



Scenario Supplement

By Pokebrat_J

War. War never changes.

The famous slogan from a famous franchise. One that has captured the hearts and minds of countless thousands. And none have captured the true chaotic, lonely feeling of the Wasteland then Fallout 3. Long stretches of travel with not a soul to be seen, only the burnt out husk of what was once the beating heart of an entire country.

Within Jumpchain, you take on all sorts of roles, and undoubtedly you'll take on the role of a wanderer, but if you've ever thought that the rewards were somewhat... lacking, for such a grand and important tale, well, that's where this comes in.

By attaching this Supplement to a Fallout Jumpchain with the correct requirements, then you'll be taking on the role of the Lone Wanderer, and living out the tale of your life in this bleak, beautiful world.

Items you already own can be imported into reward items in order to gain their effects.

Following in His Footsteps

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

Rewards:

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

Your parents' dream for the Wasteland possesses a certain **Purity** to it, one that differs heavily from what you can now do. You deal ten times more damage to anything mutated, irradiated, or otherwise similarly altered, all while taking half the damage you otherwise would have from such malformed beings.

What was once one of the only pieces of clothing you brought with you from the Vault, it has been upgraded into the **Armored Vault Jumpsuit**! Though only looking like a slightly reinforced jumpsuit, this armor will scale with you, allowing it to always be a viable set of protection. Additionally, it also increases the damage you do with guns and energy weapons, an effect that also scales with you.

Your parents' life work and Magnum Opus, besides you, was **Project Purity**, a massive water purifier made out of the old Jefferson Memorial that can generate millions of gallons of perfectly clean water each hour when activated. You will bring along their legacy with you, finding it connected to your Warehouse when you don't wish to import it into a setting. Additionally, the super mutant Fawkes can be made into a Companion if you want, and Dogmeat as a pet.



DLC Scenarios:

The following scenarios concern the events of the various downloadable content.

Broken Steel

After activating the Project Purity water purifier, you had expected to die from all of the radiation within the chamber. Luckily, it seems like that isn't the case, because two weeks later, and you're waking up in the Citadel to Elder Lyons. He explains that the Brotherhood of Steel has been successfully pushing back the Enclave, and would like your support on their next operation, should you feel up to the task. Finish what you started, and end the threat of the Enclave in the Capital Wasteland for good.

Rewards:

Thanks to all of the trials and tribulations you've undergone since coming out of the Vault, you have adopted a **Heart of Steel** to better survive whatever the Wasteland throws your way. This isn't metaphorical either, as you are much more resilient than before. You ignore a quarter of all damage thrown your way, as well as ignoring an additional ten percent from energy weapons.

After everything the Enclave did, stealing your dad from you, it's time that you indulged in a little **Vengeance**. So that's what you named your newfound gatling laser, one who's shots are twice as powerful as before, extremely precise, and has no recoil at all. With this in your hands, the Enclave never stood a chance.

The headquarters of the East Coast Brotherhood of Steel, **The Citadel** was fashioned from the remains of the Pentagon. Now, this mighty fortress is yours to take with you as a Warehouse attachment. In addition to the many technological wonders stored here by the Brotherhood of Steel, as soon as your time here comes to an end, Liberty Prime will be fully restored and ready to kick some Commie ass. You will also receive one hundred Brotherhood of Steel members who have all agreed to become your newest followers. Additionally, Star Paladin Cross can be made into a Companion if you want.



Operation: Anchorage

One day while traveling through the DC Ruins, you receive a distress signal. When you finally track down the source, a group of Brotherhood Outcasts who, ironically, are following the original BoS code of collecting all technology they can get their hands on. And when they notice your Pip-Boy, they'll have a job for you. You are to go through a virtual reality training simulation that recreates the most famous battle of the Old World, the Liberation of Anchorage, Alaska! Your goal here is to get through the simulation in one piece. Be careful, though, as death in the simulation means death in real life.

Rewards:

The simulation's main purpose was to train soldiers to be the best of the best without actually endangering them, and now you've got that **Covert Ops** training all jammed into your head. Your military training is equal to that of the Navy Seals of 2077, with all that entails. Modern firearm and laser weaponry usage and maintenance, explosives training, stealth and subterfuge experience, extensive knowledge of military protocols, and much more. You'd be counted among the best of the best, if the military was still around.

The main goal of the Brotherhood Outcasts was to get inside the **Winterized Armory** of the military facility, and now it's all yours to do with as you see fit. It's got enough firearms and laser weaponry to outfit an entire battalion, a weekly replenishing stock of ammo, and many sets of high quality combat armors. But the real treasures in this vault are the Chinese Stealth Armor, a skintight set of armor that renders the wearer invisible at will, and a set of upgraded T-51a Power Armor, a nearly indestructible suit of power armor that will make you the envy of the Wasteland.

Some way, somehow, you've got the entire simulated **Anchorage** as your newest Warehouse attachment. The Listening Post will allow you to pick up and decrypt transmissions from halfway across the country. The Chimera Armor depot allows for the construction of upgraded Chimera Tanks at a rate of about one per week. And finally, you will receive fifty US soldiers as your new followers, led by one General Constantine Chase.



The Pitt

After receiving a transmission in the Northern Capital Wasteland, you come face to face with a man named Wernher, an ex-slave from a place called The Pitt, who is looking for someone who can help him start up a revolution. You agree, and are taken into the irradiated and mutated hellhole of what was once the city of Pittsburg. You need to impersonate as a slave for weeks until the time comes to enter an arena deathmatch to earn your freedom and join the ranks of slavers and raiders. After winning, you'll need to go to the top of Ashur's Headquarters, and steal the cure for the rampant mutation in The Pitt for the slaves, and begin the uprising. Except Wernher left out one key detail. The 'cure' is an infant named Marie, and Ashur's daughter. Now the question becomes, will you side with the slaves, tearing Marie away from her home to be experimented on, or will you side with the Slavers, and ensure that she gets to grow up with loving parents?

General Reward:

No matter which path you choose, **The Pitt** will follow you as its newest lord and master, becoming a Warehouse attachment. And although it's an irradiated shell of what it once was, it's still the greatest place for manufacturing in the entire Wasteland. Its steel mills are fully functional, as are multiple factories needed to create many goods from the steel harvested from the city. The best one, in your violent opinion, would be the ammunition factories, granting you a massive replenishing stock of whatever ammo you want. In addition to the city, you will also receive fifty followers, either slaves or slavers, depending on who you sided with.



For siding with Wernher and the slaves, you will receive the following rewards:

So, you did what you thought was noble, and worked to free the slaves from Ashur's cruel regime. And while you may have made a child an orphan, the **Booster Shot** synthesized from her unique mutation is something of a consolation prize. For you, at least. Upon taking the shot, you will find yourself fifteen percent resistant to all forms of radiation and poison. In addition, it will render you completely immune to disease. Should you so desire, you could adopt Marie yourself, and raise her as your own daughter.

When the dust settled, and the workers were free men, one expressed their gratitude by giving you an upgraded auto axe they lovingly call the **Man Opener**. In addition to being a deadly tool meant to cut through steel with little ease, this weapon completely ignores the armor of its targets, cutting down into the vulnerable flesh and blood of its victims.

For siding with Ashur and the slavers, you will receive the following rewards:

You sided with the slavers of the Pitt, and proved your strength by crushing Wernher's rebellion, as well as letting Marie grow up with her parents. After everything you've done to reach this point, you're probably the best **Pitt Fighter** around. Not only will you find your combat prowess dramatically increased, but you'll have a much easier time finding all of your enemies' weak points. Show them that only the strong survive in the Pitt.

For siding with him, Ashur has granted you your very own set of **Tribal Power Armor**. Outfitted from a set left behind from when the Brotherhood of Steel passed through, its durable steel grants the wearer an increase to their endurance, You will also see a fifteen percent increase to your radiation and fire resistance.



Point Lookout

When wandering through a settlement one day, you notice an interesting poster stuck on a wall, advertising a place known as Point Lookout. Being the curious person you are, you head off to investigate the only boat that ferries people to the remote peninsula that is run by an almost unsettlingly friendly man named Tobar the Ferryman. You are momentarily stopped by a woman who is looking for the whereabouts of her daughter, Nadine. When you arrive at Point Lookout, you see smoke rising from a mansion in the distance, and decide that that's a good place to start your search. Your mission here is a bit more complex than usual, as even when you find Nadine it's not the end. No, you are now stuck in the middle of a centuries old feud that involves cults, drug fruits, mutated and inbred hillbillies, and an egotistical brain in a jar. Shit gets real weird on Point Lookout, and you need to get to the bottom of it.

Rewards:

Well, you made it out of Point Lookout alive, if not as whole as before, and have proven that your **Gray Matters** are more resilient than even you originally thought. Thanks to your thick skull, all damage to your head is reduced by a quarter, while you are resistant to addictions and completely immune to concussions. If only you had this when a piece of your brain was cut out.

Deep within Professor Calvert's secret underwater lab, you will find the **Microwave Emitter**, a unique handheld energy weapon with some interesting properties. In addition to completely ignoring a target's armor, it also sets its targets on fire, and occasionally makes them explode. Unfortunately, it's only really effective in a short range, but being able to fry people alive in their own armor will totally be worth it.

Since you've become quite the bog walker during your time here, you've gained the entirety of **Point Lookout** as your newest Warehouse attachment! The swamp may still be deadly, but the punge fruits available would catch quite the price, seeing as they reduce the amount of radiation a person has. I'm certain there's more to the swamp than just that, you only need to search for it and keep an open mind.



Mothership Zeta

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

Rewards:

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

At a certain point in your mission to take control of the Mothership, you had to acquire the **Space Suit** of an unfortunate astronaut who didn't take too kindly to cryostasis. Much like what you'd expect, this suit allows you to survive in the depths of space, as well as providing an infinite amount of clean air for you to breathe.

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



Location Scenarios:

The following scenarios relate to the various settlements you will run into during your time here.

Big Trouble in Big Town

No matter how you encountered Big Town, either by escorting a young man or stumbling upon it one day, it's clear that they need help. They've been harassed by all manner of Wasteland threats, with the most recent Super Mutant attack resulting in the capture of the town doctor and the closest thing to a mayor. Your job is to head north, rescue her and one other captive, and return safely. Afterwards, you need to help the townsfolk defend themselves, be it through their own firearms, finding functional robotic sentries, or protecting the place yourself. Regardless, so long as the people live and Big Town stands, you will be successful.

Rewards:

You just have this air about you, marking you as a real **Grown Up**. This aura of maturity is very useful with the young folk, as anyone younger than you will instinctively listen to you, your words carrying more weight and requests being more like orders.

Though it may seem like any other pool ball, this **Lucky 8 Ball** really is something special. Whenever you have it on your person, you will see a dramatic increase in your luck. Though luck by itself won't fix all of your problems, this is good enough to turn every 50/50 chance into a 60/40 chance in your favor.

After all the work you put into saving and protecting this place, you might as well bring **Big Town** along with you. Built from the remnants of a suburban neighborhood, it is a surprisingly defensible area, and all of the residents probably see you as the messiah reborn, so all fifty of them will follow your lead, no matter where you go.



Blood Ties

Whether you wandered into the area, or were asked to deliver a letter from a woman in Megaton, the town of Arefu has definitely seen better days. A local gang known as the Family has been terrorizing the town, Arefu's brahmin have been killed, and a young boy has gone missing, his parents seemingly killed from bite wounds. Your goal here is not just to stop the Family from terrorizing Arefu, but find a way for the two groups to coexist peacefully.

Rewards:

After all was said and done, Vance was willing to teach you the ways of the Vampire, and made you into a real **Hematophage**. By drinking blood, you are able to quickly heal yourself from all manner of injuries, even missing limbs! Of course, the more extensive your wounds, the more blood you'll need to drink, such that regrowing an entire arm requires you to fully drain a person.

A gift from a member of the Family, this Chinese officer's sword has been lovingly dubbed **Vampire's Edge**. It has the strange ability to drain an enemy's health, using what it absorbs to heal you. This is certainly helped by its razor sharp edge, capable of easily going through flesh and bone.

For your efforts, you will also gain the **Meresti Train Station** as a Warehouse attachment. It's a subterranean area with lots of space and lots of defenses, which is manned by the gang of fifty members, each one with some vampiric mutation, all of them willing to follow you into the bright future ahead.



City on the Water

For being the center of civilization in the Capital Wasteland, Rivet City is no stranger to problems and drama. A woman is looking to marry a certain man from the local church. A runaway slave fears for her life and newfound freedom. An old man often contemplates taking the plunge. And a member of the council wants to secure his position, at the expense of another. Find a solution to these problems, and you'll be able to complete the Scenario.

Rewards:

For helping the city on the water, you've become a real **Aqua Boy**! You now have the strange ability to breathe underwater, and can live off of both saltwater and irradiated water with no ill consequences. Additionally, you are a blindingly fast swimmer, being thrice as fast underwater as you are on land.

A gift from Rivet City's armory, you are now the proud owner of **The Shocker**. A custom power fist that discharges a large amount of electricity with each hit, more than enough to fry a man with a single punch.

And finally, you'll be able to bring **Rivet City** with you on your future journeys. Sure, a city made out of a beached aircraft carrier may not seem like much, but it's still a major center of scientific progress, as well being a massive fortress of steel. It certainly helps when you've got fifty Rivet City guards acting as your newest followers.



Head of State

Is it any surprise that, in the post-apocalypse, slavery is a thriving and profitable business? And should it be any surprise that there are those who have escaped their enslavement? While wandering the Wasteland, you may come across a place known as the Temple of the Union, a place where runaway slaves can be safe. The leader of this group, Hannibal Hamlin, will ask you to go into the downtown area, clear out the Lincoln Memorial, and find an intact picture of the monument to help them restore it to its former glory. When you do arrive, you will find the monument to the Great Emancipator taken over by a group of slavers looking for runaway slaves. You are now faced with the choice between cleansing the memorial of these slavers, or selling out those in the Temple of the Union.

For assisting the escaped slaves, you will gain the following rewards:

You do not agree with putting collars on others, of treating them like property. No, the actions you took here have proven to all that you are a **Liberator**. You cannot be contained by anything for very long, be it chains or magical prisons, eventually finding a way to escape. But this ability will work best when using your skills to help others achieve their own freedom.

Though it may be a bit outdated, **Lincoln's Repeater** is still a powerful weapon that anyone would be happy to have by their side. In addition to having enough of a kick to leave a golf ball sized hole in a man's head, it can go through most armor as if it wasn't even there.

A monument to the abolishment of slavery, the **Lincoln Memorial** will follow you as a Warehouse attachment, inspiring all slaves to rise up and break the chains that hold them back. You will also find that fifty of these escaped slaves desire to follow you on your journeys, hoping to find a way to repay you for your kindness. All of them are highly skilled in some trade, and more than willing to put their skills to use.



For assisting the slavers, you will receive the following rewards:

Honestly, thinking that they could be anything other than what their owners want them to be? They should give up on freedom and **Know Their Place**, something they definitely do when under you. Wills are easily broken, and thoughts of freedom are crushed, leaving only the realization that you are their master, and they are to serve you, whatever your desire may be. Though you may get a few that are more willful, you seem to have a sixth sense for how to break a person's spirit as easily as possible.

A very strange device, this energy gun is known as the **Mesmatron**. Originally created to be a non-lethal subjugation device, it will send a series of waves that will leave the target's brain confused and switches off important higher-level mental functions and voluntary motor control, leaving the target extremely susceptible to suggestion. Though, should you fire it at a target multiple times in quick succession, it will cause their brains to explode. This will affect all kinds of people and creatures, from children to super mutants to deathclaws. Obviously, it isn't effective against robots, with the sole exception of a robo-brain.

If you want to buy or sell slaves, then **Paradise Falls** is the place to go. Made in the ruins of a strip style shopping mall, it is a gathering point for slavers and traders of the more seedy variety. Honestly, if it can be sold, you'll probably find it here. Thankfully, the place is managed by one Eulogy Jones, so you don't need to worry about the day to day stuff, and just take in those sweet, sweet caps. You will also receive fifty slavers who want to be your followers, bringing in rare and exotic catches from any future world you visit. Additionally, the slave Clover can be made into a Companion if you want.



Oasis

There are rumors and stories of a place to the north, one bathed in green not because of some leftover radiation, but of plants. Growing, healthy greenery like what grew over two hundred years ago. So of course, being the curious sort, you travel north to learn more. Well, the stories are true, but there's more to this area than just an untouched patch in the Wasteland. No, a strange cult known as the Treeminders will take you in, the first friendly visitor in who knows how long, and they ask of you to partake in a ritual, purifying your soul so then you can have an audience with their god, the reason behind this place. What they don't tell you, or perhaps willfully ignore, is that their 'god' is just an old man in an unfortunate position. See, Harold had a sprout growing on his head, but eventually it grew around them, rooting him to the ground, unable to move anything but his eye and mouth. He'll ask you for a favor, to put him out of his misery by destroying his heart, which can be accessed through some nearby caverns. Two members of the Treeminders have different ideas, both of which require Harold to live. One wants to stop his growth, protecting their little home. The other wants to increase his rate of growth, to restore the Wasteland to a verdant state. No matter which option you choose, just don't use fire.

General Reward:

No matter how you deal with Harold and his wish to die, and the other choices available to you, you will receive **Oasis** as a Warehouse attachment. It's a beautiful spot of green in a depressing sea of brown and sickly green, lush with all kinds of life. In addition to this green oasis, you will also receive fifty treeminders who will act as your newest followers. Harold will also come along, provided he's still alive.



Should you decide to honor Harold's wishes and kill him, you will gain the following rewards:

You honored Harold's wishes, and finally granted him peace. When you destroyed his heart, some of his mutated blood sprayed onto you, changing you in a small, but noticeable way. Your new **Barkskin** will see an increase to your damage resistance, reducing all incoming attacks by fifteen percent.

Just before you leave, a young girl will give you her **Bear Charm**, created from one of Harold's fallen branches. Keeping it on your person will see your charisma increase, being especially effective with those allied with or protective of nature.

Should you decide to slow Harold's growth, you will gain the following rewards:

Regardless of Harold's wishes, this place is a precious gem that must be protected, and even you don't know what would happen should he die. Still, you have taken up the mantle of **Nature's Defender**, granting you great skill and luck when defending an area.

You will additionally be granted your very own **Treeminder Garb**, one crafted with some of Harold's leaves, granting the wearer a beneficial effect. So long as you are wearing these, you will benefit from a powerful healing factor, allowing you to fully regrow limbs within a week, though it cannot help with decapitation or a badly damaged heart.

Should you decide to accelerate Harold's growth, you will gain the following rewards:

You are of the opinion that everyone should be able to feel **Nature's Embrace**, and that is best represented with this. You emit an aura that greatly encourages plant growth, as well as purging the land of any corruptive or sickly forces, such as radiation or rot, both being more effective the longer you are in an area. It wouldn't be unnatural for you to leave a trail of grass and flowers in your wake as you travel, though this ability can be turned on and off at your leisure.

You will also be granted an **Oak Staff** which, despite looking like an ordinary walking stick, has a special ability. It grants the user a minor ability to use biokinesis. It won't be enough to turn a man inside out, but it will allow you to have plants grow any way you want, or give a man a brain tumor. Or you could use it to dye your hair and change your eye color.



Reilly's Rangers

Reilly's Rangers are a well known mercenary company that operate in the DC Wasteland, known for their skill and effectiveness. But something must have happened, because the eponymous Reily is now unconscious within Underworld's clinic. She suffered quite a few nasty hits, and is being kept under for her own sake, but a quick talk with the doctor would see her waking up. She begs you to go save her team, who have been trapped on the roof of Statesman Hotel by a horde of super mutants. If you would do this for her, then the Rangers would be in your debt.

Rewards:

After a rescue attempt like that, you are one seriously **Lucky Ranger**. If you've ever wondered how you keep on surviving all those crazy encounters, this is how. Your luck will increase dramatically the more dangerous the situation you are in. This is enough for an enemy's weapons to jam and potentially explode, or for a helpful but mysterious stranger to back you up in combat.

Of course, you'll need something to show that you are an ally of the Rangers, so you've got your very own custom **Ranger Battle Armor**. Though it may look like a regular set of combat armor, wearing it will see your luck increase, as well as dealing three times more damage with firearms than before.

Each mercenary band needs a place to call home, and for Reilly's Rangers, that's the **Ranger Compound**. It's a hidden and defensible bunker, with a high quality communications system, as well as a system letting you know if there are any contracts to take on in the area. You'll also have Reilly's Rangers themselves act as your newest followers. You pulled them out of a sticky situation, and now they hope to repay the favor a hundred-fold.



Rescue From Paradise

There are rumors in the Wasteland of a civilization made entirely of only children. Yeah, it's really weird, but it's actually true. And whether you go looking for it because of curiosity, what lies beyond the caves, or some other nefarious purpose, your goal here is to enter Little Lamplight. In order to gain access to this subterranean settlement, Mayor MacCready will ask that you rescue three of his friends from slavers at Paradise Falls. He doesn't really care how you go about it, so long as they come back home.

Rewards:

No matter how tall you get, or how many wrinkles there are on your face, you know you'll always be a **Child at Heart**. You'll never lose touch of your childish side, no matter how jaded to the world you become. This will also help in your dealings with children, as they all instinctively like and trust you. I sure hope you don't plan on abusing this trust.

A child with an unfortunate speech impediment will be so moved by your actions, he's willing to give you his **Wazer Wifle** for free. This laser rifle is much more potent than most others, though it seems to be more effective against animals and insects. Need to keep the pests away somehow, and a burning light is just what the exterminator asked for.

Well, they've managed just fine on their own, but I suppose **Little Lamplight** could follow you as a Warehouse attachment. There isn't much to say about it, other than the moss soaks up radiation, purging the body of the foul stuff. But really, what else are you going to do with an underground city of fifty children?



Superhuman Gambit

Canterbury Commons is no stranger to big personalities, being the go-to hub for all trader activities, but these two seem to take it a bit too far. Two people who are dressed up as, I can't believe I'm saying this, a superhero and supervillain are being a nuisance to the settlement. The supervillain known as the AntAgonizer is a psyker with a single ability, she can control ants. And given how many species of ants are now bigger than the average dog, that's especially horrifying to think about. On the other side is the Mechanist, a talented engineer who specializes in making robots. Often robots with big guns. They've been a problem for weeks, their fights always escalating to new heights, and the mayor of the town needs you to put an end to their fighting. Get rid of one or both of them, it doesn't matter, only that they stop destroying the streets every other day.

Rewards:

Honestly, despite all the cheesy actions and cliches, you could see yourself as being a **Superhuman**. Most important to that lifestyle, though, is the secret identity. Not only can you craft an airtight alternate identity, but you seem to have a normality filter, masking the presence of most of the strange or supernatural abilities you possess.

But you can't exactly be a superhuman without your very own **Super Costume**! Sure, this gimmicky outfit may not get you a lot of respect, but it will heavily boost any abilities related to said gimmick. Maybe your costume resembles a robot, allowing you to be better at constructing and programming robots. Or maybe it looks like a barbarian's outfit, increasing your strength and durability.

For ending the strange threat of the two superhumans, you are allowed to take **Canterbury Commons** along with you as a Warehouse attachment. It's a nice little settlement, and makes for a nice rest stop for any traveling merchants who come around.



The Power of the Atom

Now, you may think that it's a stupid idea to build a town around an undetonated nuclear bomb, but some people don't make smart decisions when focusing on survival and running off fear. Still, Megaton is one of the largest settlements in the area, having been built out of downed aircrafts and whatever salvage they could find. But while it's a functional city now, with sturdy walls and a constant supply of food and water, that bomb is still active, just waiting to go off. After a bit of time in town, a man named Mr Burke will approach you with a proposition. Alistair Tenpenny thinks that the city is an eyesore, and wants it gone. What better way than with the bomb in the center of town? Will you blow it all up to kingdom come, or disarm the nasty nuke?

If you've disarmed the bomb, you will receive the following rewards:

After this entire ordeal, you surely know the potential of the **Power of Atom**, and have used that knowledge to better yourself. All explosives you use are now thrice as powerful as before, while you yourself now benefit from a resistance to explosives, making them only half as effective against you.

A gift from Lucas Simms, you now own your very own **Sheriff's Duster**. One of the breathable leather jackets given to members of the Regulators, wearing this will see your agility rise, as well as your skill with guns.

For having averted that potential crisis, **Megaton** will now become your new Warehouse attachment. It's a thriving city with numerous shops and services, as well as an entire armory for you to access. There's also the remains of the nuke, which I'm sure you can find a use for. Additionally, the ex-raider Jericho can be made into a Companion if you want.



If you've set off the bomb, you will receive the following rewards:

Why bother with dirty old Megaton, when you could live somewhere with a **Touch of Class**. Such a demeanor is infectious, granting you an increased charisma as well as greater skill at bartering and making deals. Deals with you are always fortuitous for all parties involved, though few will be able to notice the loop holes you've undoubtedly placed within.

You will need an outfit to fit in with the society of the Tower, so you will receive your very own **Classy Suit**. Made from old silk and crafted with care, wearing this old world suit will see your charisma and your skill with speechcraft improve.

You should consider yourself very fortunate, as **Tenpenny Tower** is now your Warehouse attachment. A fine building that was once a Pre-War hotel, it is incredibly sturdy and protective, and is capable of housing at least a thousand people comfortably. It also helps that it has functioning heating and plumbing. A hot shower is a godsend when wandering the irradiated wasteland outside of these walls.



Those!

Despite what it may seem, Grayditch is actually a very important stop for merchants. It's a reasonably protected area in between Megaton and Rivet City, and gives them a place to make a quick stop and resupply. So that makes it all the more worrying when it goes quiet, none of the people coming out to trade. Regardless as to the potential ramifications, you will eventually run into a young boy should you travel into the area, a lad named Bryan Wilks, claiming something about monsters. Yeah, upon further investigation, it looks like Grayditch has become infected with dog sized, fire breathing ants. Thankfully no buildings have burnt down, yet, but this is definitely a problem. Looking for answers as to their origins will allow you to meet one Dr Lesko, a scientist who was attempting to reduce ant sizes back to what they were before the War. Still, he's got a plan for getting rid of these things, and he needs someone combat ready to get it done.

Rewards:

After dealing with the queen's guards, Lesko will hold up his end of the bargain and inject you with his **Fire Ant Serum**. Your genetics must be specially receptive to this serum, as you will see an increase to both your perception and strength, as well as gaining a significant resistance to fire, reducing its effectiveness against you by half.

In one of the houses, you will find the home of an ex-Enclave member, though he and his family unfortunately perished along with the rest of the town. Although, hidden away, you will find the **Rapid-torch Incinerator**, a heavily modified flamer. Not only does the fire burn so hot that it's blue, but it seems to ignore fire resistance entirely!

Well, with barely anyone left, it looks like **Grayditch** is all yours. There isn't much here, but it's defensible, and the metro tunnels make for a good place to hide out. But for some strange reason, it seems like fifty of these fire ants weren't killed off, and are instead following you, eager to follow any commands their new 'queen' gives to them.



Trouble on the Homefront

Sometime after a rather unfortunate series of events take place at the Jefferson Memorial, you will find a new radio signal on your Pip-Boy. It's a message that originates from Vault 101, your old home, and according to it, your friend Amata is in trouble! Turns out, there's now a 'civil war' beneath the surface, with Amata and a large group of others desiring to open up the Vault, while the Overseer's forces want to stay isolated from the outside world.

Rewards:

Through words or fisticuffs, you've become quite the **Hometown Hero**. Not only will you become a trusted and well liked member of the community, but this reputation will extend to any community you spend at least a week in. You may even find the residents more willing to offer you advice and aid, be it in the form of supplies or money or an old family heirloom that just so happens to be a gun.

After that whole mess was taken care of, you will be given a **Modified Utility Jumpsuit**, both as a thank you and a way to remember home by. While wearing this comfortable jumpsuit, you will find your luck and repair skill will be increased, as well as having an additional ten percent of radiation resistance. It isn't much, but out there, every little bit helps.

Of course, you may also bring your home along with you. **Vault 101** is built like many vaults, capable of housing thousands of people, and durable enough that a nuke could go off above it without anyone inside noticing. It has all the amenities and facilities needed to house such a population for well over two hundred years, and comes with fifty members of Vault Security to act as your followers. Additionally, your previous bully-turned-friend Butch DeLoria can be made into a Companion if you want.



Underworld Labors

Ghouls are given a real hard time, only having one place they could consider home. Underworld, built into the Museum of Natural History, is that one place, a metropolis for these poor souls. But two hundred years can be rough on anything, and needs some serious repairs if it's to keep running as it has. Thankfully, there's you, all ready to help out some ghouls and perform some much needed maintenance. But helping fix the place up isn't enough, as a ghoul named Crowley will ask you to do an errand for him. You will be asked to kill four people, bigots against ghouls, he claims. President Dave, Ted Strayer, Dukov, and Alistair Tenpenny. For proof, he'll ask you to bring him a key from each person. Honestly, you only need to bring him the keys, or you could take them to Fort Constantine and collect the prize yourself.

Rewards:

Some quirk of the ghouls has rubbed off on you, granting you **Rad Regeneration**. You will now slowly regenerate from all damage taken, though enough will still kill you. This regeneration will be more effective the more radiation you absorb, maybe allowing you to regenerate an entire limb in a few minutes if you're irradiated enough to burn a hole in the floor.

You will also be given a **Ghoul Mask** for all of your help, looking like a mass of stitched together Halloween masks. Feral ghouls, as well as other mindless undead creatures, will completely ignore you and your presence.

After all the work you put into fixing it up, it would be quite cruel if you couldn't take **Underworld** along with you. Well, the entirety of the Museum of Natural History, as well as all of the still present exhibits, but those aren't as important. You will also receive fifty ghouls who have agreed to become your followers, each one having honed their various skills over their long lifetimes. Additionally, the ghoul Charon can be made into a Companion if you want.



Miscellaneous Scenarios:

The following scenarios concern various side content you can do during your time here.

Agatha's Song

Should you explore the area around the haunted Minefield, you will find a lonely shack tucked away, accessible only by a bridge. Inside you will find a kind old woman by the name of Agatha. She's quite a skilled musician, but would like to ask a favor from you. See, one of her ancestors had a beautiful violin, real high quality stuff, and was selected to go into a Vault with other musicians and artists. So if you'd like to delve into Vault 92 and retrieve this for her, she would be absolutely ecstatic.

Rewards:

After all is said and done, Agatha would be more than willing to teach you a thing or two about music, making you the equal to any **Old World Musician**. You can quickly master any instrument you get your hands on, be it a recorder or a piano, and can create beautiful music from even the most damaged of instruments.

As a final present, you will gain access to **Agatha's Radio Station**, which will constantly be filled with the sounds of her new violin. It may not be much, but simply listening in will find your stress flowing away, peace of mind taking its place. If you want, you could bring Agatha along with you. The kindly old lady could do with some company.



Bobblehead Hunter

All throughout the Wasteland, one may find these strange little bobbleheads from Vault-Tec, still as pristine as the day they came out of the factory. There are twenty of them in all, and now it's your job to collect each and every single one. From Megaton to Girtershade, from Paradise Falls to the Republic of Dave, you aren't going to want to leave anywhere untouched if you want to find all twenty of them.

Rewards:

Well hot damn, you actually did it, you found them all! And because of that, you will now benefit from a peculiar **Bobblehead Boost**. This will allow you to master any and all skills in a fraction of the time needed. Pick up a gun for the first time, and become a master marksman in a few weeks. Find a piano? Well better stretch your fingers, because you'll be making sweet, sweet music that would make any expert proud in less than a month. So long as you work at it, you'll master it.

Of course, now you'll need somewhere to put all of your bobbleheads. Don't worry, we've got you covered, with your very own brand new **Bobblehead Stand**. Not only does it have space for all of the ones you've found, but you gain new ones based on unique skills from each world you visit. There will also be bobblehead versions of you and your Companions, gaining a new one with each new Companion you bring along.



Keller Family Refuge

You can't even imagine what it must have been like, to see the world you knew, regardless of all its problems, be swept away, burned up in the atomic fires. Your entire way of life, your peaceful existence, swept away in an instant. Such was the fate of the Keller family, a broken family that had attempted to survive the end of the world. There are five holotapes out there in the Wasteland, one for each member of this broken family, each one containing part of a code for a bunker in the National Guard depot. Be it a desire to learn their story, a collector's heart, or just plain greed, you will need to find all of these holotapes, and look inside the bunker.

Rewards:

If there is one thing you've learned from listening to these transcripts, it's that **Family Matters**. No matter what may happen, whatever horror the world will try to inflict on you, family should stick together, side by side. You are a master of reconciliation between family or even close friends and lovers, be it for yourself or for someone else.

And while the fate of the Keller family was quite depressing, at least now you've got a neat toy out of the deal. The **Experimental MIRV** is a beast of a Fat Man, capable of firing not just one, but eight mini nukes at the same time. You could probably think of a few people this could be aimed at, though be careful not to be in the blast radius.



Merchant Empire

Even in the post-apocalypse, there are profits to be made. Trade is an important part of civilization, and you've no doubt encountered one of the many traveling merchants. If you want a piece of that action, then simply head up to Canterbury Commons and talk with a man called Uncle Roe. He's got a good rapport with the other merchants wandering the wastes, and so he'll be who you need to go to in order to complete this scenario. You'll be needing a lot of caps for this, but you need to invest at least a thousand caps in each of these merchants, expanding their merchandise variety and to purchase better protections. Wouldn't do for your investments to perish out there in the Wasteland, now would it?

Rewards:

As thanks for sponsoring these merchants, they will give you a few tips and tricks about the business. With them, you will become a **Master Trader**. You will be able to make the most out of your purchases and trades, making three times the amount you would have when selling, while cutting the prices of your purchases in half. Every little bit helps.

Of course, these **Caravans** will also be yours to take with you. Though they constantly travel around, they will return to your Warehouse every once in a while, giving you a cut of their profits as well as giving you access to their wares, which will grow in worth and variety the more worlds you visit. Pretty soon, you won't have to deal with anyone else if you want to purchase anything.



Our Little Secret

Amazingly, there are still places out in the Wasteland that still hold onto Old World values and that way of life, places that aren't the rare habitable Vaults that weren't made into elaborate death traps or psycho experiments. Andale seems to be one of those places, built in the refurbished ruins of a suburban neighborhood. The townspeople are friendly, the area is safe and secure, and there's even a reliable source of food. But something about the place is just *off*. The people are *too* nice, the place is *too* clear of human threats, and the meat tastes suspicious. If you want to get to the bottom of this, maybe have a quick chat with the local crazy old man, Harris.

Rewards:

At the very least, you'll be getting **Food Sanitizer** for your troubles. Holding this on your person will clean and purge all foods and drinks you own of diseases, poisons, and other such impurities. Even radiation can be cleansed with this, at least on the small scale. Won't do anything for the taste, though.

Regardless of whether you killed them off for their crimes against humanity's diet, or agreed with them and their philosophy, you will get to keep **Andale** for yourself. Built into the ruins of Old World suburbia, there's plenty of spaces to call home and raise a family. Just don't look in the shed, yeah?



Stealing Independence

So much of our history has been forgotten and lost, the damage of the bombs affecting more than just the physical. And so it falls onto the shoulders of people like Abraham Washington to collect and preserve our history, lest it be forgotten for good. But he is an old man, and as such needs some hired help. Whether you were contracted by the old man in Rivet City, or stumbled upon a woman named Sydney, your goal is the same. You need to break into the National Archives, and procure the Declaration of Independence. Grab that piece of American History, return it to Abraham, and get your reward.

Rewards:

Much like a certain movie star from many centuries ago, you've successfully pulled off the **Heist of the Century**, and managed to secure the Declaration of Independence! You are a master of breaking and entering, able to enter an area, take what you need, and leave long before anyone ever realizes that something was ever stolen.

But the real prize was not caps, but the **National Archives** themselves. This facility was charged with the preservation and documentation of government and historical records. Not only does it contain the full history of this version of America, but it is all in pristine condition. It certainly helps that there are numerous robots maintaining and protecting the facility.



The Bigger They Are...

The East Coast Mutants are an entirely different breed of creatures from the West Coast Mutants. In addition to having a slightly higher number of intelligent mutants amongst their numbers, the East Coast Mutants have a terrible potential. See, the longer they live, and the more radiation they absorb, the larger they grow. They don't stop until they've become towering monstrosities, standing near twenty feet tall, with all the strength that entails. Needless to say, these Behemoths are amongst the most dangerous creatures in the Wasteland. And now it's your job to hunt down the five of these creatures in the Capital Wasteland, and kill them.

Rewards:

Well well well, if it isn't the **Big Game Hunter**. Those mutants are the most dangerous kind around, and you took care of them without a problem! Because of your experiences, you've managed to gain a simple, but very helpful ability. Size no longer matters when in a fight against you, allowing you to fight them just as effectively as if they were your own size. Still, this doesn't get rid of your own benefits due to your size, so feel free to leverage it.

Among the remains of the last Behemoth, you will find a powerful weapon that you've taken to calling **Mjolnir-Lite**. This upgraded Super Sledge hits with much more force than it otherwise should, and by pushing a button on the handle, it discharges a large amount of electricity directed towards its target. This electricity is enough to bring down a normal Super Mutant with one blow, so imagine what it could do to a regular person!



The Nuka-Cola Challenge

Everyone should be familiar with America's number one soft drink, Nuka-Cola. So I'm sure you'll be happy to hear that there's a special, limited edition version known as Nuka-Cola Quantum! Well, one person sure is, an avid Nuka-Cola fan known as Sierra Petrovita. She's looking for thirty bottles of the stuff to finish her collection, and you're just the person for the job. Just don't drink any of them, they'll make your pee glow neon blue.

Rewards:

After scouring the Wasteland for Nuka-Cola Quantum, you've really proved yourself to be a die hard **Nuka Fanatic**. Not only do you know how to make all kinds of Nuka-Cola, yes all of them, but you also know how to do so without the drinks being addictive! I mean, sure, you can give them that property, but I'm fairly certain most other places will shut down your operations if they found out.

One of the more fun applications of Quantum, you now have an entire bag of **Nuka-Grenades**! Not only are they just below a mini-nuke in terms of explosive damage, but they erupt in a very pleasing neon blue. What is helped, is that this bag will never go empty, giving you an unlimited amount of these hand-held weapons of delicious destruction!



The Replicated Man

What exactly makes a human a human? Is it their higher cognitive functions? Their flesh and blood? Or is it something more spiritual, like a soul? Those questions don't really matter, but it's something to think about during this scenario. In Rivet City, one Dr. Zimmer hails from the Commonwealth, and is searching for a runaway Synth, an artificial person completely indistinguishable from a normal human. He'll hire you to locate this synthetic person, and report its location to him. Whether you hand them over, trick him into thinking it's dead, or help the Synth take care of Dr. Zimmer, it is all up to you.

Rewards:

Maybe it was a reward for returning the Synth, maybe you've managed to mimic their artificial biology, or some other, stranger way, you now benefit from some **Wired Reflexes**. Your reflexes are vastly improved, to the point where you could catch a fly without looking at it. Additionally, you can now slow your perception of time down to a crawl, almost by ninety percent.

Due to your actions, you now have the privilege of owning an **Institute Rifle**. A highly advanced plasma rifle, it punches through armor like it wasn't even there, which is helped by the fact that its projectiles are now faster than the average bullet, instead of the relatively slow glob of plasma most others are. I pity anyone you take aim at.



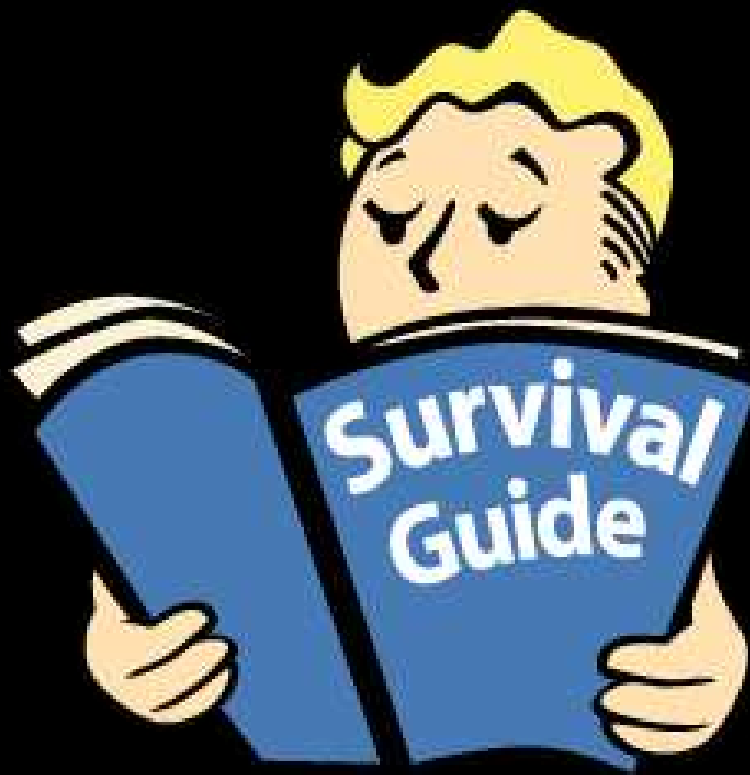
Wasteland Survival Guide

The Waste Land is a dangerous place, where everyone has to scrounge to survive, no matter how long it's been since the Bombs fell. Well, one plucky woman has decided that enough is enough, and endeavors to write a book on how to help anyone survive, and thrive, in this dangerous world we call home. But she needs an assistant, someone to do field work and test out her hypotheses and tools. You seem like the perfect guy for the job, and will need to go above and beyond in order to finish this Scenario.

Rewards:

You helped write one of the best books to help survive the Wasteland, so you must be a real **Survival Guru**. In addition to your survival skills taking a massive boost, like living off the land and such, there is much more than just that. You now have an improved resistance to both poison and radiation, reducing their effects on you by a quarter.

Though you may have co-authored the Wasteland Survival Guide, your Benefactor has seen fit to grant you the **Jumpchain Survival Guide** series of books. You will gain a new one in each new world you go to, with tips and tricks on how to both survive and thrive in your new environments. You'll even get to receive one if you're doing a Gauntlet. How generous!



Final Scenario:

Only those who have completed all other scenarios have access to the following.

Embers of America

It may have taken a while, but you've done it. You've travelled all across the Capital Wasteland, seen all the sights, met many of its people, and have even travelled far beyond its borders. For completing all other Scenarios, enduring their hardships and walking away with all of their rewards, there is a special reward for you, someone who has gone above and beyond what anyone ever expected. You've certainly earned it.

Rewards:

You have conquered nearly every challenge thrown your way by the Capital Wasteland, and shown that no one is as **Almost Perfect** as you, and luckily you've got the stats to prove it. Strength, Perception, Endurance, Charisma, Intelligence, Agility, Luck, all of them have been boosted to the max for you, and applied to your Body Mod. That's right, even when stripped of absolutely everything, you're still going to be better than almost every other human you run across.

For having conquered every obstacle in the **Capital Wasteland**, you will now be allowed to take it with you in its entirety. Yes, that's right, the entirety of the Capital Wasteland is yours, attached to your Warehouse within its own pocket dimension. If you want, you can import it into future settings, or combine it with other properties you own. It automatically has all of the other locations you've earned combined with this, while also improving them. Finally, this will double the amount of followers you've received.



Notes:

-All weapons gained here have unlimited ammo.

-All possible Companions are optional.

-All boosts gained as rewards can be presented as +1 for SPECIAL, and +10 for skills.

-If you've already got the **[Bobblehead Boost]** from **[The Fallout Series]** or **[Ace of Spades]** from the **[New Vegas Scenario Supplement]**, then you will instead receive a permanent +5 into each SPECIAL upon receiving **[Almost Perfect]**. 5 is average, 10 is peak human, 15 is superhuman, and 20 is just supernatural!

-All locations will be scaled up beyond what was seen in game. If you want to figure out what it would be, then simply look to real life Washington DC.

-Location interactions with **[Capital Wasteland]**:

- A majority of places will return to how they were before the bombs fell, but a few locations will differ.
- **[Project Purity]**, **[The Citadel]**, **[Rivet City]**, **[Ranger Compound]**, **[Grayditch]**, **[Underworld]**, and **[National Archives]** combined will return the entire Downtown DC area back into its Pre-War state.
- **[Anchorage]** would become the full Pre-War city in addition to the battlefields.
- **[The Pitt]** would be fully restored into the city of Pittsburgh, and see its manufacturing rate return to Pre-War levels.
- **[Point Lookout]** will have a massive field of Refined Punga Fruit, enough to feed hundreds, and any punga fruit harvested will no longer be addictive.
- **[Mothership Zeta]** would gain much better defenses, and its doomsday laser would easily be able to destroy similar ships with only one blast, even if the shields were at max power.
- **[Maretti Train Station]** and **[Grayditch]** will clear out the entirety of DC's subway system, and possess functioning trains.
- **[Rivet City]** would become a pristine aircraft carrier, capable of sailing through the seas, even as dangerous as they are now. The city itself would adapt to their new surroundings.

-Reilly's Rangers themselves won't be doubled because of you having the **[Capital Wasteland]**, but in return the **[Ranger Compound]** will come to match Raven Rock in scale and utility.

-When in doubt, fanwank.

-Have the day that you deserve~