fist: A “Big Frigger" power fist from BeatCo. Considered by many to be the ultimate weapon to use in unarmed combat. Others are just scared.

Ripper: Vibroblade powered by a small energy cell, the chain blade rips and tears into its target

Micro Sledge: A Micro Sledgehammer, manufactured by the Brotherhood of Steel, using the finest weapons technology available. Includes a kinetic energy storage device to increase knock-back.  Smaller brother of the Super Sledge out west.

Pancor Jackhammer:  An easy to control bullpup full auto 12 gauge shotgun.

M2 Browning (discount Supermutant): A heavy machine gun developed in 1918 and still in use right up until the outbreak of the nuclear war.  Modified to be fired by a single (but strong) individual, it's still very heavy but very little in the wastes can withstand it.

Glock 86 Plasma Pistol:  Designed by the Gaston Glock artificial intelligence. Shoots a small bolt of superheated plasma.

Modified P94 Plasma Caster: remodeled to be similar to a standard rifle. Fires superheated bolts of plasma down a superconducting barrel ending in electromagnetic claws helping to form the plasma bolt.

Heckler:  Six shot 40mm grenade launcher fed by a rotary magazine. Comes with 42 HE grenades.

Bag of Boom:  Satchel with half a dozen grenades each of the following types, frag, incendiary, acid, plasma and pulse. Also has two remote detonated charges and a triggering device. Restocks weekly.

## 300cp weapons: You may choose one of these to have a 50% discount on.

PPK12 Gauss Pistol: A modified version of the experimental gauss rifle.

M-72 Gauss Rifle:  German designed, it uses an electromagnetic field to propel 2mm steel rounds at tremendous speed... and pierce almost any obstacle. Its range, accuracy and stopping power is almost unparalleled.

MEC Gauss Minigun: The MEC Gauss is of Chinese design. It uses multiple electromagnetic fields to propel over 90,000 rounds per minute to relativistic velocities.

YK32 Pulse Pistol: An electrical pulse weapon that was developed by the Yuma Flats Energy Consortium. Though powerful, the YK32 was never considered a practical weapon due to its inefficient energy usage and bulky design. Devastating effect on electronic devices, such as robots.

YK42B Pulse Rifle:  Bigger brother to the YK32, its larger size allows it to fire much stronger pulses, though it's still rather bulky.  Devastating effect on electronic devices, such as robots.

Sunbeam Gatling Laser: AKA the H&K L30 Gatling laser. Designed specifically for military use, these were in the prototype stage at the beginning of the War. Multiple barrels allow longer firing before overheating

## Vehicles and properties

Scout Car (100cp, Free Raider):  A lightly armored two person vehicle made from recycled VW parts.  Amphibious.

Humvee (200cp, discount Brotherhood, Raider):  A staple of Brotherhood forces, the Hummer is a light, four-wheel drive vehicle that seats six and runs on a small nuclear engine.  Unarmed but you can always change that yourself.

Bus (200cp, discount Raider, Drop in):  A converted school bus that's been armored and has a dozer blade attached to the front, seats up to 30 plus has lots of cargo room.

Armored Personnel Carrier (400cp, discount Brotherhood): The armored personnel carrier is an original design from the Brotherhood of Steel and is a heavily armored personnel transport. Twin tracks carry the vehicle over most terrain and also provide for a very small turning circle. It is slow so once it's caught out in the open it's a bit of a sitting duck for heavy artillery.  Seats 12 in the back and 3 in the front.

Tank (600cp, discount Raider, Drop in):  A heavily modified national guard Sherman tank, its sloped armor makes it practically invincible to small arms and it retains its primary 75mm gun mounted on a fully traversing turret, with a gyrostabilizer enabling the crew to fire with reasonable accuracy while the tank was on the move, and three machine guns:  two .30 caliber machine guns (one coaxial to the main gun, the other mounted next to the driver facing forward) and one .50 caliber browning mounted on top of the turret.

Hellion (600cp, discount Drop in):  A prewar advanced aircraft project that is nearly completed by the Calculator.  It is built for vertical take-off and can reach air-speeds in excess of four hundred miles per hour. The weapons include five anti-tank bombs, eight air-to-ground missiles, and dual sixty-millimeter cannons.  Yours is fully finished.

Small Town (600cp, discount Wastelander, Drop in):  A fortified small town ether from prewar or built afterwards.  Has enough arable land to support several hundred and its own source of clean water.

Raider Base (600cp, discount Raider):  A prewar industrial complex, with onsite housing and utilities.  The machinery stopped working decades ago but there's still plenty of resources left around for your odds and ends.  Surrounded by a chain link fence reinforced by scrap.

Bunker Omega (600cp, discount Brotherhood):  NBC certified bunker that only you know the location of and have the access codes to, this hidey hole has its own moterpool, barracks, armory, storage area, training facilities, fully equipped medical, power and water and air purifiers that can scrub any foreign contaminants and requires zero maintenance.

## Companions

You may import companions into the other options but they only get one set of cp not both. Everybody gets the freebies in the item section.

Squad (free): Create or import up to 8 companions that come with 600cp each, 100cp item stipend, and may take drawbacks for additional cp.

Canon Companion (50cp each):  Got a local you're partial to?

Lucky (50cp): Man's Best Friend! Great for sneak and recon work. His only combat specialty is HtH (Hound to Hound) but he can disarm traps. He has really bad doggy breath though. Comes with 800cp to spend on any perks, including racial perks.  Doesn't take up a companion slot.

Rex (100cp): The bastard son of a prostitute and a paladin of Brotherhood of Steel. He knows how to survive in this harsh world. Rex is a fairly smart soldier who was born to carry a gun. Comes with the human tree and 800cp to spend on perks and a 100cp item stipend.

Riddick (100cp): A criminal on the run from all sorts of people and authorities, but exactly who he refuses to mention. While he is happy to fight other humans, he prefers to try out his exceptional night vision on the lethal critters of the wasteland. Comes with Deathsense, the full human tree, 800cp to spend on perks and a 100cp item stipend.

Vault-Boy/Girl (100cp):  Oh god, what the hell is this?  This…'human' seems to be a life sized version of the Vault-Tec mascot.  Refuses to talk about their origins.  Comes with the full human tree 800cp to spend on perks and a 100cp stipend.

Old Man Jenkins (100cp): A cranky 70 year old man at the time of the war, he was forever changed when the radiation from the bombs transformed him into a Ghoul.  Comes with the full Ghoul tree, 800cp to spend on perks and a 300cp item stipend.

The Brothers Grimm (100cp): Joe and Jim Grimm, two Supermutant brothers you'll encounter just after Jim, the less intelligent of the duo, managed to step on a landmine and blow off the toes on one of his feet. By helping them they'll join you in your adventures and both come with the full Supermutant tree, 600cp in additional perks and a 100cp item stipend. They take up 1 companion slot and share perks equally.

Paladin Ryczek (100cp): Head of the Brotherhood's training division, one of the original members of the expedition east. Comes with the full human tree, 600cp for perks, a 200cp item stipend and Brotherhood Power Armor.

Zee (100cp): A young raider woman who got wasted and stole the gang leader's buggy but it broke down in the middle of the wasteland, where you find her starving and dehydrated. In exchange for your help she'll join you. Comes with the full human tree, 800cp for perks, a 100cp item stipend and a Scout Car.

Mysterious Stranger (100cp): This person isn't even supposed to be here! They keep showing up when you are in extreme danger just to save you. Doesn't take up a companion slot, but other companions cannot be imported into this option.

Slash (200cp): An intelligent Deathclaw pup, Slash got lost exploring the wastes. You came across them one day and he proved to be friendly. Comes with the full deathclaw tree and 800cp to spend on additional perks.

HR-800 (200cp): a humanoid robot that showed up one day and claimed it was assigned to protect you from a cybernetic brahmin sent from the future to kill you. It follows orders exactly as worded, though you may choose to activate its learning protocols and it will slowly gain its own unique personality. Comes with the full Robot tree and 600cp to spend on additional perks, and a 100cp item stipend.

## Drawbacks:

Fallout History Toggle +0cp: Been here before? Well with this you can keep any changes you've made to the timeline.

No Music +100cp: Unfortunately you never seem to hear any music, beyond your own making.

Luck-Drain +200cp: It seems you cannot raise your Luck above 1, no matter how much you try, this leads to more accidents, but thankfully nothing lethal on it's own

Racist +200cpt:  If you're human you become an extreme bigot, and consider anyone not human slaves at best and a menace to be eradicated at worst.  If you're any other race, such bigotry becomes extremely common throughout the wastelands.  Expect to get shot at a lot.

Malnourished +200cp:  It's called the wasteland for a reason, food is hard to come by and prewar food mostly vanished long ago, growing up you had to make do with what you had but always came up short .  Because of this you're considerably weaker and smaller.

Crippled +200cp:  At some point you had an arm or leg blown or ripped off up to the elbow or knee.  You can replace the missing limb but it will never be as precise and you will develop phantom limb syndrome, if you don't already have it.

Tribal +200cp (Human only):  Your ancestors regressed a bit more than most and you grew up in a hunter/gatherer tribe.  You're very superstitious and consider mutants to be demons, ghouls to be zombies and robots to be evil spirits.

Calculated Control +300cp (Humanoid Robot only): Oh looks like you're not so free after all, your mind is still your own but the Calculator can (and will) issue you orders you must obey. The only way out of this is the destruction of the Calculator or being reprogrammed.

Born Victim +300cp  (Ghouls only):  Non-Ghouls hate you, humans think you're basically a ticking time bomb at best, Supermutants want to use you as target practice or to clear minefields,  and the Calculator considers you a threat to humanity that needs to be extinguished.

Beastmaster +300cp (Intelligent Deathclaw only): The Beastmasters have managed to capture your matriarch who orders you to not harm them and must obey any orders the raiders give you. Others will recognise you're being controlled though and once they're wiped out you're free but expect extreme distrust from most humans and mutants.

Dumb Dumb +300cp (Supermutant only):  Do to some quirk during the dipping process, your intelligence has been adversely effected.  Don't expect to hold any discussions on physics anytime soon.  (See low int playthroughs.  You're basically Blaster from Mad Max beyond thunderdome)

Tough Guy +300cp:  Any perks and items from non-survival or post apocalyptic jumps are disabled for the duration of the jump.  Warehouse is still available.

Tough Guy Plus +additional 300cp: All perks and items aside from those purchased in this jump are disabled and you are reduced to your body mod, warehouse is unavailable.

Scenario:

The Warrior:  You are now the Brotherhood recruit sent to clear Brahmin Wood of raiders, eventually you'll end up fighting the remnants of the Master's army and then the Calculator's forces, before attacking Vault 0 directly.

Reward:  For Destroying the Calculator you get: **Vault 0** in its complete glory, the one-time nucleus and command center of the pre-War vault network, where the most senior government, scientific and military leaders were housed and the highest technology available was maintained. A humongous underground fortress packed full of technology, room and supplies for over a thousand residents and the Calculator, a supercomputer using organic brains for processing power.  Optionally comes with the original population, the greatest scientists, engineers, artists and leaders of the time.

For Donating your own brain (or someone else's) to stabilize the calculator you gain control over the **Calculator's Robot Army** which will follow you on future jumps.

If you somehow manage to fix the Calculator without donating someone's brain, you get both rewards.

Ten years in the wastes and now you have a choice:

Go Home: So long, have 1000cp on the house to buy anything in this document.
Stay: Sticking around? Well that's your choice, have a 1000cp to keep you safe.
Continue Jumping: Onward to less devastated universes shall we?

Notes:

1. HR-800 is a terminator reference, the B1000 (T-1000 as a cow) is an actual encounter in the game
2. Post apocalyptic and survival jumps include but are not limited to: the rest of the Fallout series, generic zombie apocalypse, STALKER, Metro, Mad Max, ect.
3. Thanks to Chrissy and Ovid for help.
4. Getting General Barnacky to donate his brain isn't the best idea for non humans (or humans that aren't fascist assholes). He'll eventually set up concentration camps and a whole civil war tears the area apart.
5. I copied a few perks from my fallout 2 jump since fallout tactics did the same.
6. Yes the M249 is *not* 7.62mm IRL, but it is in game. And the Neosted shotgun is not fully automatic IRL ether.
7. Ballpark figure for the ammo respawn in the warehouse is about 6 full reloads a week, unless specified otherwise.
8. Riddick would be the main character from Chronicles of Riddick.
9. Yes the nuka cooler *can* include nuka yellow but uh….that's up to you if you wish
10. Thanks to RichardWhereat for the reformatting, Jace and Taakoking for the raider companion.

Versions:

1.0 First release

1.1 Removed toughguy requirement from scenario, added several new items, fluffed perks, fixed some formatting and spelling issues. Clarified Tough Guy Plus. Added discounts to a couple items and added one more discount for 50, 100 and 200 cp weapons. Added Riddick, Zee, Paladin Ryczek, Jenkins, Slash, Brothers Grimm and Vault Boy/Girl companions. Numerous other minor changes.