MODDED FALLOUT

V1.3 by Songless

War… war never changes. But that doesn't mean we can't make a few *improvements* here and there!

Regardless, welcome to the world of Fallout. On October 23rd 2077, the grueling war between the United States Of America and the People's Republic Of China came to a bitter and permanent end. World-wide deployment of nuclear ICBMs on both sides bathed the world in nuclear fire, and the world *ended*. But even nuclear armageddon was not the end of humanity's story. Survivors endured, either above ground in the irradiated remnants of the Old World, or in specially constructed 'Vaults', sealed away from the worst dangers of the world above… only for many of them to fall victim to the twisted experiments set up by the bunkers' creator - Vault-Tec - at the behest of the United States' corrupt government.

Fallout is the tale of what happens after - of the challenges and struggles faced by humanity in the world left in the wake of the Great War. Taking place over a variety of eras ranging from 2102 (Fallout 76) to 2287 (Fallout 4), this world might present you with decades of exploration, fighting, survival, and growth. After all, though the world was destroyed, humanity continues to survive and even thrive, and adventures still abound.

The more recent Fallout games have become the heart of a vibrant community of modders, tweaking aspects of the setting both minor and far-reaching for a wide variety of reasons. You'll enter this setting, but it's not *quite* the normal Fallout-verse. This is *modded* Fallout, and the changes you apply to your 'game' are as important as the choices you make once you arrive. From overpowered weapons to nonsensical outfits and intriguing quests to texture packs, one thing is sure: this world is going to be anything but ordinary.

So let's get started, and see what kind of changes you're going to install for your time here.

You begin with **1000CP**.

Background

There's some pretty bizarre specimens out there in the Fallout-verse (centuries old Ghouls and A.I, effectively genderless Super Mutant variants, and so on) so don't worry about it overmuch. That said, if you want to become something a bit more 'out of the norm', use the following guidelines:

- Any race that is human or human-equivalent is **Free**. Most survivors are in this category, be they Vault Dwellers or Wastelanders. This price tier also includes beings that have some manner of benefit over ordinary humans, but at the cost of a similarly impactful detriment. For example, Ghouls and Assaultrons have a number of benefits when dealing with radiation
- For **100CP**, you may become a being that is noticeably superior to conventional humans in some form or another. Most Super Mutants fall in this category, as would the higher-end of the more common robotics in this setting, such as heavily customized Assaultron or Sentry Bot frames. You may likewise choose an existence with both positive and negative aspects, such as becoming an intelligent Deathclaw: awe-inspiring physical power, but anyone you meet is going to run for their lives or shoot you in desperation.
- Finally, for **300CP** you may become a being on par with some of the most potent individuals ever seen in this setting. Become a second Liberty Prime, an A.I. with superhuman intellect or organizational abilities like P.A.M. or 'President Eden', or a Super Mutant that makes even Behemoths cower in terror.

Your age, gender, and most other details of your being are largely unimportant and may be chosen freely provided they have little impact on your overall situation. Any background that leaves you as a fairly unassuming member of an organization would be fine, as would being a Drop-In if that's your thing.

Your starting time and location may be chosen from any of the major centers of civilization (or 'civilization') in any of the Fallout games, such as The Hub or Diamond City.

Note that if you use this jump in Supplement Mode (see its specific section later in the jump), your Background choices will be restricted to whatever options are permissible for the main jump.

Now then, with that out of the way, let's get to the meat of things: why, exactly, you're here.

Are you here for **Immersion**, to experience the setting and all it has to offer as it was meant to be? Then aim for mods and powers that enhance the story, methods to grant you the best time here and make it a true Fallout adventure… just *better*, with more content, more enjoyment, more of all that makes the games such an entertaining romp through the post-apocalyptic world.

Or perhaps you're looking for **Loot**? The biggest guns, the most magnificent suits of armor, or just one of every kind of Nuka Cola made in Pre-War America, whatever the case is: you're here for the shinies. And as is often the case, mods can both add whole new treasures to look for or improve the benefits from what's already there.

Then again, maybe you're the kind of gamer who desires **Power** above all else. The strongest abilities, the most devastating weapons, the best, the mightiest, the *greatest* in all things. There's plenty of mods that let you achieve such lofty heights… and numerous more that break all limits the setting otherwise might have had.

And finally, there's the mods that are consistently some of the most popular: those which focus on the **Aesthetics** of the setting. From texture packs to body mods and weapon designs to shaders and special effects, don't assume that this is all harmless appearances - *looking* good is merely the first step towards *being* good.

Perks

- **Skill Master (50CP)**

Success in Fallout is as much about what you can *do* as it is about what you have or who you are. From Energy Weapons to Speechcraft and Survival to Gambling, the various skills available to Fallout protagonists over the years have given them everything they need to succeed… and now, you've got a measure of that same competency. With each purchase of this Perk, you may choose one 'skill' used by any of the Fallout protagonists, which you will instantly master to effective perfection. You'll get this skill at the full one hundred points, fifth-rank perk, or whatever other measure you'd like to use to denote 'full mastery'. I'm sure you'll have plenty of ways to make use of it in the wasteland.

- **Auto Settlements (100CP)**

It can be a glorious life, being made leader of a Vault, a settlement or… you know, a dozen. If only it wasn't so much *work*. Sometimes it might seem that you're the only one actually getting anything *done* around here, but with this Perk you can be certain that's just your own biased thinking at work. Any followers, servants, or subjects you might have are just a bit more competent and self-sufficient, meaning that the ones you put in charge of your stuff while you're away are considerably more likely to be able to sort out problems on their own.

This doesn't mean you can't help out anyway, and you might be the kind of omnicompetent badass who gets results no-one else could hope for, but for the less urgent stuff you can rest in comfort knowing that someone, somewhere, will actually get off their butt and start installing some anti-Raider turrets or water pumps or whatever without you having to tell them where they need to go. From now on, it *doesn't* have to be you to do all the random crap - although the really important and dangerous stuff might still end up on your shoulders, if they genuinely can't do anything themselves.

Preston Garvey would be jealous of your inspiring leadership, except he's just heard some other settlement… ah, doesn't actually need your help just now. Huh. Funny how that goes. Good job?

- **F.E.V. Reject (200CP)**

Radiation can do strange things to people around these parts. And animals, for that matter. But nothing compares to the sheer madness that comes from the combination of Fallout's particular brand of radioactivity with the influence of the Forced Evolutionary Virus. Most famously responsible for the Master and his army of Super Mutants, F.E.V. has also had a hand - if indirectly - in the creation of some of the most terrifying and powerful beings in the world today. From Scorchbeasts to Gen-3 Synths and even Deathclaws, F.E.V. has changed countless organisms over the past two centuries. And it has changed you - though you lack any of the immediate advantages F.E.V. normally bestows.

Rather, while you've become no different than you were, your *potential* has been vastly increased. Much like the virus itself, you've become capable of both subtle and powerful changes - effectively ensuring a rapid 'evolution' on a personal scale. You are completely immune to the harmful effects of radiation, and any time exposure to radioactive or mutagenic compounds would give you tumors or other (physical) deleterious effects, you'll find yourself rapidly acquiring beneficial mutations instead. Healing your wounds from radiation exposure like Ghouls, superhuman strength and durability like the Mariposa Super Mutants, generating innate 'cloaking' fields like certain strains of Deathclaw and Night Stalker… the possibilities are endless, if somewhat unpredictable. Yet at the same time, you'll also be safe from turning into the kind of grotesque monstrosities F.E.V. exposure sometimes resulted in. Walk the knife's edge of evolution, always becoming greater… but never too great.

- **Legendary Craftsman (200CP)**

Remember all those unique prototype weapons with crazy awesome effects? The Legendary items in Fallout 4? The games have had their fair share of 'better than normal' items, and you know just how to make them. You have the ability to substantially improve whatever items you work on, needing at most enough components to build a second copy of the item in question. Whether it's dumping half your power cell into each shot a la Pew-Pew, making every bullet fired by your Minigun into an explosive round, or crafting armor that boosts your stats with no regard for how or why it works, you've got it all. Never again will you need to worry about being unable to find that Two-Shot or Instigating Gauss Rifle! You'll even be able to (slightly) fudge where those unique effects could be found, like making Power Armor with special effects or a Gatling Laser that *does* fire explosive rounds. Beams. Whatever.

- **Wasteland (Re)Builder (400CP)**

From hand-crafted bullets in the Mojave to entire settlements near Boston (and probably a gauntlet made from a dismembered Deathclaw's… ah, claw) no matter where you are, going through Fallout means *making* stuff - and usually out of scraps lying around, too. You're good at it, though. More than good, even.

You now have a mental 'build menu' you can use to create or modify items, ranging from consumables or ammunition to infrastructure as large as an entire house. You'll still need to know exactly what you're building, of course, though the menu automatically updates to incorporate your skills and abilities (including whatever you can create from settings beyond Fallout). But perhaps the most amazing part of this power isn't just that it gives you a quick and easy overview of what you can make (and what materials you'll need)... but once you're ready to actually get your hands dirty, the crafting process is nearly instantaneous. So yes, you *can* build a thousand .50 Match rounds or a small town's worth of concrete fortifications in under a minute if you really felt the need.

- **The Sight (100CP, free for Immersion)**

Paranormal abilities are rare but certainly not unheard of - ranging from telepathic powers gained from F.E.V. exposure to strange new abilities resulting from alien technologies, the physical world is merely part of mankind's experience. And now, you too have become what is commonly referred to as a 'Psyker'. Your particular talent lies in extrasensory perception and predicting the future, somewhat similar to The Forecaster or Mama Murphy. Though unpredictable in terms of when you'll receive your flashes of insight or the kind of information you'll glean from them, your Sight somehow seems to 'home in' on those tidbits of information that would grant you the greatest advantage with the smallest amount of revelations. Finding the last missing 'puzzle piece' in a mystery, a password that unlocks an important computer or a key to access an area you'd otherwise be unable to reach, or a secret phrase that will turn a distrustful stranger into a willing ally are all possibilities. It's always going to be something small, something minor… something that leads to *more*.

- **Drawn To The Fulcrum (200CP, discounted for Immersion)**

You're the kind of person that matters - the one man, woman, robot or mutant who might decide the fates of many. Somehow, you seem to have a sixth sense for where to go to find events or people of importance, as if you are drawn to the places where history is made. So long as you're not fully focused on some other activity or you are actively avoiding getting involved in things, you'll find yourself having front-row seats to everything from the destruction of the Master's Army to the founding of the Minutemen. Of course, what you *do* once you're there is up to you - perhaps you could get involved in a… vaguely protagonistic way?

- **Hindsight is Foresight (400CP, discounted for Immersion)**

For a world in ruins, there is a lot of politics to be found in the wasteland. Normally it can be difficult to determine how your actions may affect your relationship with the various factions found here, or the chances of your words may have on others in a desirable manner. However, thanks to this you'll have a prescient sense of the consequences any time you need to make a decision. This is most noticeable for major and influential actions, like reaching the point where you'll have to choose between two major factions (permanently alienating the other), but it's effective for more minor conundrums as well. Provided you put in the effort, and avoid big divisive decisions, you can avoid ruffling too many feathers. This makes working with people easier, instead of being cut-off from their 'quest line'.

- **Division (600CP, discounted for Immersion)**

Atom's teachings show us that each of us carries the seeds of infinite realities within, merely waiting for the Division that shall bring them into reality. In *your* case, this seems to apply on a far more practical level than merely treating radioactivity as a divine blessing. Some of Atom's followers are occasionally blessed with mysterious visions, and you… you are the greatest among these. Through a brief application of your will, you can effectively split off a separate reality, Dividing your existence much like Atom might Divide your constituent particles. This second reality is not actually 'real', merely a profound vision brought about by your power, but you will always be aware which reality is real and which is the dream. Likewise, your vision will

never distract you in true reality, nor vice versa - you are fully capable of experiencing both lives simultaneously without detriment or difficulty.
The vision is perfectly true to reality, and you are aware of events in both 'timelines' at once (though you cannot otherwise interact between them, like transferring items from one to the other). In essence, Division gives you the chance to experience multiple mutually exclusive paths of life simultaneously, making choices you might otherwise have found unacceptable a possibility… if only as a divinely inspired vision and not true events.
Within your vision, you could seek the experience of working with Caesar's Legion while reality sees you support the NCR or Mr. House. You could detonate the bomb at the heart of Megaton just to feel what it's like to send an entire city to Atom, while your physical self defuses it instead. From choosing factions to predicting your own death as a consequence of mistakes… make the choice, feel the consequences, and once you end the vision only the memories will remain. There is no limit to how often (or how long) you create these visions, but you can only maintain a single such Division at a time.

- **Tool King (100CP, free for Loot)**

Starting with a cartload of random junk and ending with high-quality ammunition or power cells, cutting-edge improvements to power armor, overcharged laser weaponry or even entirely new kinds of science is practically *trivial* for the average Fallout protagonist… yet their talents pale compared to yours. This Perk grants you immediate access to pretty much any kind of crafting shown in the Fallout series: from *Hand Loader* to *Science!* and *Chemist* to *Robotics Expert*, if it somehow involves building things out of other things (from guns to ammo to even entire buildings), you've got it - including perfectly memorized designs for the kind of components and tools you might need, like the Robotics Workbench or Nuka-Cola Mixer station. In fact, you're good enough that you'll never make mistakes while doing this type of crafting (assuming someone doesn't start shooting at you or some such), and you'll be perfectly aware of where you were in the process if you *do* find yourself interrupted and have to continue later on.

- **Strong Back (200CP, discounted for Loot)**

The problem with collecting all these interesting, powerful or just plain *cool* things is that you actually need to haul them to wherever it is you need them… and that's before getting into keeping stuff with you in case you need them. Now, that is a problem of the past. This Perk grants you an extra-dimensional inventory system of unlimited size, allowing you to grab anything that piques your interest without worrying about running out of space in your pockets or getting weighed down to the point of immobilization. The inventory also comes with an automatic sorting system and awareness of its contents, ensuring that you will always grab whatever you were looking for anytime you 'reach inside'.

As a free bonus, we'll even put everything that's inside in stasis, so you won't have to worry about food going bad or collecting unreasonably large amounts of fissionable materials only to accidentally turn yourself into a nuclear reactor. You can toggle this stasis for selected items if you want to let them 'age'.

- **Bobby Pins And Boot Scripts (400CP, discounted for Loot)**

Enjoy everything, collect anything, and above all else: if you're not supposed to have it, that just makes it more valuable. Often, the best and most valuable items for your hoard (metaphorical or literal) are those locked behind some pretty solid security. But you'll get at them. Master level locks and computer systems are powerless to keep you out, the good old bobby pin or reboot interrupt letting you get your hooks into those defenses and turn them aside with ease. But more than that - you'll find that you can use similar tricks on any kind of security system you might encounter in the future, be it the vaults of ancient civilizations or advanced firewalls built by alien societies that would otherwise *laugh* at the Robco termlink loopholes you're so familiar with. If it's meant to keep greedy hands away, you'll have ways to get through.

- **Coincidental Collector (600CP, discounted for Loot)**

Going by the wiki to grab everything you want can help, but the world of Fallout's bigger than just the games. You couldn't possibly prepare ahead of time and make a shopping list with every interesting weapon, suit of armor, or other kind of interesting loot to find.

So why bother?

This Perk ensures that you'll find powerful and interesting items with *far* greater frequency than normal, even if you don't actively try to do so. Go on a minor errand for one of the locals, and the path you take to deliver their package *just* happens to lead you past the corpse of a Pre-War soldier testing a unique Power Armor variant. Take a closer look at some filing cabinets while exploring the ruins of the old world, and you might just find an exclusive and rare copy of Grognak The Barbarian. That old lady you saved from some Raiders since you were 'in the neighborhood'? In her younger years she was a mercenary of some renown, and the experience finally convinced her to turn over her customized, one-of-a-kind laser rifle to a worthy successor (i.e. you).

In short, you'll practically be *tripping* over powerful, unique, valuable or simply interesting items wherever you go, and though it's hard to predict *what* exactly you're going to find next… well, the joy of being surprised is half the fun, isn't it?

- **Cheater's Heart (100CP, free for Power)**

Anyone can become powerful with hard work and a lot of luck, but to truly break the system requires that you *understand* it. Finding the right synergies, the right combinations that catapult you to power with a fraction of the effort… it's all second nature to you, regardless of exactly how or where you're doing it. You have a sixth sense for finding loopholes or advantageous combinations in any kind of system of techniques, abilities, skills or other forms of personal talent. You'll still have to actually learn those things, but you're all but guaranteed to find those parts that are not merely 'more than the sum of their parts' - but *exceedingly* so.

Now get out there, and start mastering that 10K Crit build you've always dreamt of.

- **End-Game (200CP, discounted for Power)**

In Fallout, heroes can be made out of the most unlikely people - Vault Dwellers freshly kicked out into the wastes, mailmen left for dead in shallow graves, even pre-war civilians kept in cryogenic stasis for two centuries! They were all defined by not their abilities, but their *potential*. Then again... why start at the beginning and end at the conclusion, when you can just skip most of the things in between? This Perk grants you the raw power and experience you'd normally only see in an end-game Fallout protagonist, with all that entails. You won't have reached the level cap yet (though you're close), but you're pretty much guaranteed to be the most capable guy (or gal) in the Wasteland.

- **Game-breaking Union (400CP, discounted for Power)**

Mods are such funny things… change a few numbers here, tweak a few values there, and before you know it you've got miniguns that fire low-yield nukes and other such madness. Well, mad you may be, but it's certainly not *weak*. You have the strange and imposing ability to make modifications to your gear in ways that… well, *really* shouldn't be. You're still limited to what you'd normally be able to build, but any kind of sensible limits on what *kind* of item the upgrades apply to goes right out the window. Attach jetpacks to your helmet, fire .308 cal armor-piercing rounds from a lightweight SMG with no penalties to its performance, and yes - install a MIRV Fat Man mod onto your Minigun and (somehow) blanket the world in nuclear annihilation at a rate of about thirty mushroom clouds per second or so. Might wanna put that Power Armor plating in your underwear first though...

- **S.P.E.C.I.A.L. (600CP, discounted for Power)**

To be the kind of person who can rightly claim the title of 'protagonist' means to be mighty, to be capable… and perhaps most of all, to have a potential for greatness that lesser peers cannot hope to match. You now embody this ideal, and are capable of improving nearly any aspect of your being regardless of what it would otherwise take to do so. The only limitation is that each improvement needs a certain amount of 'experience points', which are earned for… just about anything, really. More challenging achievements grant more points, as is to be expected, and more potent abilities will likewise be more 'pricey' or need certain minimum requirements instead. There is otherwise no limit to how far these improvements go, so as long as you claim your power through whatever process you prefer, you'll be able to continue your ascension to the top… and beyond.

You could improve your various innate abilities (such as the eponymous S.P.E.C.I.A.L. system, including such marvels as Agility and Luck), as well as improving skills (such as Heavy Weapons or Medicine), and even developing entirely new talents or advantages such as the various perks and feats seen in the Fallout games (such as Grim Reaper's Sprint). That said, this Perk is *not* limited solely to skills or other talents seen in the Fallout series - you could learn magical spells or improve your resistance to psychic powers just as easily with it. The only requirement is that there must be *some* way to gain the advantage you select without this Perk - those things that are impossible to learn otherwise will not be available to you.

- **Vista Fanatic (100CP, discounted for Aesthetics)**

The world of Fallout is a ruined, desolate place… but it's beautiful, too, especially once you get a few mods to improve the standard Texture packs and models and the like. Indeed, with this Perk it seems like the entire setting (and any future worlds you might find yourself in) have become just that bit more appealing, as if an obsessed modder went over the setting to improve all the various bits and pieces.

Whether it's the sudden view of a grand valley or radioactive crater that takes your breath away, the beauty of a new Aurora Borealis caused by nuclear residues in the upper atmosphere, or just a piece of the Old World that's been preserved unusually well to give you a nice sight to enjoy… everything is more clear, more *detailed* in a way that's practically guaranteed to occasionally make you stop and just *watch* for a few minutes, soaking in the beauty (and possibly the radiation, at least while you're here).

- **Tarnished Beauty (200CP, discounted for Aesthetics)**

The Wasteland is a harsh place, and it's rarely gentle on the people that live there. But even in the blasted world of Fallout, people endure, survive… even thrive. And it seems they manage to do pretty well despite all these challenges - they certainly *look* a lot better than you'd expect from a society that might barely surpass subsistence level. Those you share this world with are more rugged, more toned, more… well, more pleasing to the eye in whatever way would work. But this isn't just a general appearance booster, oh no. You have full power over exactly how this manifests… and who is affected by it. The more narrow the changes or the 'demographic' you grant this beautification treatment, the greater the effects. You could give everyone in Fallout a generalized 'two points on the ten-point scale', or instead double that effect but making it so that only those living in the (in)famous Vaults reap the benefits. Hell, you could even turn every Feral Ghoul into a radioactive-green-glowing hollywood model with double-Ds or abs you could bounce a quarter off, if that's your thing.

This ability can be 'targeted' towards a different demographic, aesthetic, or what have you any time you want, but doing so means the old effect dissipates. Both the original and the new improvements 'fade' into or out of action over a few days, but the effects are fully retroactive: aside from yourself (and your Companions, if you wish), everyone will believe people *always* looked this good.

- **Evident Hierarchy (400CP, discounted for Aesthetics)**

From Raiders to Deathclaws and Enclave Soldiers to Super Mutants, a good set of eyes can be all that's needed to figure out what you're facing - for many beings' appearances reflect their innate nature and power. With this Perk, this is effectively a true 'law' of the world… but only to your advantage.

The better you are at any given activity, the stronger your powers or equipment, the more experienced you are at any given skill, the more it will appear… better. More inspiring, imposing, or plain *awesome* in some way, while nonetheless remaining entirely in theme for their original

purposes or nature. This effect will be eminently noticeable to others around you (unless you wish to suppress it), with all the results that implies. With sufficient power, your true appearance might entice prospective friends or lovers to enthusiasm, while foes might be cowed or driven to panic by the understanding of who or what they face.

The same is true of anyone you meet - with nothing but a glance you'll be able to determine from any individual, item, or other such point of interest how powerful, skilled or important they are… though gaining the full details might require further investigation.

- **Thematic Commitment (600CP, discounted for Aesthetics)**

There is more to taking on a role than simply playing the part or having the right gear. To *truly* become who and what you intend to be requires a union of countless aspects, both overt and subtle. You are a master of 'becoming the mask', able to effortlessly shift into the right mindset, behaviour, conscious and subconscious motions and more - all to sell the look (though you do not experience any unwanted mental changes and always retain a core that's 'you'). But more than that - the more thoroughly you dedicate yourself to a role, the more effective you become. Whether you're making yourself into an aloof scientist, a ruthlessly sneaky assassin, or a noble hero in Power Armor, the more all your various details of your appearance 'fit', the more powerful you'll be. Should you truly commit to the image, you'll find that you're anywhere from two to four times… well, *better* at whatever your role is, depending on how versatile or flexible said role is. Perform mad SCIENCE! after remaking your appearance and demeanor into that of a Vault-Tec or Institute scientist complete with a lab coat, and you'll experience intellectual breakthroughs substantially faster. Garb yourself in the patch-job clothes and improvised armor of a wasteland scavver to avoid standing out, and you'll find that foes will potentially be only a third as likely to recognize you as before. Stand tall in a suit of customized Tesla armor, and your Plasma Rifle might melt foes to slag with a single blast that normally take several shots to be felled.

Show who you want to be, become them… and become *more*.

Items

All items may be purchased an unlimited number of times if you wish. Items that are free cost 50CP for repeat purchases. All items will slowly repair or recharge to full functionality, and will likewise be replaced after a week if ever lost or destroyed.

- **Pre-War Relics (50CP)**

Well, that's what anyone will assume, possibly. This option does not give you a new item - rather, each purchase allows you to combine an existing item you already have with one of the other item purchases below. Combine your smartphone with the Pip-Boy, your favorite laser gun with the Game Breaker, and so on. This option also allows you to combine a purchased item with something you acquired from a Miscellaneous Mod, such as adding the design specs of a

new Tesla Rifle from your mod to the *Full Storage* database or making some new cybernetics include your *Vault-Tec Assisted Targeting System* software by default.

If you've taken the *Unmodded* Drawback, you may still use this option to import items from other jumps. However, all their otherworldly effects or advantages will be sealed until the end of the jump.

- **Nuclear Armageddon (Free)**

Ah, Fallout. You're here for the world, but before the world came the games - and why not get those, too? You receive a full collection of all the Fallout games, including DLCs and canceled titles, all of which are certified bug-free (if you want) and compatible with just about any platform, including your Pip-Boy, though the graphics might not be the greatest on something like that. You'll also get a complete collection of all the other Fallout productions, like official merchandise, art-work, and so on.

Finally, since this is *modded* Fallout, you'll find a connection in your Warehouse to… ah, let's call it a cosmic mod database, containing just about any mod imaginable for the Fallout series and a user-friendly interface that ensures you'll find what you want with a minimum of fuss and effort. Enjoy, and remember: War Never Changes!

- **RobCo Pip-Boy (Free)**

The latest in handheld computing systems, coming in a wide variety of designs and configurations. Whether you prefer the tablet-styled Pip-Boy 2000 with its various upgrade ports, or you'd rather have a wrist computer such as the Pip-Boy 3000, this compact and potent computer will serve you well during your time here. Carrying a built-in Geiger Counter, medical analysis suite, mapping and database functionality, input/output ports compatible with a wide range of other hardware, and more besides, this device is one of the most versatile personal assistants on the market today. Not that that's saying much, given that the market is a ruined hellhole, but you get the idea.

- **Bobbleheads (Free)**

One of the most popular icons to come out of the Pre-War world, the Vault Boy (and Vault Girl) were immortalized in everything from posters to software to these: genuine Vault-Tec Bobbleheads. You get a full collection of every bobblehead made for the series, the perfect memento to remember your time in Fallout by. These Bobbleheads are only decorations, providing no boosts to any 'base stats' like they did in, for example, Fallout 3.

- **The Basics (50CP)**

For those working on a budget, this purchase grants you a single, mundane copy of any standard item seen in the Fallout setting. This could be equipment like a suit of Combat Armor, usable items like a Stealth Boy, or a cybernetic upgrade like the Reflex Booster. Legendary or otherwise 'unique' items are not permitted, and the item has no special qualities or benefits over

their ordinary counterparts (aside from the benefits included for *all* CP-bought items), but it guarantees you can get some hard-to-find or expensive stuff easily.

- **Emergency Supplies (50CP)**

This small bag contains just about everything someone might want or need after finding themselves injured or otherwise at risk of, ah, proving their mortality once and for all. The bag contains a replenishing supply of up to three Stimpaks, one Super Stimpak, one Doctor's Bag, and one dose each of Hydra, Med-X, Rad-X, and Radaway. Each of these items that is used, lost, spoiled or otherwise rendered ineffective is replaced after three days. With just this and a bit of medical knowledge, you could also make yourself a pretty effective Wasteland doctor.

- **Mayhem (50CP)**

The solution to many problems in Fallout is often to just shoot them (or blow them up). Sadly, bullets ain't cheap, and running out can be an issue, especially if you're not particularly talented at melee or unarmed combat. This ammo bag contains a replenishing supply of any kind of ammunition, including variant types, though it will only ever contain one kind of ammunition at a time. This could be anything from 9mm rounds to Microfusion Cells to Mini Nukes and more; the amount of ammo it contains and the speed at which it replenishes depends on the power and rarity of the munitions in question: you could find as many as two thousand 5mm rounds for your Minigun, but you might only get about a dozen Mini Nukes… and even less if you need the Tiny Tots or Big Kid versions.

- **Location Tracker (100CP, free for Immersion)**

An upgrade to the Pip-Boy's standard, somewhat limited sensor suite, this advanced system is geared towards high-fidelity long-range scans of the environment. When connected to the user's compass (or a similar kind of navigational tool), the Location Tracker allows the user to detect points of interest at vast distances while simultaneously generating a comprehensive summary of details. For example, you might be able to detect intact (or at least less devastated) structures to explore for salvage, natural caverns and radioactive hotspots, as well as communities and other such locations to visit and/or avoid. It might even suggest interesting locales for scenic or aesthetic reasons, though you can include or exclude a wide variety of search criteria in case you'd rather find something more useful instead of being shown every minor point of interest within five miles of your position. Feeding directly into the mapping system, you'll be able to peruse the logged locations at your leisure, in case you ever need something to do or are up for some exploration.

Ordinarily, this system is installed into a RobCo Pip-Boy, this particular suite is compatible with most other forms of software, ensuring you can rely on it regardless of your preferred travel guidance.

- **Augmented Scanner (100CP, free for Loot)**

Part of a next-generation analysis suite, this scanning and tracking system allows for fast and easy analysis of the user's environment. Fine-tuned for materials and elemental analysis, this

upgrade excels at tracking down items that are of particular interest to the user, as defined by various priority or exclusion lists (which may be altered by the user whenever desired). For example, if you need more crystal or fiber optics to complete some modifications to your Laser Rifle, the system will highlight containers or items that might contain such components. Likewise, you could have the program point out specific weapon types, medication or chems, and just about any other such item of interest. It can even track exploration, allowing you to configure the system to only highlight boxes, chests or even corpses that you have not yet searched.

Somewhat uncommon in the wasteland, scanners of this type are most often found installed into the RobCo Pip-Boy, though this variant is compatible with most other systems as well.

- **Vault-Tec Assisted Targeting System (100CP, free for Power)**

Also known as 'V.A.T.S.', this mysterious combat program has meant the difference between life and death for more than a few Fallout heroes. Though its underlying method of operation remains somewhat unclear, once activated V.A.T.S. will allow the user to briefly experience time at a vastly accelerated rate. This allows the user to target specific enemies or even individual limbs with greater ease than fighting 'freeform', although doing so requires a great deal of coordination and reflexes, making it fairly reliant on the user's innate agility.

Meanwhile, a combat simulation and analysis program determines the likelihood of attack success and damage, incorporating any skills and talents the user possesses, and provides this information back to the user for improved split-second decision making during combat. For example, a V.A.T.S. user might be shown they have a 75% chance to hit an enemy's torso, but only a 35% chance to land a headshot, and can expect to actually have those odds of success if they attempt such attacks.

This combat software is traditionally installed onto the RobCo Pip-Boy, but this particular update is also usable with heads-up-displays such as those found in Power Armor, as well as cybernetics and… well, pretty much anything, really.

- **Vault-Tec Simu-Light (100CP, free for Aesthetics)**

Reliable light sources can be vital in the wasteland - you never know when you'll be exploring dark caverns, traversing Vaults during a power outage, or even when you'll be forced to travel at night for safety. Unfortunately, having a bright light to illuminate your way also means everyone *else* can see where you are - and rob, eat or otherwise inconvenience you.

Vault-Tec, in their infinite inventiveness, have devised this sophisticated illumination/stealth system to solve this problem. Relying on a broad-frequency emission and analysis suite, the Simu-Light allows the user to 'view' their environment as clearly as if they had their Pip-Boy light on at full power… yet no *actual* visible light is emitted.

Ordinarily installed into a Pip-Boy, this advanced night vision system is compatible with many other types of visual aids as well, such as a helmet's Heads-Up-Display or even suitable cybernetic augmentations.

- **Sweet Release (100CP)**

This portable cooler would be the score to end all scores for the average Raider. Containing a collection of just about every chem in Fallout, from the commonplace Buffout and Jet to exotic drugs like X-Cell and even rarer compounds like the Sierra Madre Martini, there's enough here to stock a small pharmaceutical store with ease. They'll slowly replenish when used, and perhaps even better: the drugs here will never cause any addictions no matter how many times you use them (though overdosing is still a risk). That said, if you end up having to cater to some actual junkies, there's also a small supply of Fixer and Addictol to deal with any lingering cravings.

- **Hot Rod (200CP, discounted for Immersion)**

This purchase grants you a working car, which is already a sign of great status and power in Fallout, but it's more than just that. A state-of-the-art heavily modified Chryslus Highwayman, this car comes with a built-in Breeder core that ensures it'll never need refueling, and it's robust enough it'll keep going for the next two centuries without issue. The trunk comes with spare tires, as well as a set of Grav Plates you could install - allowing you to handle any kind of terrain with ease (in case you don't want the genuine experience) and even achieve short bursts of true flight. Doing so drains the internal capacitors faster than they recharge, though, so you'll be limited to at most a few minutes at a time. It's also *really cool*, though if you don't want to stand out you can convert it to a suitably rusted and pitted exterior as well.

The Hot Rod will automatically adapt to a similar ride in future worlds, retaining its advantages in whatever way would best fit the setting.

- **Loot Container (200CP, discounted for Loot)**

It's a box. Actually, it's about a dozen boxes or so, each with a sturdy build, good quality locks, and so on, but they're otherwise rather unremarkable. Except… they never seem to actually get full, no matter how much stuff you cram in there. For that matter, these boxes seem remarkably forgiving when it comes to 'forgetting' which one you put that Plasma Rifle in, too, since whatever goes in one can be picked up out of the other without issue. There's always one in the Warehouse, which also seems to conveniently forget what was in the box and what was left lying around in the Warehouse itself - you know, in case you need to grab something off the shelf but you can't spare the time to actually head inside. In short, they're one of the best loot collection and storage systems you could hope for, with unprecedented access and convenience, too! Maybe the Institute or Big Mountain secretly put one of their teleporters inside or something?

- **Achievements List (200CP, discounted for Power)**

Super Mutants killed: 237. Issues of Grognak The Barbarian read: 8. Times you've had to run away in fear for your life: ...hopefully zero. This digital scoreboard keeps track of all your achievements and accomplishments, from the spectacular to the mundane. But it does more than just that, oh yes. You see, much like the player characters in certain Fallout games, you'll find that if you truly go out of the way to succeed at some proper *achievements*, these will grant you minor but permanent benefits. Kill a hundred enemies with two-handed weapons and you'll swing that Super Sledge just a bit faster, that sort of thing. They're not much individually, but they add up over time… and so long as you keep pushing yourself, you'll probably keep finding new challenges to overcome.

- **Decals (200CP, discounted for Aesthetics)**

From *hot rod* flame prints to the ominous black coatings of the Enclave's Hellfire troopers and Pew-Pew's Sunset Sarsaparilla look to your dog's pirate bandana, looking the part is all part of the game. This collection of paint sprays, decorative doodads, engravers and other miscellaneous tools gives you everything you need to make quick and easy yet nonetheless remarkably useful cosmetic changes to your equipment. But more than that - these supplies seem to always make your items just that little bit more… *more.* After all, a custom-made handcannon should be preferable over some standard factory-made model, right? Each modification you make to your items will provide a minor but beneficial effect, such as a lime-green paint job making you more resistant against radiation than you normally would be, and the classic 'red cross' associated with army medics might likewise bolster your first aid and surgical skills. The effects tend to be fairly modest at best, but these supplies are compatible with just about any kind of item you'd like to use - even those from worlds wholly unlike Fallout.

- **Nuclear Ascendance (200CP)**

Although the most devastating thing to come out of the Old World was obviously the nuclear armageddon that laid waste to human civilization in 2077, this set of unassuming, thin glass vials contain what may very well be the past's second-worst creation… F.E.V.

Containing a different strain of the Forced Evolutionary Virus for each vial, this greenish liquid carries everything a mad scientist might need to (re)create the most terrifying biological experiments of the past two centuries - from the Appalachian Scorchbeasts to the Mariposa Super Mutants and even the later steps of the Institute's Synth research. Highly unpredictable without extensive testing and fine-tuning, the mutagenic properties of these strains can lead to superhuman abilities or monstrous mutations with ease - or kill those creatures who are found to be incompatible.

Be very, *very* certain before you unstopper these beauties, Jumper. Without F.E.V., the post-apocalyptic hellhole of Fallout would have been a much different place - and certainly a much less dangerous one.

- **A Piece Of Nuclear Paradise (300CP)**

A piece of technology treated with an almost mythical reverence by those trying to survive in the radioactive wasteland, this device is one of the greatest creations of the Old World. Typically referred to as the G.E C.K., the *Garden Of Eden Creation Kit* is a suitcase-sized terraformer capable of reinvigorating and reshaping even the most blasted wastelands. And you won't be getting the seeds-and-manuals 'standard' version either - this particular case holds a peer to Vault 87's more advanced variant. When activated, this G.E.C.K. reconfigures nearby matter into a veritable oasis of life, truly justifying the name it was given. The created flora and fauna come pre-adapted to whatever hazards existed there previously (such as radiation), ensuring you get a thriving new ecosystem at the small cost of… well…
The fact it has a several-mile wide effective radius (though you can dial it back if you wish) and annihilates just about everything there to actually *create* that verdant oasis we mentioned means it also serves perfectly well as an ecologically inspired Weapon Of Mass Destruction. It will obviously destroy itself upon use, along with anyone else nearby. Including the user, if they just press the button instead of using the nicely included timed or remote activation options.
You get a replacement one year after you've used your G.E.C.K. or otherwise rendered it permanently inoperable. You *could* try and take it apart to get a slightly less destructive and more sustainable process, as for Project Purity, for example. Or maybe just to figure out how it works and make an even worse crime against all sanity with it - it wouldn't be Fallout without those, after all.

- **The Quest (400CP, discounted for Immersion)**

What better way to experience a world, what better thing to do to see the sights, to meet new people, and to (possibly) blow up a whole lot of bad guys and save the world? We're talking about *quests*, of course! But this is not just any regular old quest, oh no…

This bulletin board in your Warehouse is covered with a wide variety of notices, announcements, desperate pleas to help find missing people, and so on. Most are going to be fairly minor, with truly impactful opportunities being somewhat rare, but all have one thing in common: they're *worthwhile*. No matter which quest you decide to undertake, each will be fresh, interesting, and enjoyable - you won't need to worry about yet *another* radiant fetch quest or pest extermination run, Jumper. In fact, somehow, the jobs always seem to be exactly what you *would* have wanted... but you won't know what's actually going to happen ahead of time, so as to maintain the surprise and 'newness'.
There'll be a new job posted to the board once a day or so, complete with directions on where to find the person who needs the assistance. And once a year? Once a year you'll be able to find the kind of quest that legends are made of, with a length, depth, and complexity you'd be hard-pressed to find outside the best and greatest 'main quests' seen in video games over the past few decades.

- **Full Storage (400CP, discounted for Loot)**

This old, half-broken Pip-Boy seems to be incapable of even starting its operating system, the diagnostics indicating that the entirety of its vast 64k RAM is already in use. Most people might simply discard it or strip it for spare parts, but a closer look will reveal the exact reason for its

fault: its internal database has been crammed full of Fallout design specs, schematics, scientific principles and so on. How full, you ask? Well, it's got just about every semi-common piece of Fallout tech in there *somewhere*, from Laser Rifle schematics to Assaultron software and Berry Mentat formulations to Power Armor designs. Though mainly limited to the kind of technologies one could have found in the Pre-War world of old, a number of designs that were only finalized in the two centuries following the apocalypse can also be found here (such as the Hydra drug, the Enclave's X-01 and Hellfire armor designs, and the Radium Rifle). Though you'll still need a way to actually *build* all of these things, this database is nonetheless one of the most spectacular treasures scavvers could find.

- **Game-Breaker (400CP, discounted for Power)**

There's an item. It's the best you can get. The greatest. The strongest. A be-all, end-all end-game piece of equipment that justifies entire builds and *then some*. And it's yours. Whether it's a lethally customized machine gun, an advanced, one-of-a-kind suit of Power Armor, some kind of alien gizmo or even an antique black powder rifle that boosts your overall power level through the roof… it's the best. Enough to make you one of the most deadly Wastelanders ever to walk the scorched ground of Fallout's blasted Earth, this item does more than merely break game balance in half. You see, as powerful as it may be, it's ultimately merely an expression of *your* power - and as you become mightier and more capable, so too will this item grow to match your abilities.

- **Saturn Spray (400CP, discounted for Aesthetics)**

Based on the futuristic space-program alloy 'Saturnite', this spray can contains a liquid compound that rapidly hardens into a transparent, protective yet flexible film that bonds onto whatever item it is used on. As in, it turns the item it's used on effectively invulnerable to *any* damaging or corroding influence, from bullets to plasma and even radiation and rusting. You could spray a Light Machine Gun, and the barrel and firing chamber would never warp or distort from overheating, for example, nor would the paint job flake off or burn up despite the fact the barrel glows red-hot from continued use.

Whatever it's used on simply will not degrade or wear out so long as the spray remains in place. Its flexibility means it doesn't actually provide any increase in protection (you'll still suffer internal trauma even if your armor bounces back right after, for example), but you'll never have to worry about your equipment no longer looking the way it should - or working at less than its original effectiveness, for that matter.

Should you want to make some modifications (like changing the paint job to something different), you'll also receive a spray can with the releasing agent, which will cause the Saturn Spray to harmlessly peel off and degrade into everyday chemical waste. Both cans are effectively 'bottomless' and will never run out.

- **The Third Dimension (variable cost)**

Few factions in the wasteland have access to flight - most technologies required to build or even maintain aircraft were lost during the nuclear apocalypse. But that doesn't mean such things are gone *entirely*, and you seem to have acquired a working aircraft of some kind, in pristine condition.

For 200CP, you will acquire a Vertibird (a twin rotor VTOL craft) similar to the ones used by the Brotherhood Of Steel circa 2287. It comes with a nose-mounted pair of heavy machine guns, a minigun linked to the side door for passengers to use, and armor plating that gives it moderate protection against most types of weaponry.

For an additional 50C (250CP total), you may upgrade your Vertibird to the heavier design used by the Enclave in 2277, which sported heavier weapons (a nose-mounted Gatling Laser, missile packs under the wings and a small bomb bay for Mini-Nukes) and substantially stronger armor. For an additional 100CP (300CP total), you may instead acquire a restored B29 heavy bomber. This heavily armored, four-propeller behemoth sports five gun turrets with four .50 Browning Machine Guns each, but its most iconic weapon system is the massive bomb bay filled with row upon row of mini-nukes for ground bombardment. Representing a level of firepower rarely seen in the post-war wastes of Fallout, the craft is nearly untouchable and unstoppable against most opponents you'll encounter here.

For an additional 200CP (400CP total), you instead find yourself possessing a vehicle that is *literally* 'out of this world' - a Zetan recon craft, possessing space-capable engines, shield generators, exotic alien weaponry and likely a whole array of other, interesting features.

All variants of this purchase come with unlimited fuel and a replenishing stockpile of ammunition in your Warehouse or another, suitable location of your choosing.

Player Homes, Vaults, Settlements And Secret Bases

Arguably one of the most common mods in general, both for Fallout and elsewhere, having a place to call your own can make all the difference. Whether it's a small, cozy home away from the action or a bustling metropolis packed to the radioactive gills with the best (and worst) the wasteland has to offer, this is where to get it. You may, if you wish, make it so that these purchases are an existing Vault, settlement or other property, provided you have all the required purchases for such a place. Whatever you purchase here will follow you into future jumps, automatically adjusting itself to fit into a new setting as appropriate.

All upgrades scale with purchases: repeated purchases of *Settlement* will let your *Economy* upgrade generate more caps, *SCIENCE!* and *Cutting Edge* could give you some unusual guns to work with for *Armageddon* rather than the standard nuclear bombardment, and so on.

Examples can be found in the Notes section. All upgrades may be purchased multiple times - repeat purchases will either improve the existing upgrade (Teleporter gains longer range, Economy provides more income), or alternatively add a second type of upgrade (Armageddon times two could be a nuclear ICBM facility plus an Archimedes II style orbital laser network).

There are a few choices you can make before you acquire your property here - you must purchase at least one option out of *Home Away From Home*, *Import*, *Settlement* or *Fallout:Shelter* before you may purchase further upgrades. With the exception of *Home Away From Home (which is a personal home)* Companions may, if they wish, collaborate with you on your settlement, secret base, or what have you by purchasing upgrades of their own. Likewise, you (and they) may buy separate bases and upgrade each individually.

- **Home Away From Home (50CP)**

The option for someone who just wants a place to call their own, without the headaches involved in adding an entire community, or zany experiments, or whatever, this is your standard 'Player Home' mod. Consisting of a small but surprisingly attractive shack on the outside, the inside of this home is a lot bigger than could be reasonably expected. Along with all the usual 'home-y' things like furniture and a kitchen, it also has its own small generator to ensure the lights stay on (which never runs out of nuclear fuel). A wide assortment of shelves, mannequins, display cases and other such containers are perfect to store and/or show off your stuff, and there's a considerable amount of unused space remaining in case you have some further plans. This option cannot be given the *Settlement* upgrade - it's a house, not a military base - and you'll likely find other upgrades that might rely on others to do work for you substantially more limited in their effectiveness.

- **Import (50CP)**

Alternatively, if you already *have* a place you own and you'd like to give it that nice, radioactive Fallout touch, you can use this option. You may import any existing building, settlement, or other such place you already possess which follows you from jump to jump, and further improve it using this section. Treat it as possessing any of the prerequisite options below if it already meets such criteria itself - a large, floating city-ship would already meet the *Mobile* and *Flight* upgrades, for example, allowing you to purchase *Orbital* without taking its prerequisites here. Any further upgrades you purchase will be made in the style of Fallout, not whatever setting your imported property originated from (assuming you don't want it adjusted to a Fallout theme in the first place), but they are otherwise fully compatible.

This option cannot be used to acquire any existing places in Fallout, such as any of the Vaults or the Prydwen.

- **Settlement (100CP)**

The opposite of creating a 'player home', this option instead makes you the mayor, king, Overseer, or some other type of overall leader for a small Fallout community. This comes with all the rights and powers that implies, though you won't have much in the way of responsibilities

aside from governing the settlement. Even that can be outsourced if you don't want the headache in a particular jump; you could simply have the place managed by a city council or some such, only receiving your position of power once you actively apply for it (like immediately winning an emergency mayoral election, being assigned your position by a governing A.I., or some similar process).

By default this settlement has about fifty to a hundred residents total, and is fully self-sufficient with enough food and resources to get by (though not much more than that). The residents are all about average compared to your usual Fallout settler - hardy and determined, but not the most well-educated, rich, technologically savvy or otherwise 'exceptional' individuals. They'll be a decently successful mixture of farmers, scavengers, shopkeepers and so on - just like you'd find in any other community in the wasteland.

Further purchases will increase the total number of residents in your village, town, or outright city by a factor of ten - so a second purchase grants you up to a thousand subjects (comparable to the larger Vaults), and a third would make your settlement one of the largest centers of civilization in the region with several thousand people - possibly matching or eclipsing even the larger cities in the New California Republic such as Shady Sands and the Boneyard. These expanded numbers will include additional farms, infrastructure (such as homes and water supply), and so on, though these will all remain exceedingly rudimentary (or 'standard' for a Fallout context). Of course, many of these details can be altered by purchasing additional upgrades in this section - this is just the baseline.

This option *can* be used to acquire an existing place in Fallout, such as a particular Vault or the town of Megaton, though you must at the very minimum purchase all upgrades one would need to create an equivalent place ex nihilo. Likewise, becoming the head of a location with far greater regional power would not make you leader over this entire region, merely a local figure; acquiring Shady Sands by the time of the New California Republic would make you the equivalent of a mayor, not the NCR President.

- **Fallout: Shelter (300CP)**

Vault-Tec built over a hundred of the (in)famous Vaults before the war, and many of them remain active to this day. Now, it seems they built one more - for this option grants you ownership of an entire subterranean Vault… or something of equivalent size and power, if you don't want a Vault. Perhaps a well-defended settlement is more to your liking?

Regardless, the Vault, settlement, or whatever form this purchase takes for you will be placed somewhere not too far from your starting location (assuming you don't make it whatever Vault you could have started in in the first place), and will consider you their leader much like the *Settlement* option above - assuming you want any residents, anyway.

Fallout:Shelter is a 'combination package' that comes with two free purchases of *Settlement*, as well as one purchase each of *Protected* and *SCIENCE!*, though none of these purchases are

mandatory (in case you don't want them). Like 'settlement', it can be used to acquire existing locations, though the same limitations and requirements apply.

- **Upgrade: Protected (100CP)**

Providing a measure of safety from the dangers of the wasteland is critical to many settlements and other centers of civilization. This upgrade grants your property a substantial improvement in overall protection, sufficient to ward off all but the most suicidally determined Raider attacks. For Vaults, this manifests as their classic, fully underground construction and the heavy Vault doors that bar access to anyone who might try to power their way inside. Other examples of defenses such as these are the imposing walls employed by cities such as Megaton and Diamond City, being built underwater, or simply possessing a well-trained and equipped security force.

- **Upgrade: Integration (100CP, free for Immersion)**

Ordinarily, your home or settlement will be placed into your current setting in such a way it minimizes overall disruption to the region. Unfortunately, this also means it's not the most… *exciting* place to be, at least not initially. This upgrade instead grants it a thorough cultural, economic, and political connection with the area surrounding it. It's nothing that would be immediately useful in terms of money or industry, but the ties to the region make it a far more interesting place. Travelers might pass through carrying news, stories and various opportunities, regional dynamics ensure there's always *something* going on, and in general it's the perfect way to get involved with the goings-on of the world you're in… be that the daily lives of the common folk, or more far-reaching political or military maneuvering.

- **Upgrade: Teleporter (100CP, requires Integration)**

Long considered nothing more than science-fiction, long-range teleportation systems have been developed on at least two separate locations by post-war factions. Now, your home comes with one of these magnificent devices, similar to the teleporter chamber used by the Institute or the 'Transportalponder' developed by the Big Mountain scientists. Possessing a range of at least several hundred kilometers (assuming there is a homing beacon at the far end), this machine provides the perfect method to visit far-off lands and return in time for dinner. Of course, while the known variants of such a device were each used by rather… ah, reclusive factions, making this technology available for wider use could make you some *very* good friends. Or enemies. Either way, excitement and adventure abound.

- **Upgrade: Firepower (100CP, free for Power)**

Distinct from the defensively oriented *Protected* upgrade, *Firepower* represents the ability of your home to project military power out into the region. Typically taking the form of some manner of long-range weaponry, the classic example of this upgrade in action is the artillery used by the Boston Minutemen, capable of firing high explosive shells at targets from long range and with a high degree of accuracy - provided they have a way to determine the location of a target.

Alternatively, this upgrade instead grants you a substantially more powerful offensive system, but at the cost of making this system extremely limited in how often it can be used. An example of this would be the low-yield tactical nuclear missiles found in the Yangtze, which possess far superior range and speed and greater damage than normal artillery shells… but only a handful of missiles can be launched before the silos are empty. Another would be the Archimedes II orbital laser satellite, which can strike near instantly against any target with an energy blast on par with heavy artillery, without running out of ammunition... but at the cost of needing a full day to recharge its energy supplies after each shot.

- **Upgrade: Armageddon (100CP, requires Firepower)**

Representing a marked increase in power over the *Firepower* upgrade, this option grants you the kind of long-range firepower this world has rarely seen since the Great War. The most basic option for this upgrade is a long-range missile launch facility similar to the limited-use option described above, except also possessing missile manufacturing capabilities or stored munitions in sufficient numbers that running out is no longer a concern without *blatant* 'trigger happiness'. Alternatively, you may again opt for a more powerful but limited-use version instead. Reducing the fire rate to at most once per day could see your weapon strike with as much power as the Enclave's orbital nuclear missile silo, saturating an area with dozens of low-yield nuclear impacts in a matter of seconds. Restricting your weapon to a limited number of total shots could result in your control of a pre-war missile silo… and one that carries the full-scale city-killer ICBMs similar to those housed in the Divide's bunkers or the missile that struck near Boston to create the Glowing Sea.

- **Upgrade: Support (100CP, free for Loot)**

Less a single upgrade and more a vast system of minor improvements, this option grants your home an exhaustive collection of workbenches, storage space, power armor bays, tools, and so on. Allowing for a wide range of activities, it is mostly aimed at maintenance and repairs rather than outright manufacturing of new items - though producing a small amount of replacement parts will be possible, and you'll have access to raw materials thanks to the placement of your property. Any subjects you might have from a settlement will be competent with these tools, giving you access to a capable support crew ready to provide assistance with whatever machinery you need.

- **Upgrade: Garage (100CP, requires Support)**

Further expanding the capacity of your *Support* upgrade above, this option turns your home or settlement into a small-scale factory capable of building a multitude of items. From ammunition and combat armor to vehicles or even Vertibirds, the manufacturing centers (and crews, where available) can be easily adjusted for any particular type of work, though you'll usually have to specialize in one or two areas. If you're already dedicated to the production of power armor and Vertibirds like Raven Rock was, for example, you won't have much leftover capacity for ground vehicles or handheld weapons.

- **Upgrade: Paradise (100CP, free for Aesthetics)**

Beauty may be in the eye of the beholder, but few would claim that your property isn't *damn* good looking with this upgrade. Capturing the height of the Old World's talents at architecture, interior design, and overall visual appeal, few structures in Fallout could match its splendor. With a few modifications, this could easily be used to draw in visitors, be they tourists or diplomats - convenient, then, that the appearance will slowly adapt to your whims without ever losing its charm.

- **Upgrade: Economy (100CP, requires Paradise)**

Of course, taking advantage of that appeal should be obvious - what better way to bring in money than drawing in those who are looking for a place to spend it? With this upgrade, your property becomes the heart of a thriving business, which could be anything from a casino (not unlike those found on the Strip in New Vegas) to a bustling marketplace (like those found in The Hub or Rivet City) or even a trading post for a wide number of caravans. It could even be the spot where a large number of mines, loggers or other such resourcing operations are coordinated - if that's more your thing.

Whatever the details may be, it's guaranteed to bring in a sizable number of bottlecaps thanks to taxes and fees, and you'll find that anything sold on these grounds looks just a bit better than whatever is out there in the rest of the world. Why not go see the sights, and shop around for some new outfits or a new gun?

- **Upgrade: Mobile (50CP)**

Though most places in Fallout can only be found in one… well, *place*, mobile communities are not unheard of. This upgrade turns your entire home, settlement, or what have you into a more advanced variant that is capable of moving under its own power - albeit slowly. Perhaps it traverses the wasteland on gigantic tank tracks like the Enclave's Mobile Base Crawler, or it sails the radioactive oceans in the form of a massive city-ship like the PMV Valdez, but whatever the case may be… go forth, and find your way into the world of Fallout.

This mobility upgrade improves your home's power generation with a large-scale fusion reactor or other such power source, ensuring that you can remain mobile 24 hours a day without needing to refuel, and the system has enough redundancies you won't need to stop for maintenance (unless you get shot at, anyway, which is sadly at least somewhat likely).

- **Upgrade: Flight (50CP, requires Mobile)**

Moving under its own power already makes your place to stay a rare sight in Fallout, but even then mankind has managed more than just that. With this upgrade, your engine systems are completely overhauled, replaced with a mix of Grav Plates, propellers, jet engines, or some other kind of propulsion. The end result is that your entire base of operations is now capable of (slow) flight, similar to the Brotherhood Of Steel's Prydwen super-zeppelin or the admittedly somewhat ramshackle USS Constitution. Like the *Mobile* upgrade, *Flight* allows your home to travel continually - there is no need to land for refueling or other concerns unless outside circumstances cause damage to the systems.

- **Upgrade: Orbital (100CP, requires Flight)**

Enough to make your home reach heights unseen by mankind for a *long* time, this upgrade makes your flight systems powerful enough they are now capable of leaving Earth's gravity well. Likewise, you'll be able to safely land again should you wish to do so - be it on Earth, the Moon, or somewhere even further. This upgrade includes all necessary systems to function in the harsh environment of space, such as atmospheric sealing and recycling to maintain a breathable atmosphere.
No human settlements have ever had this level of mobility - Mothership Zeta is the only known example of such feats. This upgrade does not give you their level of FTL travel capabilities, although *Cutting Edge* might be used for such improvements.

- **Upgrade: SCIENCE! (100CP)**

Though most people in the wasteland are content to simply survive with whatever means are left, that doesn't mean the scientific and technological heights of the Old World are gone entirely. Many communities and factions retain access to some of the more advanced technologies developed before the bombs fell, and now yours is one of them. Whether it's zany and unethical Vault experiments, the know-how for creating plasma weapons and certain types of Power Armor, or some other kind of Fallout-style 'mad science', your base has something that sets it apart from the dirt farmers and scavengers that populate most of the wasteland. This comes complete with a variety of technological support - including scientific skills for your subjects, where appropriate - though it's still limited to the *somewhat* common Fallout technologies like F.E.V. or Power Armor. No one-of-a-kind stuff.

- **Upgrade: Cutting Edge (100CP, requires SCIENCE!)**

Okay, forget that 'no one-of-a-kind stuff' just now. This upgrade makes your home one of the most technologically advanced places in the wasteland, with one area of expertise where you eclipse even the Old World in some manner. Whether it's the next-generation Synth facilities of the Institute, the mad robotics of the Big Empty, or some other kind of specialization, you'll be hard-pressed to find a scientific peer in this setting. Like *SCIENCE!*, this will improve the overall scientific and technological skills of anyone in your settlement, as well as give your home one *hell* of a 50's Sci-Fi theme.

Miscellaneous Mods

This section is meant for fine-tuning your very own, personal, Fallout experience. Whether you've always wanted to visit the Wasteland with that one specific mod, you're looking for something more generalized, or you just want to shake things up - this is where to get it all!

In this section, you may purchase mods to improve (or at least change) your time in Fallout. This includes existing mods for the various games, though similar changes that aren't made into an actual mod (or not yet, anyway) are likewise permitted.

Acquiring mods relies on the total overall impact of your choices - each of the options below applies to mods in general, so one option allows for multiple mods. That said, adding tons of *Minor Mods* might result in an impact great enough that it would require the *Intermediate Mod* option instead. Use your best judgement to estimate how it all fits together.
All costs are total - you don't need to purchase multiple 'tiers', only the most costly and far-reaching option is required. The one exception to this is *Just For Fun*, which does not obey the normal rules.

Miscellaneous Mods cannot be used to acquire items or abilities available elsewhere in this document.

- **DLC (Free)**

As vast as the spectra of mods for the Fallout series may be, there is still a 'canon' of sorts to adhere to at the most basic level. Consequently, you may include (or exclude) any officially released content for the Fallout-verse for free, including any official games and DLCs, expansions, Creation Club content, and so on.

You may also transfer items, abilities, or effects seen in one Fallout game to a different location or time, such as making Recharger Pistols available in the Capital Wasteland.

This option also includes any planned content that was not included in-game, for example ideas or quests that were scrapped due to looming release deadlines or which were part of a canceled Fallout game (such as Van Buren).

- **Minor Mods (50CP)**

Consisting of some of the most low-impact changes one can get while still modding, this section covers mods that alter minor details of items or cosmetics, like turning a unique laser pistol into a laser rifle variant instead, or cleaning up the rusted look of a certain favorite armor to something more pristine. In general, these mods will have effectively zero impact on the setting, though they might improve your enjoyment of the world.

This level also includes the addition of multiple items, powers, or other effects that are inferior to their best-in-class canon equivalents - scattering some additional suits of T45 power armor across the Wasteland would be fine, but doing the same with next-generation X-02 prototypes would not.

- **Intermediate Mods (100CP)**

Getting into the 'meat' of mods, this level represents small but meaningful changes to the setting. The effects of mods found here should be in the range of adding an end-game tier ability or advantage, with perhaps a minor benefit that makes it superior to canon examples but not in a truly groundbreaking manner. For example, incorporating 'Microfusion Breeder' style regenerating power supplies to a prototype laser rifle with firepower on par with an

Anchorage-style Gauss Rifle would fall into this category, as would a suit of Enclave Hellfire armor with Grav Plating for enhanced flight capabilities as an alternative to the fairly limited Fallout 4-style Jetpack modification. In general, mods from this section are likely to change your experience of the world, either by substantially altering your strategies and abilities or by changing the world around you in more direct ways.

- **Major Mods (200CP)**

At this level of modding, you're starting to see some *serious* impact on the overall way you're interacting with the setting. Mods here would include weapons or powers that are substantially better than those found in the Fallout setting, such as Power Armor with built-in shields, granting you double the number of normal in-game 'perks' as a learning booster of sorts, and other such effects that noticeably increase your power. This also includes mods that *could* have a far-reaching impact on the setting but don't immediately do so unless you use them in such a manner - an Auto-Doc that can install the majority of cybernetics seen in the series with no requirements other than the necessary supplies, for example. Mods like this will be immediately obvious to anyone comparing your time here to a hypothetical 'unmodded' situation.

- **Supreme Mods (300CP)**

The largest, most terrifying and most disruptive, mods of this level are sufficient to turn the wasteland upside down if used wrong - or right, depending on their purpose.

Powers and abilities this kind of mods provide could (eventually) make even the greenest Fallout visitor into the kind of mortal god that changes the balance of power in entire regions. Items, powers and other advantages available here eclipse anything seen in Fallout by a substantial margin, combining effects never seen together or outright ignoring limits the setting had considered ironclad up to this point. From handheld low-yield (as in, low yield *nuclear*) energy rifles to mutations that let one arm wrestle a Super Mutant Behemoth, these are 'game enders' in all but the most incompetent hands.

Mods that make a person outright invulnerable, omnipotent, or similarly 'broken' are **not** available. Yes, that means you'll have to look for 'toggle god mode' somewhere else. It's a mod, not an outright cheat, and *yes*, there's a difference. When in doubt, assume that anything that allows you to become or match the lower end of Kryptonians, comic-book geniuses, and other such specimens of 'brokenness' is unavailable without *at least* some heavy and permanent downsides to their effects.

- **Just For Fun (Free)**

Ah, what's this? You're the kind of Fallout player who's prone to continually changing mods, installing and uninstalling over and over just to see what it's like? Well, if you're not interested in keeping the changes you've made, this option is for you. You may acquire any number of mods from the options provided, without paying any CP, and you may even 'activate' or remove such mods during your time here - though each will take anywhere from several minutes to a full week to fully ah... *install*.

The downside to this option, of course, is that these mods are *temporary*. By the end of your time in this world, you will be unable to take *anything* with you that relies on these mods. New types of Power Armor will vanish into little more than a puff of smoke and radiation, powerful new mutations or cybernetics will disappear without a trace, and even the knowledge and skills you've acquired with the aid of mods such as these will simply flee your mind.
Still, if you want to use something for a week or two before moving on to something else… why not give it a try?

Companions And Followers

- **Friends And Companions (variable cost)**

Though you might follow in the footsteps of the Lone Wanderer, sometimes the company is what makes the journey worthwhile. You may import an existing Companion or create a new one of your own design for 50CP each, or pay 200CP for eight Companions at once. Each receives a background and 600CP to spend on whatever purchases they prefer (including a CP-costing race option, if they wish). You may also use this option to recruit new Companions while in the setting - this can be applied alongside and combined with similar recruiting options in the 'main' jump if using Modded Fallout in the Supplement Mode. For example, if you import or recruit a Companion in the 'main' Fallout jump, you can do the same for that person here. Doing so still costs the normal amount of CP. Companions recruited from this setting receive their background and CP at the end of their time here.

- **Armor sub-A.I. (50CP)**

Based on the original 'Sentinel' Power Armor design, this barebones robotic personality can be installed into any suit of Power Armor. Once active, the program can 'pilot' the suit without an occupant, making the suit of Power Armor into a standalone combatant. It can even keep an occupant safe (if it actually *is* worn by someone) by monitoring armor systems, or even take over if the armor's occupant is knocked out, injured, or even killed - though it doesn't suffer from the software bugs that made the Y-17 Trauma Harness such a dangerous failure.

The program is only about as intelligent as a Protectron by default, and correspondingly it does not count as a Companion (unless you want to make it one). That said, it's quite easy to modify with enhanced weapon algorithms for better aiming, tactics subroutines for combat decision-making, and other such improvements, and the A.I. can be copied into a wide variety of different systems with no compatibility issues. You could even install it into vehicles for 'driver-less operation', assuming you can program in some driving or flying skills.

Guaranteed never to go 'berserk' or otherwise suffer some of the detrimental mental changes seen in centuries-old Fallout robots.

- **RobCo's Finest (50CP)**

The Old World used robots for a wide variety of purposes, ranging from construction to law enforcement and military combat to serving as butlers for their owners. Many of these robots remain active to this day, and although many have not weathered the long years since the bombs fell without going crazy, others retain their personalities and skills with few problems besides a layer of rust. With each purchase of this option, you receive half a dozen robots of any single type, such as the domestic Mr. Handy or Ms. Nanny, the military Assaultron or Sentry Bot, or even kitbashed designs such as those made by 'The Mechanist' near Boston. They have no skills or memories beyond their 'factory default', but also do not count as Companions unless you switch on a robot's personality subroutine so they may grow into a genuine person.

Alternatively, instead of the six standard robots, you may instead receive a single follower - and it's a big one. Liberty Prime, in either its 2277 or its (rebuilt) 2287 incarnations, will serve you with all the dedication and fanaticism it once showed to the United States Of America. It retains its bombastic nature, though it otherwise follows the same rules as the 'lesser' robots above do. At least it's become a bit better at recognizing who is and isn't Chinese, and it will follow your lead on which targets are deserving of a proper *American* smackdown.

- **Domesticated Terrors (50CP)**

Of course, just as the Old World led to the creation of countless robotic servants and friends, so too did the natural world change in nuclear fire. With each purchase of this option, you receive half a dozen loyal and trained animals, or other living beings of sub-human intelligence, as your followers. Examples include (but are not limited to) Yao-Guai, Deathclaws, unusually-resilient dogs like Dogmeat, the various Mirelurk strains, mutated scorpions, and so on. They do not come back to life when killed as Companions do, but you do receive a steady supply of eggs or young (and nothing's stopping you from cloning them or breeding more the old-fashioned way) in case you want to boost their numbers.

- **Emergency Call (100CP)**

The NCR Rangers have their emergency radio. The Minutemen have their flare guns and artillery grenades. The Institute and Brotherhood Of Steel have their beacons. Sometimes, your own skills and abilities are simply not enough, and you need some *help*. This item, which will take whatever form suits the setting and your current situation, serves as a call for aid in times of emergency which can be used once per day - regardless of your current location and how far reinforcements might otherwise be. By default, it will summon half a dozen skilled and well-equipped combatants to your aid, such as a group of Minutemen of a handful of Brotherhood Knights and a Paladin. These forces will always suit the setting and your current allies, where applicable, but the reinforcements summoned this way are only temporary (lasting only until killed or the battle has ended). That being said, no-one will ever question the sudden appearance and/or disappearance of these fighters - even if they logically had no way to arrive at your location in such a short time.

However, this item becomes increasingly powerful if you have further connections in this world - should you have any Companions, followers from this section (such as the *Robco's Finest*

above), or suitable upgrades applied to your Vault, Settlement, or other base of operations (such as the *Firepower* upgrade), these allies can *also* respond to the call for help.

For example, the *Population* upgrade will increase the numbers of ground reinforcements, the *Garage* upgrade might send a pair of Vertibirds to strafe your enemies, and a Vault with the *Teleporter* and bio-research focused *Cutting Edge* upgrades might surprise your enemies with the sudden arrival of a cybernetically mind-controlled Deathclaw.

Supplement Mode

Although the Modded Fallout jump can be used on its own, there are also a number of other Fallout jumps out there that could use some *modding*, wouldn't you say?

Supplement Mode allows you to combine this jump with that of any other Fallout jump, such as the jumps for Fallout: New Vegas or Fallout 4, or a (hypothetical) fanfiction jump taking place in the setting of Fallout. Your starting time, region, etc. are all locked to whatever fits the supplemented jump - this overrides any such choices from the Modded Fallout jump itself. Keep all CP totals separate for each jump (i.e. you can't buy options here using the other jump's CP or vice versa). Other than that, use your best judgement on how to mitigate any conflicting details or rules.

You may use the Modded Fallout jump in this manner any number of times, but you will not receive the base CP allotment (your default 1000CP) after your first visit here. Consequently, you'll have to earn any further CP by taking Drawbacks.

Likewise, any Companions you may have won't receive further CP, though any new Companions who come here for the first time (in case you've picked up any newcomers since your previous visit) will still receive their usual allotment, assuming you pay to import them as usual.

You may also use the Modded Fallout jump as a 'fanfic mode', visiting a fanfic or other derivative work set in the Fallout setting which does not currently have a jump. Treat this as if you supplement this jump to another Fallout jump, though without a 'base' jump to combine it with.

Finally, you may use this jump's Supplement Mode to combine multiple Fallout jumps. This allows you to maintain continuity and essentially continue your stay without interruptions or 'do overs', should you prefer this over multiple separate visits.
Make your choices (including a separate build for Modded Fallout as a Supplement) for each such jump; any Perks, Drawbacks, or other such choices for the later jump will not activate until you reach said jump's starting time. Drawbacks will persist during your entire stay from the

moment they activate, and you will stay until the last time point required for all jumps, which usually means until ten years have passed from the starting point of the latest time period.
For an example of how this could work, consider mods such as ‘A Tale Of Two Wastelands’, which ties Fallout 3 and Fallout New Vegas together by making Courier Six into an (older) Lone Wanderer.

Currently, the most likely choices for this process are Fallout 3, Fallout New Vegas and Fallout 4, all of which have their main events occur with roughly five years between each game, though I can’t claim to know all Fallout works out there or which options do or don’t fit. *Overlapping* time periods are not required, though do be careful: you’ll stay here until you’re done whether you like it or not. Fallout isn’t the safest place to live, and surviving the span of time between the start of Fallout 76 (2102) to the end of Fallout 4 (2297) means you’ll be wranging with radiation, Deathclaws and Atom knows what else for about two centuries. Make sure you’re prepared.

Drawbacks

There is no limit to the number of Drawbacks you may take, though each may only be taken once unless stated otherwise. Try not to die.

- **Ground Zero (+0CP)**

Excitement, adventure, fame and wealth aplenty… oh, if only there was a way to enjoy the Fallout verse through the eyes of its most famous members. And now there is! This Drawback ensures you take the place of whoever the protagonist is for the Fallout series in your current era, such as the Lone Wanderer or the Chosen One. You may also choose to only become the protagonist for the main story but not some or all applicable DLCs (or the reverse), such as becoming the final caravan guard at the start of the Honest Hearts storyline despite not being Courier Six or vice versa.
This Drawback may be taken by Companions, though each role can only be taken once.

- **Lingering Effects (+0CP)**

Perhaps you’ve been to Fallout before? Or you’ve already used a mod last time you went with the Supplement Mode, and don’t want to pay for it again? Have no fear - this Drawback acts as a ‘continuity toggle’, which allows you to carry over the consequences of your actions from any previous visits to the settings, as well as any mods you’ve included (if applicable and desired). Should this cause any serious conflicts between your current jump and your previous activities, do your best to reconcile the differences and fanwank appropriately.

- **Aglow (+100CP)**

As the name implies, *Fallout* involves a lot of fusion technologies, bizarre mutations and, yes, radioactive fallout. You’d probably do well to avoid at least some of those, however, as your radiation resistance is now stuck firmly at a big, fat zero. You could be doped up to the eyeballs on Rad-X, encased in the most advanced suit of Power Armor known to man, and you’d still be

getting sick and losing hair after a short trip through a radioactive hotspot. Assuming you don't reach that last rad sickness level and simply keel over dead, anyway. Methods to remove radiation are still effective - but only when you're not actively being irradiated, so walking around with a permanent Radaway I.V. won't solve your problems. Better keep an eye on your geiger counter, Jumper.

- **Wasteland Scrounging (+100CP)**

High-tech plasma weapons, Power Armor more akin to personalized *tanks* than merely outfits, extravagant and powerful equipment as far as the eye can see… and they all *suck*. Well, not in general, of course. Just for you.

The more powerful, effective, or 'cool' any particular item would normally be for you (including any you bring in from other jumps), the more you'll be penalized for its use. Not only will their effectiveness be severely reduced, but any such item will also rapidly degrade in condition - ensuring that before long you'll be relying on the same kind of kludged-together junk weapons most folks in Fallout use. You're a scavver, Jumper, through and through. Ain't no fancy guns or suits of armor that can change that now.

- **Explorer (+100CP)**

You're the kind of man who's been everywhere, seen every corner of the wastes - or at the very least, you *will* be. Any method more advanced than walking on your own two feet will be unable to get you anywhere. Teleportation abilities fizzle out in this world's ambient radiation, anti-grav harnesses warn about power surges and crash after a few feet of flight, even your trusty Highwayman keeps breaking down. More esoteric forms of travel will let you make it past the absolute shortest distance you'd need to travel not to instantly die as a result (the Institute's teleporter might *just* manage to put you above ground, but no further, for example). You better be prepared to do the rest of your traveling 'Fallout' style.

Note: does not apply to alien abductions or other such, involuntary, displacements.

- **Fallout: Widescreen Fix (+100CP)**

Ouch, this doesn't look good - literally. Somehow, everything you see around you has a substantially lower 'polygon count' than it should. The environment seems blockier, people are uglier, and everything looks like it would if you were stuck in a game made, oh, somewhere around 2005 or so.

- **Regreenifier (+100CP)**

The magnificent sights of a (mostly) mankind-free Wasteland can be beautiful to behold, though nature usually takes its time to reclaim the remnants of the old world (what with all the radioactivity and all). But… why does everything have this awful green tint to it? Did someone make the very air greenish colored or something, or is the smog just that bad? For that matter, why is the Mojave desert so overwhelmingly orange? Well, better buckle up and strap on those welding goggles, because that's how the entire world is now. All those exterior color washes are

turned up to eleven, making pretty much every place you might visit dominated by a single color above all others. At least it makes the radstorms and radioactive pits a bit easier to recognize, what with the whole extra-intense fluorescent radioactive glow?

- **Targeted (variable CP)**

With greatness comes enmity, and you're no different. This Drawback may be taken multiple times: for each such option, you'll be branded the equivalent of 'Public Enemy Number One' to an entire organization from the moment you arrive here. Diplomacy will fail, your cries for peace falling on deaf ears. Even attempting to leave the region they're active in won't help - they'll follow you to the ends of the Earth if need be. They will seek your death by any and all means available to them, even if that means compromising their other plans or even sacrificing themselves down to the last man, woman, child, robot, Super Mutant or what have you. Their complete annihilation is the only way to end your conflict.

The exact amount of points you receive for this varies on the power of the faction, though you may, if you wish, bolster a weaker faction to a higher tier in terms of manpower, technology, and other factors if you wish, or re-establish a previously-destroyed faction (such as the Master's Army, any time post Fallout 1). Each faction may only be used for this Drawback once.

For +100CP, you'll become the hated enemy of a small but moderately powerful regional faction, like Mr. House (circa start of New Vegas), the Pitt Raiders, or the Railroad.

For +200CP, you will be hunted by a large and powerful faction operating over multiple states (or which has such potential even if they don't use it). Examples here include the Brotherhood Of Steel, the Enclave (circa start of Fallout 3), and the New California Republic.

For +300CP, the ones who seek your head on a platter are powerful enough you can reasonably expect to be targeted by large-scale nuclear bombardment (or the equivalent) the moment they discover you. There are no *confirmed* factions on Fallout's Earth at this level of power, although the alien Mothership Zeta would fall in this tier. For human factions, a (theoretical) partially recovered People's Republic Of China would be this level of foe.

- **Raider Central (+200CP)**

They're the bane of the Wasteland from the Mojave desert all the way to Boston, and they show no sign of letting up anytime soon: Raiders. Men and women who've been broken by the world, left desiring nothing but the next fix of their drug of choice and the chance to inflict horrific, cruel violence upon anyone they can get their hands on. And now… well, let's just say there's more of them. *Lots* more. In 2281, the Raider gang known as the Fiends was large enough they threatened New Vegas and the NCR garrison there. Now? They'll be powerful and numerous enough they could lay siege to the Mojave from Nellis Airforce Base all the way South to Nipton. By 2287, the Gunners in Boston were the largest and most ruthless gang in the city, controlling a sizable portion of Boston and the outlying areas. Now, they're more akin to the region's outright rulers, cowing even the Institute into inaction against them. And so on, and so forth.

They've got vastly more numbers, and it's not just that - they're better equipped as well. Expect to see a lot more jury-rigged plasma weapons, kitbashed Power Armor and other Raideresque bits of mayhem during your time here.

- **Memory Leak (+200CP)**

Ohhhh boy, did you load your mods in the wrong order? Because it seems you're not the one reaping the benefits - or at least not the only one. You'll find that all enemies you might encounter in Fallout now begin to benefit from mods as well. Radscorpions and Deathclaws might come in exciting new (and lethally powerful) variants, Raiders start using a wide array of modded items up to or even surpassing the top-of-the-line gear you might have found in the classic Fallout-verse, and so on. The playing field's been leveled a *lot*, so you'll have to rely far more on your own wits and experience rather than simply overpowering the enemy with some fancy gun or suit of Power Armor… after all, *they* might have that same gun and armor, too, now. Of course, the fact that your enemies are using all these mods doesn't mean *you* can use them after - you didn't get the mods, after all, so no grabbing that super-laser-cannon-thing from a Raider and using it yourself!

- **Fallout In The Fallout (+200CP)**

Well, the nuclear wasteland is certainly a whole lot more *nuclear* than you remember. Radstorms are more frequent and intense, blowing radiation into the wasteland from the most irradiated nuclear craters on the continent, and with that extra radioactivity come terrible consequences. The native life, already severely mutated and often wildly dangerous, seems to have become even deadlier thanks to the widespread fallout. Expect to run into a lot more 'glowing' variants of creatures, and to encounter even entirely new, mutated beasts that have never been seen before in the post-war world. Scorchbeasts might have needed a little bit of help from some mad scientists to emerge from common bats, but Mirelurk Queens and the nastier kinds of Deathclaws managed just fine on their own… and with the increased radiation, the former kind of monstrosity is going to be a lot more common even *without* the Enclave mucking around with FEV. Stock up on Rad-X and RadAway, and keep your gun ready.

- **A Settlement Needs Your Help… Again. (+200CP)**

Side quests. Side quests everywhere. And not the engaging, interesting kind, either. It's always stuff you've done a hundred times before, like protecting an allied settlement against yet *another* Super Mutant attack, or solving another kidnapping, or… you get the idea. For your entire stay here, you'll be stuck doing inane, inconsequential crap for barely any reward and even less excitement. You can ignore all the various pointless tasks people keep asking you to do, of course, but somehow, somewhere, you'll always end up feeling like you should help out. It doesn't necessarily interfere *that* much with your overall plans, but taking a small (or large) detour to deliver a letter to someone's kindly grandmother is probably worth waiting a day or two to destroy the Enclave's latest secret super-base, right?

At least Preston Garvey would probably be proud of all your efforts?

- **Mod Manager Misery (+300CP)**

Oh man, you've *really* gone overboard now. Most people stick to a few dozen mods at most, but you… oh, we're not even sure *how* many you've decided to get. Nor are you, for that matter, and it's not like the number is stable. This Drawback makes it so that the world will continually change, without warning, with effects ranging from exceedingly minor to far-reaching. One day, Piper Wright suddenly turns into a redhead, the next you'll find the Big Empty being bombarded by an orbital laser satellite FOR SCIENCE! (while you're out in the open, of course). Nothing you do will let you predict which mod(s) will get activated at any given time, or how long the changes might last. The one constant you can depend on is that none of them will ever provide you an outright advantage - it's either random stuff that doesn't matter in the grand scheme of things, or it's something that will screw you to a small or large extent. Nothing's guaranteed to be lethal, but you'd better be good at thinking on your feet.

At least your *own* mods aren't affected, so you won't have to worry about your favorite Power Armor suddenly vanishing and leaving you in your underwear while wrangling an enraged Deathclaw. Well, assuming it's one you intended to get - Power Armor that appeared thanks to this Drawback is still fair game, after all.

- **Crash To Desktop (+300CP)**

Ouch - seems that you're running a Bethesda-grade Fallout game now, and all the various mods you're using certainly don't help improve its stability any. All your abilities and experiences will rapidly turn the world into a highly unstable mess - the more different kinds of things you do, the more risk you run of the world shutting down entirely. You'll 'reboot' just fine, of course, but reloading an earlier save means you effectively lose somewhere between a day to a week of time and effort. The only way to limit how often this problem occurs is to limit the amount of data the 'game' uses at any given time - meaning you'll have to avoid switching guns all the time, constantly traveling to different locations, or using extraordinary abilities for more than one kind of purpose. Choose between boredom or calamity, because you sure as hell won't get both.

- **Unmodded (+300CP)**

Ah… you do realize this is the *modded* Fallout jump, right? Well, whatever the case may be, you're keeping at least *some* amount of the 'classic' experience - that being no powers from outside of Fallout. You and your Companions lose access to all abilities, items, and other advantages you might possess from other jumps, effectively being reduced to nothing but your Body Mod and whatever you bought from this jump and other Fallout jumps (supplemented or otherwise).

- **Long Forgotten (+600CP)**

A creature, buried beneath Appalachia. A building in the wastes outside D.C. A blackened book underneath the swamps of Point Lookout. A deep, winding mine North of Boston, stained with the blood spilled in their name by the wicked blade of the old, old world.

Places. Names. Dangers that have nothing to do with laser beams, rocket launchers or machine guns. Reality has never been kind to mortals, but most of the time, the rends in the sanity of the world were always… well-hidden. Out of the way. Unlikely to be found by many, or survived by the few who did encounter them. But no more.

The world changes, now, occult rituals performed in the dark places of the world, hallucinations and madness becoming commonplace. Whispers abound of eldritch beings, things *wrong* in ways even the twisted animals of the Post-War world never were, spotted in the wastes far from civilization. Radiation was always there, always a risk to health and wellbeing - but never like this, never so… *corrupting*. Mutations become a sign of something darker, Ghouls and madmen the first heralds of the eldritch terrors yet to come.

You're in a horror world now, Jumper, where nightmares are no longer merely constrained to the realm of dreams. They are coming… or, rather, they never left.

Ending

Ten years have passed, and you're still alive! Hopefully, anyway, and ideally without having become *too* radioactive. Now, what's next for you?

If you've died, or you're simply tired of your jumping, you may choose to **go home**. You'll be returned to the world of your origin at the time you originally left. You keep anything you acquired during your chain, but your jumping days are over.

Do you **stay here**, making this world your home for the remainder of your existence? Then head on into the wastes and the radiation, whether it's to glories the Old World never dreamed of or nuclear annihilation.

And, of course, the chain calls to any survivors, beckoning you to **move on**. Proceed to whatever jump lies ahead of you, but remember:

War never changes.

Notes

Feel free to assume that any powers, technologies or random whatevers you pick up during your time here will continue to work in future jumps just as they did here. Whether that's F.E.V.-based superpowers, fully sentient A.I. built with vacuum tubes, or alien gizmos - it works, regardless of whether it was bought for CP or not. The one exception, of course, are any mod additions taken with *Just For Fun*.

The Division split maintains an equal *subjective* flow of time on both sides. Creating a Division timeline and then only using a time-dilation effect such as a dose of Turbo dose on *one* side of the divide can cause the vision and reality to become 'out of sync', for example.

You can expand your player home, Vault, settlement or whatever over multiple visits without needing to repeatedly use the *Import* option. It's already a Fallout property, after all.

You do not need to take the same Background when using this jump in Supplement mode multiple times.

All else fails, fanwank responsibly and have fun.

Change Log

- V0.2 - Changed Miscellaneous Mods section from individual mod components to 'overall modding impact' design. Allowed for item imports to apply to mod items as well as out-of-jump items.
- V1.0 - First 'ready for use' version
- V1.1 - Eternal Wanderer changed to Division since the former overlapped with The Quest.
- V1.2 - Clarified interaction between Companion import/creation options here and in a supplemented Fallout jump. Added 'The Basics', 'Emergency Supplies' and 'Mayhem'. Clarified some options for the Settlement and upgrades, including how to acquire canon locations. Adjusted 'Ground Zero' to account for DLCs. Allowed Supplement Mode to be used for multiple time periods in one go. Minor tweaks and spelling fixes.
- V1.3 - added 'A Piece Of Nuclear Paradise' and clearer race options. Go get your sentient Deathclaw on!

Examples of Miscellaneous Mods

DLC

- Make M72 Gauss Rifles available in Washington D.C. and Boston, or Boston-style Gauss Rifles available on the West Coast

- Incorporate aspects from Van Buren into the main timeline

Minor Mods

- Alter the appearance of a set of X-01 Power Armor to appear more heroic/noble than the current design without impacting its effectiveness
- Changing Pew-Pew from a modified laser pistol into a modified laser rifle, with comparable stat changes
- Most cosmetic-only ‘lewd’ mods
- Make all Deathclaws into Glowing Deathclaw Alphas
- Give the captain of Mothership Zeta a rangefinder you can use to call down a Death Ray strike after completing the Mothership Zeta storyline
- Become a Super Mutant, Ghoul, Synth or common robot type (Protectron, Assaultron, Mr. Handy, etc.) rather than the usual human

Intermediate Mods

- Modified Enclave Hellfire Armor with permanent stealth similar to the Chinese Stealth Armor
- A Laser, Plasma, or Tesla-based sniper rifle comparable to a Gauss Rifle in performance except with Microfusion Breeder-based recharging ammunition
- Add powers or items from other settings that are at Fallout level or lower in terms of overall power and effectiveness (all in very low numbers):
    - One full suite of Deus Ex: Human Revolution cybernetics
    - Give yourself the Thu’Um - Skyrim *in-game* variants only
    - Become a Mass Effect Biotic
    - Star Trek Phaser rifle
- Become one of the rare intelligent types of Deathclaw rather than the usual human

Major Mods

- A set of advanced Power Armor with infinite energy thanks to Microfusion Breeder systems, built-in high-end laser weapons, permanent stealth field and Grav Plate-based flight.
- A manufacturing system based on a hybrid Robot Workbench-Sierra Madre Vending Machine system, which is capable of building any designs you provide (no actual designs provided) so long as sufficient raw mass (of any type) is available.
- Greatly improve the V.A.T.S. recharge rate of Action Points while simultaneously granting heightened accuracy, damage and critical hit chance to make the user a bullet-time combat savant
- Add powers or items from other settings that surpass their nominal peers in Fallout (all in very low numbers) or larger numbers of lower-powered options such as in Intermediate Mods:
    - Star Trek replicator
    - Jedi Powers on par with an unexceptional Jedi Knight (no Revans or Exar Kuns)

Supreme Mods

- A set of alien-derived Power Armor with infinite energy, stealth, built-in weapons, short-lived but regenerating personal shield generators, at-will subsonic flight, advanced sensors and a medical suite that grants a minor ‘healing factor’ to the user.
- An automatic energy weapon that fires energy rounds (laser, plasma, tesla arcs, LAER, alien disruptor or holorifle projections) comparable in power to a half-charge Boston-style Gauss Rifle shot, with a rate of fire comparable to that of a Gatling Laser, with unlimited ammunition, negligible recoil and perfect accuracy.
- Cybernetics that grant strength and resilience on par with the largest and oldest Super Mutants, intelligence or analysis abilities on par with the Railroad’s P.A.M., or at-will Turbo use like a massively more potent Implant GRX.
- Add powers or items from other settings that wholly eclipse anything in Fallout in terms of power or impact (all in very low numbers) or larger numbers of lower-powered options such as in Major Mods:
    - Storm’s weather control powers from X-Men (2000-era movies)

Examples of properties/requirements:

- Any Vault-Tec Vault
    - Fallout: Shelter
- The Hub (circa Fallout 1)
    - Settlement x2 (large town)
    - Integration
    - Paradise + Economy (substantial trade and industry)
- Mariposa Base (Fallout 1)
    - Settlement
    - Protected (military base defenses)
    - Support (military equipment)
    - SCIENCE! (F.E.V., biological research)
- Megaton (Fallout 3)
    - Settlement
    - Protected (walls)
    - Integration
- Oasis (Fallout 3)
    - Settlement
    - Paradise
- Raven Rock (Fallout 3)
    - Settlement
    - Protected (underground, defenses)
    - Support + Garage (military manufacturing capabilities)
    - SCIENCE! + Cutting Edge (Enclave high-tech and research division)
- Enclave Mobile Platform (Fallout 3: Broken Steel)
    - Support (maintenance for Power Armor and weapons, but no manufacturing)

    - Firepower + Armageddon (Uplink to orbital nuclear weapons platform)
    - Mobile (threaded tracks)
    - SCIENCE! (defense fields, Enclave high-tech)
    - Settlement optional (crew)
- Mothership Zeta (Fallout 3: Mothership Zeta)
    - Settlement
    - Protected x2 (nuke-blocking shields)
    - Integration + Teleporter (orbital teleportation capabilities)
    - Firepower + Armageddon x3 (nuclear yield orbital Death Ray with reload time of <1min)
    - Support + Garage (hangars for Recon Craft, manufacturing capabilities and infrastructure)
    - Paradise
    - Mobile + Flight + Orbital (spaceflight with presumed FTL)
    - SCIENCE! + Cutting Edge x3 (Alien technologies)
- New Vegas Casinos (Fallout: New Vegas)
    - Settlement
    - Integration
    - Paradise + Economy (substantial income from gambling / hotel services)
- Nellis Air Force Base (Fallout: New Vegas)
    - Settlement
    - Firepower (Boomer artillery)
    - Support + Garage (manufacturing of artillery, B29 bomber support)
- The Castle (Fallout 4)
    - Settlement (after liberation) or Home Away From Home (vacant)
    - Integration
    - Firepower (Minutemen artillery)
- The Institute (Fallout 4)
    - Settlement x2
    - Support (Synths)
    - Integration + Teleporter (Institute teleporter)
    - SCIENCE! + Cutting Edge (synth and biological research, energy weapons and systems)
- The Prydwen (Fallout 4)
    - Settlement
    - Protected (armor, defenses)
    - Support + Garage (Power Armor, energy weapons and Vertibirds)
    - Mobile + Flight (It’s basically a giant zeppelin)
    - SCIENCE! (Brotherhood and Pre-War technologies, Liberty Prime)
- The Yangtze (Fallout 4)
    - Home Away From Home
    - Firepower (small stock of long-range tactical ballistic missiles)

- Mobile + Protected optional, to make the submarine suitable for (submersible) use and not beached/wrecked