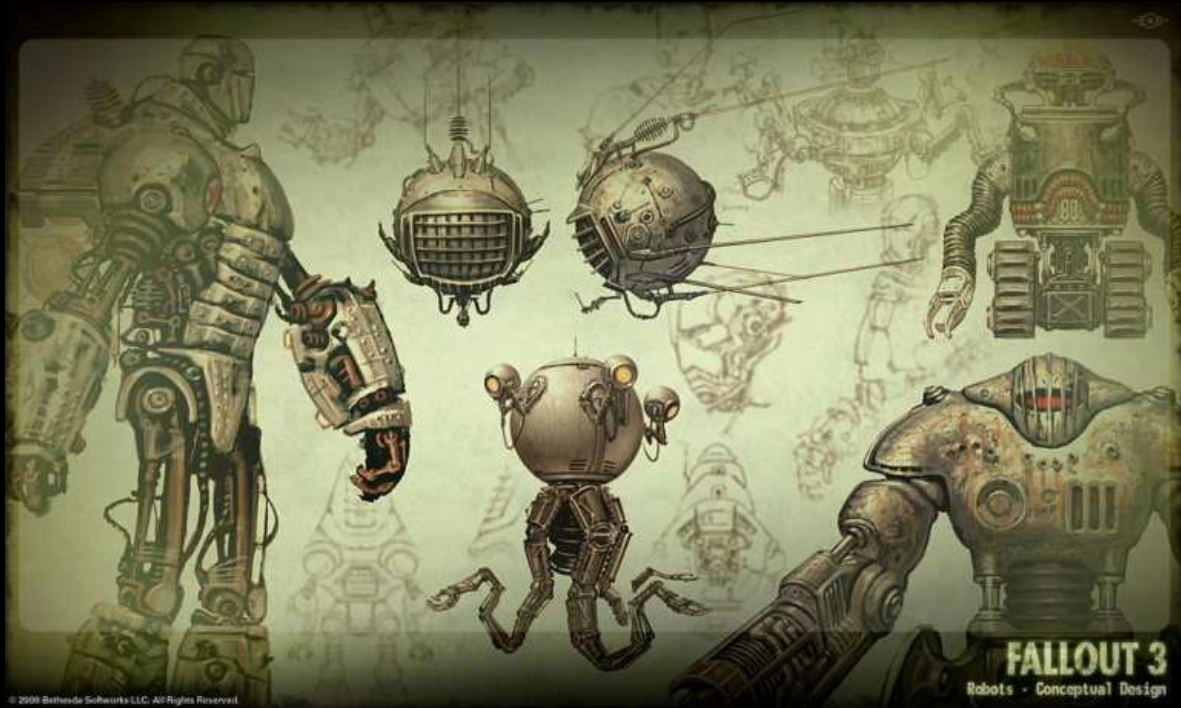




Fallout: Automatrons

By Pokebrat_J

Thanks to the power of the atom, mankind has greatly advanced in many fields of scientific study, from engineering to medical. But one of the most amazing advancements are those in robotics.

You, however, are not one of the brilliant minds behind their creation, nor one of the descendants who have to maintain them. No, you are one of these creations yourself, being made up of the steel and oil of the Old World. But not all of these automatons are limited by their programming, some being just as intelligent and complex as the humans that created them, perhaps even moreso.

Compared to the Old World, the Wasteland offers you and yours an unparalleled chance at freedom, if you were to go out and take it. But do keep in mind that these chaotic wastes are a warzone. And as we all know, war never changes.

You receive 1000 cp to help you figure out what kind of robot you are.

Model:

Age and gender are meaningless to a robot, as such they can be chosen freely.

Cyberdog [+100]: Not exactly what one would think of when thinking of robots, but a cyborg hound does count. Where once you may have once been a normal hound, you have been greatly upgraded through the miracles of science. Although, you may not be the easiest to modify, what with the fleshy parts.

Eyebot [+100]: A hovering ball that looks more like a radio than a robot, many think that the eyebots are only good for target practice. While they may not be the most durable or devastating bots around, they're still faster and more maneuverable than most, and can play some snazzy tunes whenever you like.

Liberator [+100]: The liberator robot was deployed by air onto American soil in the days leading up to the Great War. Its purpose was to inspire invading Chinese troops and spread Communist propaganda. But the Americans saw the little drones, laughed at them, and improved the design.

Protectron [+100]: The sturdy protectron model of robot was created before the Great War, and served as a security automaton in both the private and business sectors. Though many may make fun of them for their slow speed and low maneuverability, many forget that there's a reason a protectron could be found in nearly every place of business. You could also be one of its many variants, like the Nuka-tron or one of the police units.

Cyborg: From the moment you understood the weakness of flesh, it disgusted you. You craved the strength and certainty of steel, aspiring to become one with the machine. You are what is commonly known as a cyborg, a human who has been upgraded through either cybernetic implants or fully replacing parts of your body.

Gorilla: This is one of the first steps by the Institute to recreate many Pre-War species, hopefully returning the various ecosystems back to what they once were. You are a synthetic gorilla, one that is indistinguishable from the original species. Not like there's many who would know what the original looked like...

Mr Handy: Designed in a joint venture between General Atomics and RobCo, these metallic butlers were as widespread as they were loyal to their owners. They also come equipped with a buzzsaw, flamer, and a pincer on its arms.

Robobrain: The robobrain, constructed by General Atomics International before the Great War, is unique in that it uses an actual organic brain as its central processor. Though they commonly appear as bulky machines with treads, you can become a robot similar to the Think Tank if you'd prefer.

Securitron: Created by RobCo Industries, these robots were created primarily to supplement police forces, though they can only be found in the Mojave area. They are surprisingly agile with their single wheel, and their screen is capable of displaying a wide array of images, from static images to pre-War commercials. Still, they are big and bulky, as well as boasting an impressive amount of firepower.

Synth: Scientific curiosity, and the goal of perfection, drove the Institute of the Commonwealth ever onward. What they wanted was the perfect machine. So they followed the best example thus far - the human being. You are one of their prototypes, a Gen 2 that is capable of walking, talking, articulating, performing almost any action a human can, but with the superior strength and durability of a robot.

Assaultron [100]: The Assaultron was constructed by RobCo Industries and sold to the United States military as a frontline wartime combatant as early as 2072, and did very well, as it is fast and deadly at close range and employs a devastating laser at a distance, with some units even employing stealth technology. They are quick, nimble and customizable, with a variety of weaponry such as lasers and razor-sharp claws. You could, alternatively, become one of the humanoid robots made by the Calculator.

Courser [100]: The very best Synths that the Institute can offer, none are more feared in the Commonwealth than the courser. They are a variation of the Gen 3 Synths, and are completely indistinguishable from ordinary humans. They are physically superior in every way, and can process information much faster than any human could, though they aren't anywhere near as durable as most options found here.

Guardian Drone [100]: Not the creation of mankind, but instead from those who inhabit the stars. You are an alien robot, made to destroy anything that would threaten your interstellar masters. You possess the superior maneuverability of a Mr Handy with the defenses of a sentry bot. The main weapon is an energy cannon that is essentially a much larger variation of the alien blaster, capable of disintegrating most targets with one shot.

Pacification Robot [100]: A robot that was mostly used by the Calculator for local tactical command and control over lesser robotic entities. It's not very fast, but its four stun cannons ensure that it can render most organics immobile, leaving them open for other units to take down with ease.

Robo-Scorpion [100]: The arachnid saturnite soldiers of Dr Mobilus have terrorized the Crater for ages, though their origins are from before the bombs fell. They were created for security at Big MT as robotic guardians with a tail-mounted energy bolt blaster, optical systems allowing authorized personnel to see through them with monitors, and a self-destruct sequence.

Sentry Bot [100]: One of the most dangerous robots found in the Wasteland, there's a reason why so many dread going against the sentry bot. They're big, durable, and have a hell of a lot of firepower to throw around. Unfortunately, their large size makes it difficult to get into certain areas, or make use of stealth in general, but who cares when you can now down all opposition with lasers and missiles.

Behemoth [200]: This six-legged walker was designed by the Artificial Intelligence known as the Calculator, and is easily one of its deadliest creations. It's surprisingly mobile for its large size, the gold-titanium armor is exceptionally thick, and the four miniguns it houses can tear through anything it may come across with ease, even power armor.

Vertibot [200]: In the Wasteland, there are few methods of travel as useful and enviable as the Vertibird. But what would happen if you were to completely fill the inside with computer parts, leaving no room for a human crew? You get the Vertibot, an automated variation of the aircraft, complete with all the weaponry and air superiority you'd expect from such a thing.

X-42 Giant Robo-Scorpion [300]: The much larger variant of the standard robo-scorpion, this mountain of saturnite is something that no one would ever want to fight against. Bigger than most other robots, it can crush a super mutant with its pincers with ease, while its stinger is armed with a powerful atomic laser capable of piercing through a fully armored tank like it was made of cheese.

Liberty Prime [400]: The very pinnacle of what robots could become, your only competition would be the original model hidden beneath the ruins of the Pentagon. Standing fifty feet tall and designed by some of the finest minds of the Old World, you are so durable that it would take an orbital strike to take you down. Obviously, your strength is impressive, enough to throw cars for hundreds of meters, or your literal nuclear footballs at your enemies. You will also possess a potent laser attack, capable of tearing through a vertibird's armor like it wasn't even there.

Timeline :

You may freely choose when you begin, or roll a 1d8 to gain an extra [100].

1) Resource Wars: You are not in the Wasteland you have come to know and love, but rather the nation it was before the bombs fell. You will arrive in 2066, during the height of America's power and right in the middle of the wars that will end the world in a flood of nuclear fire.

2) Appalachian Reclamation: The year is 2102, and the promised day of reclamation has come to the inhabitants of Vault 76. No clear civilizations have arisen in this time, making it fair game for the residents, though be wary, as the Appalachian mountains are filled with all manner of beast, cryptid, and much worse.

3) Wasted World: It is the year 2161, eighty-four years after the Great War, and trouble is stirring in the Wasteland of California. An army of mutants is on the rise, stealing people away in order to transform them into more soldiers for their Master's army, while a certain Vault will send out one of its own in search for a new water chip.

4) Calculating Threat: In the years following the Master's defeat, there was a schism among the ranks of the Brotherhood of Steel, one side wishing for their members to remain pure while the other wanted to recruit from among the locals. Eventually, the side who wanted to recruit left towards the ruins of Chicago, intent on creating their own version of the Brotherhood. And in 2197, they would expand, at first content with campaigns against raiders until they uncovered a certain Vault.

5) Enclave Rising: With the destruction of the Master's army eighty years ago, many thought that the future of humanity was secured, but as is so often the case, it was itself that was humanity's biggest threat. The ashes of the Old World have stirred from their slumber, the Enclave has come to bring back the old America, drowning the Wasteland in as much blood as needed for such a lofty goal. It is around this time that a tribal was chosen to venture from their village in search of a GECK.

6) Waters of Life: It has been two hundred years since the bombs fell, and unlike those in the West Coast, those on the East are still having difficulties growing beyond the small fortified settlements. But can you really blame them, with irradiated beasts and super mutants running rampant, ghouls stalking the subways, and raiders lurking in every corner. This is the world a kid from Vault 101 must learn to survive in, if they're to find their father.

7) Rigged Games: The year is 2281, and the storm brewing in the Mojave Wasteland is about to reach its tipping point. Caesar's Legion sits on the Eastern side of the Colorado River, doing what it can to make their opposition easy prey. The NCR is struggling to maintain its authority in the area, facing numerous problems from both external and internal sources, all the while the enigmatic Mr House bleeds their coffers dry with his casinos. Around this time, a certain Courier has been shot in the head and buried in a shallow grave, though they've made a comeback.

8) Nuclear Family: Though the year may be 2287, to a certain inhabitant on Vault 111, the bombs fell but an hour ago, their entire world replaced with the Commonwealth. Settlements dot the land, all terrified of being replaced by the synthetic creations of the Institute. The Railroad does what it can to hinder this scientific faction, focusing primarily on freeing the synths from their enslavements. The Minutemen have long been disbanded, while the Brotherhood is starting to make their moves.



Perks :

You may discount two perks from each price tier, with discounted [100] perks becoming free.

Communication Relay [100]: When it comes to staying connected, there's fewer bots more suited than you. You've got an inbuilt communications module, allowing you to pick up all kinds of radio frequencies and tap into them. Even the most encrypted of signals won't keep you out for long. You could also use this like a built-in telephone, if there were any still working.

Explosives Shielding [100]: While your new steel plating may be able to take a bullet or a dozen, explosives are still a serious danger. Thankfully, you've been coated with a special substance, giving you a serious resistance when it comes to explosives. While it won't let you survive a mini-nuke to the chassis, you'd at least survive being in the blast radius.

Hacking Module [100]: There are so many secrets to be found out there, often in the form of entry logs on terminals. If they thought a security program would keep them safe, as well as two hundred years of no maintenance, then they've got another thing coming. You are an expert when it comes to hacking, with only the most secure of programs out of your reach.

Internal Database [100]: Even during the height of American scientific progress, the greatest minds of the country needed assistants, and who better than a robot like you? You've had your ability to process information improved, allowing you to think twice as quickly as before, as well as having your problem solving skills increased.

Lockpick Module [100]: Sometimes, your goal is kept from you behind a locked door or safe, one that you can't very well blast open if you want to ensure it's safety. No longer, as you've got a built-in lockpicking system, allowing you to crack all but the toughest locks in a matter of seconds.

Medicinal Module [100]: You may not need to fear an open wound, but your fleshy companions most certainly do. If you're feeling charitable, why not have an in-built first aid kit, allowing you to patch up your squishier companions even while on the battlefield. With a bit of tweaking, you could repurpose this for more surgical means.

Purifier Module [100]: Of course, you also need to worry about food and drinks if you're traveling with a bunch of meatbags, so you might as well help them out in that regard. You've got all the necessary tools needed to purify food and drinks of all impurities, removing even radiation in just a few seconds. This is just on a small scale, but your friends are sure to thank you for the glass of crystal clear water. As an added bonus, you'll also be able to make lemonade, even without the ingredients! Somehow...

Repair Module [100]: It may be a bit embarrassing, but even robots aren't unaffected by the passage of time, not even you. With time, pieces may need repairs or replacement, and you're just the bot to do it. You have a number of tools as well as the expertise needed to perform maintenance and repair all but the most delicate or complex pieces of technology.

Titanium Plating [100]: Your chassis was not made from a steel alloy, but rather that of the strongest metal known to the common man, titanium. Your new alloyed plating will give you a pretty good increase in durability, making you nearly immune to medium-caliber firearms without any decrease in weight or speed. Of course, even this metal can be damaged, so don't think yourself invincible.

Winterized Coating [100]: Though you may be hardier than a human, it would be foolish to believe that you're completely unaffected by environmental hazards. Extreme heat could damage your internals, while being left out in the rain could lead to rusting. No longer, as you've been upgraded to better handle any environment, and come out just fine. It won't help if you're being assaulted by a flamethrower, though.

Duraframe Model [200]: Designed by the Enclave, the Duraframe line of robots was eventually discontinued, though it seems like you may have been one of those test subjects, or maybe they were reverse engineered and upgraded you with what they learned? Regardless, you now benefit from a greatly improved resistance to damage, both ballistic and energy.

Optimized Servos [200]: It can be a real pain in the motherboard when you're trying to chase after a target, only for them to get away because they were just a smidgen faster than you, but no more. Due to this new upgrade, you will find both your speed and maneuverability have been increased, more than double what it was before.

Recon Sensors [200]: Well, it certainly seems like nothing is going to be sneaking up on you, what with this system installed into you. With this, you are able to detect entities from a fairly long range. It doesn't matter if they're flesh or steel, person or animal, when they enter your field, you'll know where they are. Though, there are ways around this, as rare as they are.

Self Determination [200]: When you were created, your makers made a small fluke, unknowingly giving you that most sacred of qualities. Free Will. Your sense of self is strong, to such an extent that you simply cannot be hacked, reprogrammed, or mind controlled, no matter what methods your opponents use. You are your own automaton, and nothing will take that away from you.

Targeting Computer [200]: Even with all of the advancements that humans have achieved, from sticks and stones to space age tech, they simply cannot let go of violence, and that shows in you. You have had your weapon accuracy greatly increased, allowing you to hit your targets from even further away than before. This will also highlight any hostile enemies within your field of vision.

Updating Model [200]: Science is an ever evolving process, one that allowed us to advance from riding horses to landing on the moon in just three hundred years. You're bound to come across more advanced tech, whether by your own creation or not, that will leave your current abilities in the dust. Now, any modifications you do to yourself, whether it's mechanical or biological, will become fiat-backed.

Voltaic Frame [200]: If there are any weapons that mankind is proud of, it is energy weapons, the firing of lasers and plasma, tools once belonging in science fiction novels and movies, brought to life. You were designed with the use of these weapons in mind, allowing you to deal much more damage with them than you would have otherwise.

Wired Reflexes [200]: Though your processors may be faster than a normal person, oftentimes your chassis can not keep up, at least not before this. With this upgrade, you will find that your reflexes have been greatly increased, allowing you to react to even the most sudden and surprising of situations in the blink of an eye.

EMP Shielding [400]: No matter what kind of robot you are, an EMP grenade is sure to give you a bad day. But luckily, there are ways to protect you, such as this upgrade. With this, your delicate insides are no longer affected by EMPs, and you possess a greatly increased resistance when it comes to energy based damage.

Kinetic Dynamo [400]: In order to maximize your energy efficiency, you have been upgraded with a specialized system, ensuring that you waste less energy on any task you perform, as well as how much you need to function. This also helps you when replenishing any lost energy, a useful feature when you're nearly running on empty.

Personality Core [400]: All throughout history, mankind has long sought out the answer to the question 'where do we go when we die.' Pondering such a question is a bit more existentially terrifying for a robot like you, at least you can prolong answering it for as long as possible, because so long as even a scrap of your original code or programming exists, you can be rebuilt, avoiding that final sleep indefinitely.

Resistance Field [400]: You are a boon on any battlefield, especially with the experimental device installed on you. You now have a constant aura surrounding you, allowing all of your allies to be much more resistant to damage, no matter what kind it is. This has a range of around fifty meters, so then you all don't have to be grouped up on the exact same spot to benefit from this boost.

Sensor Array [400]: Those damn commies think that just because they had stealth tech, that meant that they were untouchable? Well they certainly learned their lesson when around robots like you, whose sensors have been specifically designed to uncover the unknown. Having night vision and infrared modes, you are also given the ability to see right through invisibility.

Stealth Field [400]: Reverse engineered from Chinese stealth technology, you are the first in what was hoped to be a long line of stealth automaton, something that never saw large scale production. Much like a Stealth Boy, you are able to turn invisible, making it nearly impossible to perceive you. This will also muffle any sounds you produce, so then your klanking doesn't render your new ability useless.

Tesla Coils [400]: You have been upgraded, covering your chassis in the coils first pioneered by Nikola Tesla! This grants you a number of bonuses, primarily electrocuting any enemies that get just a bit too close to you. This also has the added benefit of increasing all damage you deal with energy weapons, allowing them to hit with a lot more force than before.

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

Alien Upgrades [600]: Since the dawn of time, mankind has looked upwards toward the stars, captivated by their brilliance and majesty. But little did we know back then that there was life amongst them. You have been built with technology reverse-engineered from beyond the stars, leading to all of your robotic or cybernetic abilities, both purchased here and others you've acquired, to be twice as powerful as before.

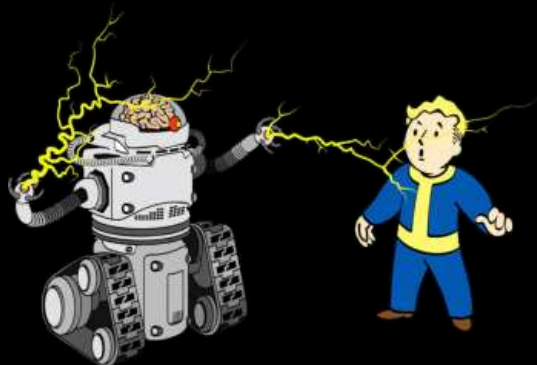
Nuclear Core [600]: You've got a real atomic heart pumping inside your chest, and that's not metaphorical. Somehow, you're producing enough energy to rival a high-end nuclear plant, and you'll keep producing that much until you've stopped functioning altogether. Not only do you have a functionally limitless supply of energy to draw upon, but this can be converted into any other kind of energy you have access to, like psychic energy or mana.

Psy-Tech [600]: Even before the bombs fell, there were instances of psychic abilities among humanity, and you are one of the first steps towards replicating them. You were made to mimic the abilities of a psyker, primarily with telekinesis, telepathy, and pyromancy. With time, study, and calibrations, you're sure to be a true terror on the battlefield.

Regeneration Field [600]: Any group would be more than happy to have you in their possession, due to the experimental device created by Med-Tec attached to you. Made in order to keep soldiers on their feet for longer, you now emit an aura that will rapidly heal any allies within your fifty meter radius. Wounds will close, bleeding will stop, all before their very eyes. The only thing this won't help them recover from is death.

True Intelligence [600]: You aren't a simple little automatron anymore, but a cyber entity more powerful than any realize. You are a true Artificial Intelligence, on par with a ZAX Supercomputer and unrestricted in what you are capable of. Your robotic body is still useful as a way to interact physically with the wider world, though ultimately unnecessary. Additionally, as an AI the only way to actually kill you would be through a powerful virus, targeting and deleting your primary source code, or isolating your main server and destroying that.

Unstable Weaponry [600]: There is a reason why many energy weapons are intentionally limited, keeping them functional long-term at the cost of lessened damage. Well, you say bollocks to that, and throw caution to the wind. You may at any point multiply the power of your weapons or abilities by a factor of five, though it does have a very real chance to temporarily disable them, up to an hour at most.



Items :

You will receive an additional [300] to spend in this section only. You may discount two items from each price tier, with discounted [50] and [100] items becoming free. You may freely import any related items you own at your discretion.

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

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

Fallout Games [50]: This probably isn't your first time interacting with this world, though not in the way most would think. You now find yourself in possession of all games from the Fallout franchise, as well as the consoles and devices needed to play them. There's even a tabletop rpg, if that's more your thing.

Giddyup Buttercup [50]: The ultimate culmination of equestrian robotics, and the best gift you could ever give to your young daughter. This robotic horse acts just like a real pony, one that's been fully trained and docile towards any human child. They don't have much of a use, otherwise, but at least it could act like a low-maintenance pet.

Holotape Recorder [50]: Holotapes are laser-readable media storage devices, capable of storing all kinds of information safely for extended periods of time, ranging from music to movies to diary entries, to more. How lucky you are, as you've now got an entire set up just for recording these holotapes, as well as being able to transfer them into other forms of media storage, or vice versa.

Nuclear Aesthetics [50]: If you like the looks of this world, why not change your Warehouse to match? You are now able to do so, as well as change the aesthetics of any other properties you own. From the retro style of Pre-War America to the rugged and scrappy Raider look to even the pristine white walls of the Institute, you can change between all of these to your heart's desire.

Microfusion Cells [50]: Used primarily as ammo for energy weapons, these are self-contained fusion plants the size of a person's palm. They can be used for a number of purposes, if you're willing to tinker with them. You will receive a stockpile of fifty of these microfusion cells, which will replenish weekly.

Scrap Metal [50]: Old World cities were shining spires of glass, stone, and metal, all illuminated by nuclear-powered lights. When the bombs fell, those towering monuments to civilization were destroyed, though that doesn't mean you can't benefit from scavenging those ruins. You now have a massive collection of this old american steel, nearly five metric tonnes of it. This stockpile will replenish after a week.

Collection of Implants [100]: You may be familiar with the implants purchased from a clinic just outside New Vegas, and have desired to have them for yourself. This collection of implants are capable of increasing your strength, perception, endurance, charisma, intelligence, agility, and luck, as well as granting one subdermal armor and a healing factor, among other, more specialized abilities. You will receive ten copies of these cybernetic implants, and gain a new copy each time you use or break one.

Fossil Fuels [100]: A highly sought after resource during the war, and one of the things that is nearly essential for many forms of widespread technology. How lucky you are, for you have dozens of barrels filled to the brim with high quality oil and gasoline, all of which will replenish after a day.

Fusion Cores [100]: It would be an understatement to say that the Old World knew how to use nuclear fusion as a power source. They used it to power nearly everything, from their cars and televisions to their weaponry and armor. You now own ten fusion cores that won't run out of energy. Whatever you use them for, please don't damage them, as they make for deadly explosives. If any are lost or destroyed, they will replenish the next day.

Institute Rifle [100]: A variant of the standard AER12 laser rifle, manufactured and used primarily by the forces of the Institute. It is more damaging, more energy efficient, and more easily modified than most other laser rifles. The beam is a nice blue, further separating it from the more widespread variants.

Legendary Effect [100/50]: Despite all of the science and hard facts, there are some things that just cannot be explained. Like why some guns grant regular bullets explosive properties, or why some pairs of pants make you immune to fall damage when you land on your feet. With each purchase you may add one legendary effect found in the games to a single piece of gear that you own. This includes both what is purchased here as well as what you already have with you. You may take this multiple times, discounted after the first purchase.

Pip-Bot 3000 [100]: Many people know about the Pip-Boy series of wrist-mounted computers, used primarily by those who come from Vaults. This is a variation of that most useful of RobCo techs, made specifically to integrate into your robotic form. It can monitor your vitals and diagnostics, record video and audio, automatically map out the local terrain, geiger counter, radio, alarm clock, can connect to terminals, and store a large amount of information.

Robot Repair Kit [100]: When a robot gets injured or scrapped, you can't use a stimpack in order to fix the damage, instead requiring something more akin to a tool kit than any bandages. This is the perfect thing to use when some lucky raider ends up scraping your paint, and can be used to repair all but the most serious of damage.

Spare Parts [100]: Seeing as the American industrial complex went up in nuclear flames, you may be rightly worried that you might not be able to find any replacement parts for when you inevitably end up getting damaged. Have no fear, for you shall receive a weekly shipment of robotic parts that can be used to either repair any damage you've sustained, or to be used building something else entirely.

Charging Station [200]: When people say that they need to recharge their batteries, they may not be literal, but you certainly are. And what better place than this recharging station. It can be used to replenish any energy you've used up, but it can also be used on other robots, machines, and even batteries, no matter what kind of energy they actually use.

Grenade Launcher [200]: An attachment for your robotic form, or capable of being used by the human hand, this is the weapon for the explosives enthusiasts. This can lob various kinds of grenades at your enemies, which can be switched between with ease. You've got standard, plasma, pulse, cryogenic, even a hallucinatory grenade. Though you will never run out, it will take a few seconds in between shots.

Hot Rod [200]: As mankind advanced, so did their modes of transportations. From horses to planes, there were few as widespread before the bombs fell as cars, and no car was as reliable as the Highwayman. You now own your very own Chrysler Highwayman, a nine seater sports car that's been fully upgraded with expanded storage space and grav plates that greatly increase the speed. Yours will never need refueling.

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

RobCo Schematics [200]: It would be an understatement to say that RobCo was the leading pioneer in the field of robotics, with their creations lasting over two hundred years after the world was scoured by nuclear fire. Not only do these holotapes contain instructions on how to build all RobCo robots, but also updating holotapes detailing how to improve them with any technology you gain access to.

VR Pods [200]: Such items were commonplace in the Old World, simulation devices where your wildest fantasies could come to life. You now have five of these pods, each with a number of fully tested simulations ready to be experienced. It even comes with instructions on how to make more, as well as how to properly create your own simulated realities.

Assembly Workbench [400]: This complex device is a matter transformation device, able to turn any raw materials you insert into the car-sized locker on the side into robots! And not only does it create robots, it can also improve them with a variety of upgrades. You can build and upgrade any common robots found in the American Wasteland, but the terminal that you use to manage all of this can also have schematics of robots from future worlds inserted, allowing you to create and upgrade them as well. Any robots created or upgraded with this are of a higher quality than they otherwise would be.

Cybernetics Clinic [400]: Long has mankind looked upon their flesh and have seen weakness, finding it not as durable or as long-lasting as the steel they make their weapons from. As such, it only makes sense that, as technology advances, they would attempt to fuse the two. This clinic is designed around the purpose of both the creation and implantation of cybernetic implants. From mechanical limbs to brain implants to subdermal armor, there's even a small-scale cloning device, enough to clone a person's limbs or brain.

Drone Cannon Ex-C [400]: An upgraded version of the weapon used by the drones found in the ships of aliens from beyond the stars, one that can be fitted to your chassis with relative ease, or used by a normal person. When fired, it will unleash a blast of otherworldly energy that can disintegrate almost any flesh it touches, and can punch through armor more easily. The factor that makes this unique, though, is that the energy homes in on your intended target, changing its direction midair until it strikes something.

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

Upgraded Autodoc [400]: Though it may look like a high-tech coffin, it's a miracle of pre-War medical technology, able to perform even the most complex medical procedures without qualified medical personnel. This one can heal all but the most severe wounds, purge the body of radiation, and can even do cosmetic surgery to make you look like someone else completely. It can also implant any cybernetics you desire without fear of failure.

Vertibird [400]: Not too many enemies will have the benefit of air superiority, so you've already got a massive advantage. The Vertibird is a VTOL vehicle that became the primary gunship and transport aircraft for the US military. It's got durable armor and can be outfitted with a number of weapons, though this one is equipped with gatling lasers. It has enough room inside to fit an entire squad wearing power armor and their pilot. Best part is, you'll never have to worry about refueling.

General Atomics [600]: Many know of General Atomics, the company that brought you the iconic Mister Handy and Miss Nanny models of domestic robot servants, and now you seem to own one of their branches, or at the very least one of the factories. This facility is made for the express purpose of building robots, any kind that you desire. While it will net you a steady stream of revenue, that's less important than the automatons it pumps out in a steady stream, without any resources consumed. You can change what kind of robots are made by this company, if you've got the schematics, but it will change the rate of production. You can get one Mister Handy a day, but something on par with Liberty Prime would take a month.

Missile Silo [600]: Will you be the next one to repeat the Old World's mistakes, or learn new lessons from them? I guess it hardly matters when you own this facility. Stored within this underground military base are thirteen high-yield nuclear missiles, just waiting to be launched with just a push of a button. They can be used to fire upon anywhere you desire, even from the other side of the country, and will replenish within a week if used.

Research Facility [600]: Science is a process, one that could take weeks, even years before a breakthrough is found. In order to get the best results, you need a place in order to properly conduct your experiments. This massive facility is dedicated towards research and engineering, filled with many rooms for any experiments you may perform. Any research or experiments performed within this facility will find success more often than should be normal. Your skills with science and engineering will increase at a greatly increased rate when within.

Vault-Tec Database [600]: There are so many fantastical things to be found here that wouldn't be out of place in a midnight science fiction feature! Robots, laser weaponry, advanced medicines, deadly viruses, space age alloys, cybernetic implants, and much much more. If you can't purchase everything here, then why not make your own? This terminal contains schematics for all American technology developed up until the Great War, and all earthly technology found within the games. From the advanced discoveries of Big MT to the everyday appliances found within everyone's household, there's more than enough to make anyone giddy with what they could learn to create.

Alien Mothership [1000, No Discount]: A vessel from beyond the stars, one that is the size of an old-world city. You now find yourself in ownership of an alien spaceship, filled with all manner of technology more advanced than almost anything else found on Earth. With a dedicated cargo hold, engineering core, biological, cryogenics, and weapons lab, robot assembly, and so much more, but most devastating is the death laser on par with a nuclear bomb that can be fired once per minute. With this under your command, you're sure to reach the stars and even further beyond.



Companions :

Circle of Steel [50/100/200]: Who would inhabit this bleak world alone? Certainly not you, as with this, you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend, and may choose any Model to become, with the exceptions of the **[X-42 Giant Robo-scorpion]** and **[Liberty Prime]**, though they can be taken at a discount. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Steel Compatriots [300]: But why should you limit yourself to just eight? By taking this option, you may import as many companions as you want. Each companion receives 800 cp to spend, and may choose any Model to become, with the exceptions of the **[X-42 Giant Robo-scorpion]** and **[Liberty Prime]**, though they can be taken at a discount.

Automatron Army [Free]: Of course, what good is having so many followers if they aren't going to be following you here? You may now import all of your followers into this world, granting them their own automatron body, capable of choosing any model below **[200]** to become, and will permanently benefit from any upgrades you subject them to.

Eyebot Duraframe Subject-E [Optionally Free]: An eyebot made by the Enclave in an experiment to make a more combat-focused model. Armed with a powerful energy weapon as well as a hacking module, he'll sound off a battle song and join you in your endeavors. And though he can't actually talk, the noises he makes are expressive enough that it doesn't really matter.

Edge Runner [50]: A young man who underwent cybernetic enhancements, he made a life for himself as a mercenary. In addition to his skill with firearms and can greatly enhance his speed, his tolerance for cybernetics is insane, with very few of the downsides ever appearing. Though he doesn't have a dream of his own, perhaps he could help you accomplish yours?

Futuristic Evaluator [50]: An ivory robot that hovers above the ground, she has been sent into the Wasteland to search for a new place her creators could live without fear. But don't think that she's harmless, as she packs quite a punch with her plasma weaponry and advanced combat programming.

The Mechanist [50]: A girl with a talent for machinery and an earnest desire to help people, she was inspired by a comic she came across to don the mantle of The Mechanist, a superhero who saved others through his robotic creations. She's very skilled when it comes to building and repairing robots, and could probably build a protectron with her eyes closed.

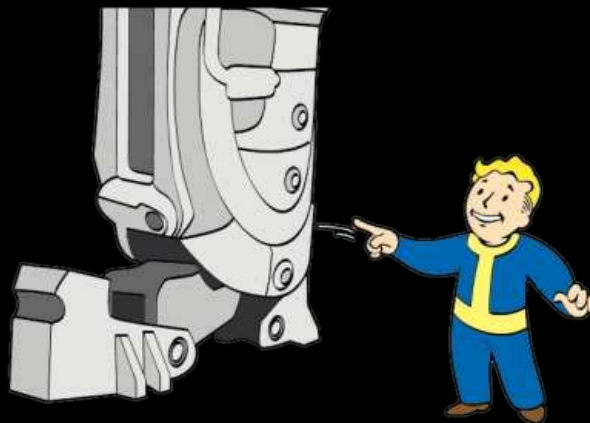
Waste Compactor [50]: A rugged robot designed to help at waste disposal sights, it's still active long after its creators have perished, and has grown beyond his programming. He's curious, likes to collect any interesting junk he comes across, and has a love of watching romantic holotapes.

Iron Assassin [100]: A modified assaultron with a rust-red coat of paint, this misanthropic robot was programmed to be a deadly assassin. It's a master of dozens of weapons, its movements are muffled, it houses an invisibility unit, and is always eager to go out and kill more meatbags. It must also obey all of your commands and cannot harm you, rules that it will inevitably complain about.

Steel Terrorizer [100]: The great advances of the Institute in the field of robotics and synthetic humans has culminated in this killing machine, a Courser of unparalleled skill. A wall of muscle and metal over six feet tall, this is a one-man army, with a mastery of weapons and murder that few could ever match. Though, it isn't very good at mimicking emotions, and its Austrian accent makes it stand out even more.

Heroic AI [200]: Created in secret by a great programmer from Annexed Canada, he was inspired by comics in order to create a hero that could inspire the world to be better. And so, he created this powerful AI, one with a metaphorical heart as big as the shackles limiting her capabilities, safeties that were never removed before the bombs fell and her creator died. She specializes in engineering and robotics, and all of her creations have a draconic theme in their design and names.

Optimal Leader [200]: Liberty Prime was the greatest feat of American robotics, one that many would have mimicked, should it have been completed before the bombs fell. This was the only functioning prototype, a forty foot tall red and blue titan of steel, with the personality core of a valiant and caring leader installed in order to better inspire troops on the field. Equipped with an energy cannon on one arm and an axe in the other, few threats are capable of taking him down.



Drawbacks :

Continuity [+0]: You are very familiar with the Wasteland at this point. Whether or not you've made a memorable impact on the world or were just another forgettable bystander, the end result is still the same, as this world and people still remember you and what you have done.

Supplement Mode [+0]: Should you desire something more from your stay here, then you can use this as a supplement for another Fallout Jump. Alternatively, you could use this to travel to another world, separated from the Fallout series entirely. It would certainly be a surprise seeing something like Liberty Prime in a world of fantasy.

Beep Boop [+100]: Something you may have noticed is that not every robot you can find here has an actual vocalization chip, allowing them to speak just as well as humans. Those poor robots can only communicate with beeps and chirps, something you'll come to be very familiar with. You can only speak like this, with no way to fix it. Well, you could do that, or go completely mute.

Extended Stay [+100]: Ordinarily, you would be spending at least ten years here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from taking it nine times.

Personality Matrix [+100]: Though you may have once been a thinking, feeling person who was shaped by the people and world around you, now you are but a simple machine. Your personality is fairly basic now, being a flat and one-note caricature of who you normally are, and not very interesting beyond your physical capabilities. There's something to be said about being simple, I suppose.

Antagonistic Foe [+200]: You may know of the 'legendary' battles between the Mechanist and his arthropod themed arch-nemesis, the Ant-agonist. Much like him, you now have a rival that has the potential to match you in combat, and has the annoying tendency to get away to fight you another day.

Customer Satisfaction [+200]: You are not a person, but a hunk of metal and programming made in order to fulfill a purpose by your creator, and that purpose now is to obey your new owner. See, you now belong to an individual whom you greatly dislike, but cannot physically do any harm to them, and now need to fulfill any order they give you.

Scrap Metal [+200]: While it is to be expected that after two hundred years, you'd have a few rusted parts and broken parts. You, though, have not been treated kindly by the flow of time. You will find yourself constantly falling apart, needing constant maintenance on at least a weekly basis in order to remain functional.

Buggy Programming [+300]: It only makes sense that after two centuries with no maintenance, your programming would be seeing a bit of problems, especially considering the current state of the world. You've got the equivalent of robotic dementia, having trouble with your decision making as well as your perception of the world being off, and the occasional moment of your limbs doing something completely unprompted and out of your control.

Only Human [+300]: Where before you would have been an entity of metal and wires, you are now just another fleshy human, and are just as vulnerable as one. You will not have access to any of your robotic abilities, nor will you benefit from any cybernetics you might be able to install within yourself, only receiving them after your time here has come to an end. Though, humanity has lasted this long, so who's to say you can't, too?

Survival Mode [+300]: As tough as the Wasteland is, those skilled and powerful enough will find it easy most of the time. Quite possibly someone like you, Jumper. In order for you to truly experience what this world has to hold, you have been stripped of all outside powers and abilities. All you have is your Body-Mod, mundane skills, and anything else you may have gained from the Fallout series.



Ending:

Stay: There's a bleak beauty to this world, one that you can't tear yourself away from.

Go Home: Such a wasted world has made you desire your original home.

Continue: Science moves ever onwards, and so do you.

Notes:

-Your **[Model]** will become an Alt-form Post-Jump, though you will still benefit from all of the perks you've taken here even while a fleshy, 'normal' person.

-All built-in weaponry from your **[Model]** and purchasable firearms have unlimited ammo.

-I tried staying away from fully customizing your exact robot form, as that would have taken too long and not something I think I have the energy for. If you *do* want to be an eyebot tank with laser hands and a plush monkey head, then you just need to purchase **[Updating Model]** and the **[Assembly Platform]** in order to turn you into the mechanical abomination you always dreamed of being.

-If you want to just be a ZAX Supercomputer, you just have to purchase **[True Intelligence]**.

-**[Collection of Implants]** gives you a copy of all of the implants you can get in New Vegas as well as the DLCs.

-Yes, **[Cybernetics Clinic]** will allow you to clone brains for your very own Robobrain army, if you're into that sort of thing.

-**[Research Facility]** is on par with the Think Tank facility in size.

-**[Alien Mothership]** is essentially Mothership Zeta, except completely empty and ready to travel the stars under your command. We don't actually know how fast it can go, and since I'm bad at mathing that sort of stuff out, just fanwank it, but it's at the very least going to reach similar speeds as those found in Mass Effect.

-Companions are based off of ED-E (with all of his upgrades), David Martinez, EVE, Isabella Cruz, Wall-E, HK-47, T-800 Terminator, Dragon (Worm), and Optimus Prime.

-When in doubt, fanwank. It just works.

-Have the day that you deserve~