

Out of Context: Fallout Supplement

V1.05 By DeverosSphere

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

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

+1000 CP

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

Origin:

None of these origins determine your background, only your play style, your discounts and the number on your Vault Tec property.

In what way are you S.P.E.C.I.A.L.

The Vault Dweller

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

The Lone Wanderer

The Lone Wanderer was born on July 13, 2258, to James and Catherine at the Jefferson Memorial, Catherine died shortly after giving birth due to cardiac arrest.

James traveled to **Vault 101** where the Lone Wanderer lived until 2277, when they were forced to leave the safety of the vault because James disappeared without any explanation.

The Sole Survivor

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

G.O.A.T. Result:

The Generalized Occupational Aptitude Test is a Vault-Tec occupational assessment test that every resident of a vault is required to take at the age of 16.

This helps to determine job placement and in this instance your starting **S.P.E.C.I.A.L.** score.

Drop Out +1000 CP

Come on. I don't really have to take this stupid test, do I?

It seems you skipped the G.O.A.T. and don't get any S.P.E.C.I.A.L. stat's at least you get some **CP** for your trouble.

Vault-Tec Resident - Free

I just need to verify some information. That's all!

S=3, P=3, E=3, C=3, I=3, A=3, L=3

Jukebox Technician: -500 CP

Thank goodness. We're finally getting a new Jukebox Technician. That thing hasn't worked right since old Joe Palmer passed.

S=3, P=10, E=3, C=1, I=10, A=3, L=4

Vault Loyalty Inspector: -500 CP

Huh. "Vault Loyalty Inspector"... I thought that had been phased out decades ago. Well, sounds like a job right up your alley, hmm?

S=3, P=3, E=1, C=10, I=3, A=10, L=4

Little League Coach: -500 CP

I always thought you'd have a career in professional sports. You're the new vault Little League coach! Congratulations.

S=10, P=3, E=10, C=3, I=1, A=3, L=4

Vault Chaplain: -500 CP

They say the G.O.A.T never lies. According to this, you're slated to be the next vault ...

Chaplain. God help us all.

S=4, P=4, E=4, C=4, I=4, A=4, L=10

Shift Supervisor: -1000 CP

Apparently you're management material. You're going to be trained as a Shift Supervisor. Could I be talking to the next Overseer? Stranger things have happened.

S=9, P=9, E=9, C=9, I=9, A=9, L=9

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

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

Stats Multiplication Breakdown:

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

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

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

Strength -50 CP

Boosts Strength by 10%.

3 ranks Free for (Vault-Tec Resident, Jukebox Technician and Vault Loyalty Inspector)

4 ranks Free for (Vault Chaplain)

9 ranks Free for (Shift Supervisor)

10 ranks Free for (Little League Coach)

Perception -50 CP

Boosts Perception by 10%.

3 ranks Free for (Vault-Tec Resident, Vault Loyalty Inspector and Little League Coach)

4 ranks Free for (Vault Chaplain)

9 ranks Free for (Shift Supervisor)

10 ranks Free for (Jukebox Technician)

Endurance -50 CP

Boosts Endurance by 10%.

1 rank Free for (Vault Loyalty Inspector)

3 ranks Free for (Vault-Tec Resident and Jukebox Technician)

4 ranks Free for (Vault Chaplain)

9 ranks Free for (Shift Supervisor)

10 ranks Free for (Little League Coach)

Charisma -50 CP

Boosts Charisma by 10%.

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

Intelligence -50 CP

Boosts Intelligence by 10%.

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

Agility -50 CP

Boosts Agility by 10%.

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

Luck -50 CP

Boosts Luck by 10%.

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

Perks:

Note:

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

Almost Unique -??? CP

Something Rare Booster: Something Unique

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

General Perks:

V.A.T.S. - Free

The **Vault-Tec Assisted Targeting System**, is an advanced combat technology which allows you to accelerate your perception of time, to a rate dependent on your compatibility with the technology, allowing you to target specific body areas for attacks, inflicting specific injuries. Those who are the most compatible with this technology will have their perception of time accelerated to the point that time seems to stop while those less compatible using it will have time slowed to half speed.

When active the V.A.T.S will display a percentage of how likely an attack you intend to use will be to hit the targeted area based on distance from the target, visibility of the targeted body part, and combat skill. When actions have been selected and confirmed your body will automate the actions for optimal success.

There is also a glitch common on the west coast that causes the V.A.T.S to restart after each selected action, while action points recharge causing the system to imitate turn-based combat. Without specific drawbacks it will be assumed you have maximum compatibility and do not have the turn-based Glitch.

Opening Narration - Free

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

Closing Narration - Free

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

Wild Wasteland - Free

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

Sheltered - Free

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

Sounds of the Wasteland - Free

You are now able to mentally pick up radio stations that have appeared in the Fallout franchise. These radio stations include but are not limited to Galaxy News Radio, Radio New Vegas, Diamond City Radio, Appalachia Radio and many more though they can only be heard in your mind. The stations that would normally comment on your actions in game may make reference to what you do in jump or add commentary about locations of events that could be useful to you.

War. War never changes - Free (Cannot be taken with "Courier")

This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were a Vault Dweller exiting your Vault.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)

Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

I Don't Want to Set the World on Fire -100 CP

This **Narrative Perk** can be used in order to alter a setting so that it becomes a post-apocalyptic variant of the setting. So long as you do not make alterations the named characters and events will still occur however they will be altered to fit with a post apocalyptic setting.

Hoarder -100 CP

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

Early Bird -200 CP

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

Skilled -400 CP

You now have access to a skill list that represents your learned abilities and how good you are at each skill. These skills can be improved by reading specific books, training or completing specific achievements.

Skills are normally capped at 100 which represents peak human skill however when you reach level 100 it will be possible to break this cap through various methods. One method is that when you reach level 100 in a skill you will gain a skill specific quest even if you do not have **Awesome Level Up** which as a reward will break the cap and allow you to continue leveling up that skill.

By default you will have access to the following Skills:

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

Level Up -600 CP

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

Skilled Booster: Leveling Skill

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

The Vault Dweller Perk Tree:

Swift Learner -100 CP (Free for The Vault Dweller)

You are now better at learning allowing you to gain a bonus doubling the result of any form of learning allowing you to decrease the time it would take you to learn skills by half or double the amount of experience you gain through performing actions.

Mental Block -200 CP (Discount for The Vault Dweller)

You are now a psyker able to communicate telepathically with others and possess a powerful psychic resistance to the level that you can block out even the Master's psychic attacks. This can also be used to block others who attempt to read or alter your mind and memories through any form including telepathy, technology and even magic.

Mutate! -400 CP (Discount for The Vault Dweller)

Radiation can have a lot of effects but not all of them are good but now you don't have to worry about the bad. With this perk you get an alert whenever you gain a mutation and can toggle them on and off at will with this perk automatically disabling negative mutations and keeping beneficial mutations active.

Skilled Booster: Mutant Skills

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

Slayer -600 CP (Discount for The Vault Dweller)

Whenever you defeat a type of enemy you will gain a boost in power against that form of enemy in future.

Level Up Booster: Level Slayer

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

Mental Block Booster: Mind Slayer

You can now perform mental attacks on opponents the more enemies you successfully attack with this perk the more powerful your mental attacks become. Through this you can read, damage or alter the mind and memories of your target.

The Lone Wanderer Perk Tree:

Paralyzing Palm -100 CP (Free for The Lone Wanderer)

You can now imbue your strikes with energy allowing you to potentially temporarily paralyze an enemy with your unarmed attacks.

Power Armor Training -200 CP (Discount for The Lone Wanderer)

You're now able to wear and comfortably control any form of power armor or wearable technology.

Cyborg -400 CP (Discount for The Lone Wanderer)

You are now able to integrate any technology you come across into your body allowing you to hide it and use it as though it was a natural part of your body.

Skilled Booster: Cyber Skills

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

Xenotech Expert -600 CP (Discount for The Lone Wanderer)

You are able to read any languages and use any weapons without difficulty, additionally you can quickly reverse engineer any form of technology you come across.

Level Up Booster: Xeno-Level

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

Power Armor Training Booster: Xeno-Training

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

The Sole Survivor Perk Tree:

Unstoppables -100 CP (Free for The Sole Survivor)

You have a +1% chance of avoiding all damage from any attack.

Picket Fences -200 CP (Discount for The Sole Survivor)

You now have access to a settlement workshop that makes you able to move, deconstruct, or create new objects anywhere using scrapped material. These objects can be used to create thriving settlements with turrets, walls, vendors, and recreational spots.

Live & Love -400 CP (Discount for The Sole Survivor)

You gain a mental meter that tells you how strong your connection is with any followers, friends, lovers and as referenced here companions. When your connection grows strong enough with your companion you will gain Mini-Perks relevant to who the companion is.

Skilled Booster: Skilled Love

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

Astoundingly Awesome Tales -600 CP (Discount for The Sole Survivor)

You now gain access to a plot armor-like sense that pulls you towards events that will give you quests, these events could include interfering with bullying, interfering with a crime, interfering with a monster attack or interfering with an alien invasion. Whenever you complete one of these quests you will always be rewarded.

Level Up Booster: Awesome Level Up

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

Picket Fences Booster: Astoundingly Fences

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

Strength Perk Tree:

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

Iron Fist -100 CP (Free for Strength Rank 1+)

All punching attacks now do double damage and the force is more able to penetrate through making it more do internal damage to bones or internal circuitry.

Big Leagues -200 CP (Discount for Strength Rank 2+, Free for Strength Rank 6+)

You now do double damage with all melee weapons and gain a greater penetration in your strikes, increasing the chance to cripple your opponent, or grand slam their head clean off!

Armorer -200 CP (Discount for Strength Rank 3+, Free for Strength Rank 7+)

You are now able to craft any kind of armor including those with specialized protections while also allowing you to customize or modify any armor in order to improve it.

Blacksmith -200 CP (Discount for Strength Rank 4+, Free for Strength Rank 8+)

You are now able to craft any kind of specialized melee weapon and to customize any melee weapon in order to improve it.

Heavy Gunner -200 CP (Discount for Strength Rank 5+, Free for Strength Rank 9+)

Any Heavy weapons you use now do double damage, and have a chance to knock over your opponent.

Strong Back -400 CP (Discount for Strength Rank 6+, Free for Strength Rank 10+)

You can now control if you are affected by how much you are caring and can toggle your possessions so that you can move while overencumbered as if everything you are carrying is weightless.

Steady Aim -400 CP (Discount for Strength Rank 7+, Free for Strength Rank 10+)

Whenever you fire a weapon you will see down its scope as if it were up to you eye allowing you to Hip fire accurately.

Basher -400 CP (Discount for Strength Rank 8+, Free for Strength Rank 10+)

You can toggle anything you strike with so that it functions as though it were a professionally made melee weapon scaled up to handle your full strength.

Rooted -400 CP (Discount for Strength Rank 9+, Free for Strength Rank 10+)

While standing still, you resist 50% of the knockback of any physical strikes and you can choose to automatically disarm enemies that use melee weapons against you.

Pain Train -600 CP (Discount for Strength Rank 10+, Free for Strength Rank 11+)

Sprinting into enemies while wearing Power Armor now causes massive damage and knocks them down. Impact landing near enemies inflicts even more damage.

Perception Perk Tree:

Perception is your environmental awareness and sixth sense, and affects weapon accuracy.

Pickpocket -100 CP (Free for Perception Rank 1+)

Your pickpocketing abilities are now doubled and merely by touching them you can gain a list of all their possessions allowing you to pickpocket them. This allows you to potentially take everything someone has merely by bumping into them.

Rifleman -200 CP (Discount for Perception Rank 2+, Free for Perception Rank 6+)

Attacks with non-automatic rifles now do double damage, have a high chance of crippling any limb you strike and ignore 30% of a target's armor.

Awareness -200 CP (Discount for Perception Rank 3+, Free for Perception Rank 7+)

You can instinctively tell a target's specific damage resistances, weaknesses and you have an increased chance to hit your opponents vulnerabilities.

Locksmith -200 CP (Discount for Perception Rank 4+, Free for Perception Rank 8+)

Any types of locks you attempt to pick can be changed into Keyed locks that you can pick and any bobby pins you attempt to use will never break during lockpicking.

Demolition Expert -200 CP (Discount for Perception Rank 5+, Free for Perception Rank 9+)

Your explosives now do double damage. Mines and grenades shot in V.A.T.S. explode for double damage too, and you can craft explosives at any Chemistry Station.

Night Person -400 CP (Discount for Perception Rank 6+, Free for Perception Rank 10+)

During the night hours (between the hours of 18:00 and 6:00 on a 24hr clock) you gain night vision and a 50% boost to your Intelligence and Perception.

Refractor -400 CP (Discount for Perception Rank 7+, Free for Perception Rank 10+)

You are able to refract any energy attack making it so that 60% of any energy attack passes around you without harming you.

Sniper -400 CP (Discount for Perception Rank 8+, Free for Perception Rank 10+)

When using non-automatic, scoped rifles you have improved control, have a chance of knocking down your target and gain a +25% accuracy to head shots.

Penetrator -400 CP (Discount for Perception Rank 9+, Free for Perception Rank 10+)

You can target an enemy's body parts that are blocked by cover without decreasing accuracy.

Concentrated Fire -600 CP (Discount for Perception Rank 10+, Free for Perception Rank 11+)

Every attack you make on the same body part gains +20% accuracy and does 20% more damage.

Endurance Perk Tree:

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

Toughness -100 CP (Free for Endurance Rank 1+)

You gain a physical resistance to any damage you take from physical attacks, reducing them to the extent that getting struck by a sledgehammer being swung at a 50 MPH speed would not harm you.

Lead Belly -200 CP (Discount for Endurance Rank 2+, Free for Endurance Rank 6+)

You can consume anything you are able to chew and swallow without harmful effects, regardless of what you consume.

Life Giver -200 CP (Discount for Endurance Rank 3+, Free for Endurance Rank 7+)

You have an immense level of health and have a healing factor that would even allow you to slowly regenerate lost body parts.

Chem Resistant -200 CP (Discount for Endurance Rank 4+, Free for Endurance Rank 8+)

You gain all the benefits of any chemicals that you consume while also having complete immunity to addiction.

Aquaboy -200 CP (Discount for Endurance Rank 5+, Free for Endurance Rank 9+)

You are totally undetectable while submerged, can breathe underwater and no longer take radiation damage when underwater.

Rad Resistant -400 CP (Discount for Endurance Rank 6+, Free for Endurance Rank 10+)

You have a 50% immunity to any radiation you come into contact with.

Adamantium Skeleton -400 CP (Discount for Endurance Rank 7+, Free for Endurance Rank 10+)

Your skeleton has been infused with indestructible metal, reducing limb damage completely.

Cannibal -400 CP (Discount for Endurance Rank 8+, Free for Endurance Rank 10+)

You can consume the corpse of any animal merely by touching it, restoring a significant amount of your Health.

Ghoulish -400 CP (Discount for Endurance Rank 9+, Free for Endurance Rank 10+)

Radiation and radiation damage will now heal over time, regenerating you to your optimal state. Additionally most undead will no longer attack you unless provoked.

Solar Powered -600 CP (Discount for Endurance Rank 10+, Free for Endurance Rank 11+)

During the day hours (between the hours of 6:00 and 18:00 on a 24hr clock) you will regenerate health and gain a 50% boost to your Strength and Endurance.

Charisma Perk Tree:

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

Cap Collector -100 CP (Free for Charisma Rank 1+)

You get better prices when buying and selling and can invest in any business to improve their resources and items available.

Lovely Killer -200 CP (Discount for Charisma Rank 2+, Free for Charisma Rank 6+)

Anyone who is within your sexual preference will suffer an extra +15% damage in combat, and are easier to persuade in dialogue, this also makes it easier to pacify others.

Lone Wanderer -200 CP (Discount for Charisma Rank 3+, Free for Charisma Rank 7+)

When adventuring by yourself, you only take 70% of the damage you otherwise would from any attack you take.

Attack Dog -200 CP (Discount for Charisma Rank 4+, Free for Charisma Rank 8+)

Any animals you control now gain a 50% boost to their offensive skills and take 50% less damage.

Animal Friend -200 CP (Discount for Charisma Rank 5+, Free for Charisma Rank 9+)

You can pacify any non-sentient animal weaker than you and make them a subordinate that follows your commands.

Local Leader -400 CP (Discount for Charisma Rank 6+, Free for Charisma Rank 10+)

Whenever you are within a group of people you can determine that you are the leader and everyone will follow you. You can also use this to teleport supplies between any groups you are the leader of.

Party Boy -400 CP (Discount for Charisma Rank 7+, Free for Charisma Rank 10+)

Your luck is doubled for an hour if you drink alcohol.

Inspirational -400 CP (Discount for Charisma Rank 8+, Free for Charisma Rank 10+)

Your companion's do more damage in combat, resist more damage, cannot hurt you and can't be harmed by your attacks.

Wasteland Whisperer -400 CP (Discount for Charisma Rank 9+, Free for Charisma Rank 10+)

You can pacify any monsters or organic non-animals weaker than you and make them a subordinate that follows your commands.

Intimidation -600 CP (Discount for Charisma Rank 10+, Free for Charisma Rank 11+)

You can pacify any sentient animal such as people weaker than you and make them a subordinate that follows your commands.

Intelligence Perk Tree:

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

V.A.N.S. -100 CP (Free for Intelligence Rank 1+)

The Vault-Tec Assisted Navigational System creates a holographic path that leads you to anything or anyone you're searching for.

Medic -200 CP (Discount for Intelligence Rank 2+, Free for Intelligence Rank 6+)

Stimpaks and Radaway restore all lost health and radiation, and work much more quickly.

Gun Nut -200 CP (Discount for Intelligence Rank 3+, Free for Intelligence Rank 7+)

You are now able to craft any kind of specialized gun and to customize any gun in order to improve it.

Hacker -200 CP (Discount for Intelligence Rank 4+, Free for Intelligence Rank 8+)

When hacking you always gain a list of accessible usernames with corresponding passwords and never get locked out of a terminal.

Scrapper -200 CP (Discount for Intelligence Rank 5+, Free for Intelligence Rank 9+)

You can break down any object you can pick up breaking it down into its base components with 100% efficiency.

Science! -400 CP (Discount for Intelligence Rank 6+, Free for Intelligence Rank 10+)

You are now able to craft any kind of specialized advanced technology and to customize any advanced technology in order to improve it.

Chemist -400 CP (Discount for Intelligence Rank 7+, Free for Intelligence Rank 10+)

You can now craft any chemicals out of their base materials and the beneficial effects of any drugs you take now last 200% longer.

Robotics Expert -400 CP (Discount for Intelligence Rank 8+, Free for Intelligence Rank 10+)

You can now build any type of robot and hack into any type of robot, allowing you to power it on or off, initiate a self-destruct or give it specific commands.

Nuclear Physicist -400 CP (Discount for Intelligence Rank 9+, Free for Intelligence Rank 10+)

You can build radiation weapons, Fusion Cores and Fusion Cores grenades. Any radiation weapons you use do double damage and Fusion Cores last three times as long.

Nerd Rage -600 CP (Discount for Intelligence Rank 10+, Free for Intelligence Rank 11+)

The angrier you get the more damage you do and more damage resistance you get, you also restore some lost Health whenever you cause others harm.

Agility Perk Tree:

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

Gunslinger -100 CP (Free for Agility Rank 1+)

Non-automatic pistols now do double damage. Their attacks have a much better chance to disarm opponents, and may even cripple a limb.

Commando -200 CP (Discount for Agility Rank 2+, Free for Agility Rank 6+)

Your automatic weapons now do double damage and have a greater chance to stagger opponents.

Sneak -200 CP (Discount for Agility Rank 3+, Free for Agility Rank 7+)

You are now 50% harder to detect while sneaking, and running no longer adversely affects stealth. Engaging stealth causes distant enemies to lose you and while sneaking you no longer trigger floor based traps or trigger mines.

Mister Sandman -200 CP (Discount for Agility Rank 4+, Free for Agility Rank 8+)

You can instantly kill a sleeping person, do 50% more sneak attack damage and can enter into someone's dreams to twist and manipulate them to your benefit.

Action Boy -200 CP (Discount for Agility Rank 5+, Free for Agility Rank 9+)

Your Action Points now regenerate twice as fast and all cooldowns for any abilities are halved.

Moving Target -400 CP (Discount for Agility Rank 6+, Free for Agility Rank 10+)

You are 75% harder to hit when sprinting and the physical exhaustion you feel from sprinting is at the level you feel from walking.

Ninja -400 CP (Discount for Agility Rank 7+, Free for Agility Rank 10+)

Your ranged sneak attacks now do 3.5x normal damage, and melee sneak attacks do 10x normal damage.

Quick Hands -400 CP (Discount for Agility Rank 8+, Free for Agility Rank 10+)

You can toggle this perk to instantly and automatically refill any ammunition based weapon when it is emptied.

Blitz -400 CP (Discount for Agility Rank 9+, Free for Agility Rank 10+)

When swinging a melee weapon at someone you can teleport next to them so that the weapon hits them.

Gun-Fu -600 CP (Discount for Agility Rank 10+, Free for Agility Rank 11+)

The longer a fight goes on the more powerful and accurate your attacks become with you potentially being able to take down a chain of superior opponents through a drawn out fight.

Luck Perk Tree:

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

Fortune Finder -100 CP (Free for Luck Rank 1+)

Whenever you look in containers you will find a great amount of money, and there is a chance of enemies exploding in a shower of the local currency when you kill them.

Scrounger -200 CP (Discount for Luck Rank 2+, Free for Luck Rank 6+)

Whenever you look in containers you will find large amounts of ammunition for any weapons you use.

Bloody Mess -200 CP (Discount for Luck Rank 3+, Free for Luck Rank 7+)

You do 30% more damage to your enemies and they will sometimes explode into a gory red paste sometimes causing nearby enemies may suffer the same fate.

Mysterious Stranger -200 CP (Discount for Luck Rank 4+, Free for Luck Rank 8+)

Sometimes in battle a Mysterious Stranger will appear occasionally to lend a hand, with deadly efficiency.

Idiot Savant -200 CP (Discount for Luck Rank 5+, Free for Luck Rank 9+)

You will randomly receive inspiration when in the middle of unrelated events. This also allows you to receive twice the combat experience when successfully defeating an opponent.

Better Criticals -400 CP (Discount for Luck Rank 6+, Free for Luck Rank 10+)

You are far more likely to make a critical hit which allows you to do 250% extra damage.

Critical Banker -400 CP (Discount for Luck Rank 7+, Free for Luck Rank 10+)

You can now save up to 4 Critical Hits, to automatically hit an opponent's weak spot.

Grim Reaper's Sprint -400 CP (Discount for Luck Rank 8+, Free for Luck Rank 10+)

Whenever you kill an opponent you will regain half of any energy you use in combat.

Four Leaf Clover -400 CP (Discount for Luck Rank 9+, Free for Luck Rank 10+)

Every strike you make has a 50% chance to strike an opponent's weak spot.

Ricochet -600 CP (Discount for Luck Rank 10+, Free for Luck Rank 11+)

An enemy's ranged attack can ricochet back and instantly kill them with the odds of this happening increasing the more injured you are.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it and any consumables such as food, medicine or ammunition will restock after 24hrs. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Classic Pack -150 CP (Free for The Vault Dweller)

This Pack contains a number of items taken from Vault 13 that were found outside the EB Stop.

Mercenary Pack -150 CP (Free for The Lone Wanderer)

This pack was only available to those who could Best Buy, then from a secret distributor.

Caravan Pack -150 CP (Free for The Sole Survivor)

This pack contains a variety of extra items that were originally available to those who have bathed in the Steam of the ruins of Wal-Mart.

Tribal Pack -150 CP (Free with "Courier")

This pack is said to have come from the Amazon but considering how dangerous wastes are it would be difficult to Direct2Drive it to where you are.

Vault Suit - Free

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

Pip-Boy - Free

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

Damaged Vault - Free

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

Bobby Pins - Free

This 5 set of Bobby Pins can be used to open any type of key lock including doors and containers.

Vault-Tec Snow Globes - Free

Whenever you visit a location of interest you can choose to gain a custom Vault-Tec Snow Globe based on that location.

Extra Ammo -50 CP

Each purchase of this doubles the ammunition you gain from each weapon you purchased.

Stimpak -50 CP (Free with the Classic Pack)

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

Super Stimpaks -50 CP (Free with the Mercenary Pack)

This set of 3 Super Stimpaks are a more advanced version of the regular stimpak able to heal more severe wounds though with unpleasant side effects. This version comes with a leather belt to strap the hypodermic needle to the injured limb and comes with a secondary vial that contains more powerful drugs that boosts the body's regenerative properties even further than a normal Stimpaks but leaves the body feeling weak and tired.

Doctor's Bag -50 CP (Free with the Mercenary Pack)

These 3 leather bags contain disposable tools that you can use to heal crippled limbs repairing a notable amount of damage almost instantly.

Rad-X -50 CP

These neat pills prevent (or at least lessen) the build-up of radiation in your system. You get a bottle with twenty pills. Each additional purchase doubles your supply.

RadAway -50 CP

This intravenous solution is designed to purge the radiation from your system. Unlike the original mix, this one has no risk of causing addiction. You get ten packages with each additional purchase doubling your supply.

Bleak Venoms -50 CP (Free with the Tribal Pack)

This set of 5 lethal cardiotoxin that causes considerable damage to a target, and can be applied to any Unarmed or Melee Weapons including thrown weapons, such as the throwing spear.

Iguana Bits -50 CP

Up to 10 times per day you can revive a skewer of cut-up pieces of iguana meat, with vegetables and occasionally the meat of other animals. Unlike the canonical snack this meat is free of any radiation.

Vault 13 Canteen -50 CP (Free with the Classic Pack)

This small hip flask features a "13" in the distinctive Vault jumpsuit coloring. This flask always has a small amount of water inside of it allowing you to take a sip of cool refreshing and clean water every few seconds.

Repair Kits -50 CP (Free with the Caravan Pack)

This set of 4 repair kits are single-use items which allow you to restore the condition of any item to 100% on the fly.

Broad machete -50 CP (Free with the Tribal Pack)

This weapon is set apart from other machetes by having an aged, bolo-style blade and custom-carved wooden handle.

Throwing Spears -50 CP (Free with the Tribal Pack)

This set of 10 of six-foot-long spears are intended to be used as thrown weapons they consist of a wooden handle with a cloth grip and a sharp piece of jagged metal serving as the spearhead.

Mercenary's Grenade Rifle -50 CP (Free with the Mercenary Pack)

This break-action single-shot explosive weapon that fires 40mm grenades over a respectable distance, it also comes with 20 40mm grenades. Although its range is longer than regular hand grenades and the fuse is impact-triggered instead of timed, its ammunition is less powerful and its single-shot, break-action design makes rapid-fire impossible

Sturdy Caravan Shotgun -50 CP (Free with the Caravan Pack)

When compared to the standard caravan shotgun, the sturdy caravan shotgun does slightly higher damage and has the same rate of fire, it comes with 40 20 gauge shotgun shells. The shotgun has a logo cut into the stock and an engraving of two birds on the frame. There is a tally mark scratched into both the back of the gun and beside the trigger and the gun is duct-taped at its butt and at a crack in the wood closest to the barrel.

Binoculars -50 CP (Free with the Caravan Pack)

A tool that is useful for exploring an area as it can zoom into an area like a scoped weapon this set of binoculars has a 8x magnification and with a steady weapon control allows you to immediately take shots at any spotted targets.

Weathered 10mm Pistol -50 CP (Free with the Classic Pack)

This sidearm has a cleaner finish, albeit with slight wear and tear, it comes with 50 rounds of 10mm ammunition. They were common before the Great War used extensively by the Bureau of Alcohol, Drugs, Tobacco, Firearms and Lasers. Their ruggedness, reliability and firepower made them a popular choice among wastelanders and thus a staple of wasteland firefight.

Tribal Raiding Armor -50 CP (Free with the Tribal Pack)

This armor is Pieced together from scraps of different sets of armor with the combination providing an impressive protection without impacting mobility.

Lightweight Metal Armor -50 CP (Free with the Mercenary Pack)

Modified for long-range travel, this armor provides the same protection as standard metal armor at only 2/3rds the weight and is 5 times as durable, however it lacks shoulder guards and cables that would be expected on the sides of the torso.

Armored Vault 13 jumpsuit -50 CP (Free with the Classic Pack)

This Vault 13 jumpsuit is studded with piecemeal leather armor. The armored Vault 13 jumpsuit is light armor but can be repaired using combat armor and reinforced combat armor.

Lightweight Leather Armor -50 CP (Free with the Caravan Pack)

This lightweight body armor is made from tanned animal hide, it has been hand-modified to reduce its overall weight by 5 pounds while improving its ability to protect, from firearms and melee damage. This armor differs in appearance from the regular leather armor in that they lack the shoulder pads.

Motorbike -50 CP

This type of motorcycle is a two-wheeled motor vehicle common before the Great War. This model is an electrical vehicle using toroidal coil, fusion core hybrid that will never run out of fuel.

Grape Mentats -50 CP/-200 CP

For **-50 CP** you gain the negotiator's best friends. This package about the size of a cigarette pack contains 20 pills (that are slightly glowing). If you take a pill, it will increase your Charisma stat by five ranks for five minutes after consumption. Unlike the original there is no risk of addiction or other negative side effects.

For **-200 CP** you get the full family selection in addition to Grape Mentats you also gain Original Mentats, Berry Mentats, Orange Mentats and Party Time Mentats with each pack containing 20 pills. The Mint flavored Original Mentats boost your intelligence and perception stats by two ranks for five minutes. The Berry Mentats boost your intelligence stat by five ranks for eight minutes. The Orange Mentats boost your perception stat by five ranks for eight minutes. The Bubblegum flavored Party Time Mentats boost your intelligence and perception stats by two ranks and your Charisma stat by five ranks for one minutes.

The Crafting Station -100 CP

You gain a singular all purpose shapeshifting crafting station that can take on the form of each type of crafting station from every game except the Power armor station and Robot workbench. The station when in an appropriate form loads every recipe that you could craft at level one from every game in the Fallout franchise allowing you to make Food, Chems, Ammo, Weapons, Armor, Nuka-Cola and more so long as you have the materials required.

Visiontron -100 CP

A Visiontron, also referred to as Tranquility lounge, Memory lounge and simulation pod, is a large oval pod that allows the user to experience virtual reality simulations in a controlled environment with safety features to prevent harm from coming to the user. The simulation uses a Think Machine 3600r mainframe to run fully immersive video games with it containing a data conversion feature to convert most forms of media to a compatible format and the pod can allow the occupant to relive memories then save them for others to view.

Cryonics-Pod -100 CP

These specialized pods store their contents in low-level temperature allowing for the near preservation of humans and animals in suspended animation for extended periods of time by slowing their vital functions, for the purposes of keeping them alive indefinitely.

Robco Datadisk -100 CP

This complex database contains a full index of every Robco product and full schematics of how to construct them. This list of products includes Auto Turrets, Eyebots, Pipboys, Robco Terminals, Stealthboys and even Liberty Prime.

Laser Rifle -100 CP

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

Combat Armor -100 CP

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

Highwayman -100 CP

The Chrysler Highwayman has a fully analog system with a replaceable fuel cell based engine, a resilient frame, it has a spacious trunk and an interior capable of accommodating as much as six people, including a super mutant, a robo-brain, and a deathclaw.

G.E.C.K. -200 CP

The G.E.C.K. (Garden of Eden Creation Kit) is a terraforming device created by Future-Tec, a division of Vault-Tec Corporation, to ease the process of harnessing the post-nuclear wasteland for Vault dwellers. It contains the newest and most advanced in survival technology developed by the director of Vault-Tec's Societal Preservation Program. This suitcase contains a self-contained terraforming module capable of creating and sustaining life in a post-War environment. The kit includes seed and soil supplements, a cold-fusion power generator, matter-energy replicators, atmospheric chemical stabilizers and water purifiers.

Vault-Tec Datadisk -200 CP

This complex database contains a full index of every project that Vault-Tec has planned including the locations, blueprints, equipment schematics, social experiment and results of every Vault-Tec Vault both commercial and private. With the schematics within this Datadisk you would be able to construct Vault-Tec Shelters as well as all the equipment that could be found within them including but not limited to Vault Suits, Security Equipment, Pip-Boy tapes, Vault-Tec Merchandise, Suspended Animation Containers, Visiontrons and even a Vault-Tec Branded Suit of Power Armor (Fusion Cores Sold Separately).

Institute Datadisk -200 CP

This complex database contains a full index of all research, experiment data and details of all devices created by the Institute including full schematics of how to construct them. This list of products includes all synth models, teleportation modules, FEV data, mechanical implants, weapons and even Synthetic Gorillaz.

BG MT Datadisk -200 CP

This complex database contains a full index of every project that was active in the Big Mountain Research and Development Center. This includes research data and full schematics of how to construct everything listed. This list of projects includes hazmat suits, cyberdogs, advanced stealth suits, holograms, Saturnite alloy, mutagenic plants, trauma override harness and even matter conversion machines.

Anti-materiel rifle -200 CP

The anti-materiel rifle is a left-handed, bolt-action rifle that comes with 20 .50 caliber rounds that restock after 24 hours. It has a high damage output per round, but low rate of fire.

Big Boy -200 CP

The Big Boy is a legendary Fat Man with the Two Shot effect, allowing it to shoot two mini nukes at once for the cost of only one. This weapon comes with 12 mini nukes that restock after 24 hours.

Alien Blaster -200 CP

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

Battle Tank -200 CP

This heavy duty battle tank was employed by the Pre-war United States military. The tank employs a pair of tracked chassis using leaf spring suspension, with a single turret mounted on the top. Its key advantage is firepower: the main battle tank is equipped with a pair of large-caliber 140mm cannons using conventional ammunition.

Power Armor Frame -200 CP

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

Power Armor Segment -50/200 CP (Requires "Power Armor Frame")

For **-50 CP** you may select a single Power Armor Segment to add to your Power Armor Frame. For **-200 CP** you may select a full set of Power Armor to add to your Power Armor Frame.

S.P.E.C.I.A.L. Bobbleheads -250 CP

This option can only be taken once granting you one of each of the seven Vault-Tec S.P.E.C.I.A.L. bobbleheads and increasing all of your S.P.E.C.I.A.L. stats by 1.

Taking a S.P.E.C.I.A.L. bobblehead while your stat is at 10 allows that stat to increase to 11. As the bobblehead counts as a stat gain, if one was below 10 before picking it up, they cannot level that stat above ten.

Aeternus -300 CP

Aeternus is a unique Gatling laser that bears the Never Ending legendary effect giving the weapon true unlimited ammo.

Private Settlement -300 CP

You now have your own private pocket dimension that contains a fallout-esk settlement city similar to Megaton or Diamond city.

Vertibird -300 CP

The Vertibird is a twin-engine, VTOL ('Vertical Take Off and Landing') craft with an extremely durable armored fuselage and is armed with a variety of offensive weapons and defensive countermeasures including Gatling lasers, missile racks, and a mini nuke bay.

Crashed Recon Craft -500 CP (Requires "Alien Blaster")

This derelict single pilot flying saucer is badly damaged after crashing from space, the ship comes with all the materials that were originally part of the ship and could be repaired by an intelligent person with enough time and effort. You may select any variant of the Crashed Alien Ship from the fallout franchise.

Zetan Mothership -1500 CP (Requires "Crashed Recon Craft")

This large alien ship is composed of three disks, a colossal saucer in the center connected to two small disc-shaped sections one attached at the top of the disk and one at the bottom. The ship specializes in long-term space travel and for the study of other species. It has the room and facilities to house an entire crew and experiments including, living quarters, food replicators, Healing archways, stasis facilities and laboratories for both Technological and Biological research and experimentation. The ship has other advanced technology including ship wide energy shields, tractor beams, artificial gravity controls, teleportation matrices, armories, robot assembly bay, ships weaponry such as a powerful raygun cannon capable of orbital strikes and space combat, an FTL engine core and a hangar containing smaller alien ships that can be stored and maintained. Though this ship does contain biological samples it does not have any crew or captives.

Companions:

Dogmeat - Free

This friendly canine companion's previous owner has died in an unfortunate way but has become attached to you and will follow any commands you give them to the best of their abilities.

Vault Dwellers -50 CP/-200 CP

It seems you were not the only resident of your vault and with this option you may select any canonical vault dweller and add them to your vault for **-50 CP** each or **-200 CP** for 8.

Think Tank -50 CP

With this option you can select one of the Big MT's Think Tank executives: Dala, 0, Borous, Klein, 8 or Dr Mobius, you may select if your member is in their brain bot form or their pre-war human body.

T.E.R.R.Y. -50 CP

This A.I. tour guide of the British museum can be installed into most computer systems allowing him to act as passive-aggressive but outwardly polite narrator and guide.

Sapient Deathclaw -100 CP

This variety of deathclaws was the result of Enclave experimentation which gave them higher intelligence and the ability to speak.

Personalized Bot -100 CP

With this option you may select any Robco brand robot and have them fully customized, including but not limited to gaining a Mr Fisto Protectron, a Giddy-Up Buttercup Sentry Bot, a CVRIE variant Mr Handy or a military grade Assaultron.

Drawbacks:

Vault-Tec Mascot - Free/+100 CP

For **Free** you can choose to gain an Alt-Form of Vault Boy is the corporate mascot of the Vault-Tec Corporation, appearing in their adverts, manuals, products, holotape games and training films.

Alternatively you may choose to gain an Alt-Form of his female counterpart Vault Girl.

For **+100 CP** you are Alt-Form locked into your chosen Vault-Tec Mascot's appearance for the duration of this Jump.

Dialogue Choices - Free/+100 CP

For **Free** you gain a dialog menu that can be Toggled on and off as if it were a perk in order to give you a dynamic speech menu that lists things you could say in each situation.

If you take this with **+100 CP** then for the duration of this Jump you will not be able to Toggle this Menu off and will be incapable of saying anything other than a full listed option within the dynamic speech menu.

Courier +100 CP

You are no longer a Drop-In or from an alternate Reality and are instead Local who has gained this power.

You will need to work out your Background with your Jump Chan, additionally you will lose all Free Items from this Supplement.

Ghouls +100 CP

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

Raiding Party +100 CP

A number of raiders from the fallout universe have appeared in your new world and although each of these groups are independent and aggressive to one another they are all fully armed.

Talon Company +200 CP

It seems that someone has hired the Capital Wastelands' most despicable mercenaries to hunt you down they will all have a disable amount of weapons, armor and in-jump money with the sole goal of killing you.

NCR Rangers +200 CP

A squad of an elite military outfit of the New California Republic have been sent out to take you down. This special forces group have expert reconnaissance capabilities and combat prowess. They will be set up with in universe credentials and currency with the goal to take you out of the picture.

Stinking Smooth Skin +200 CP

You seem to have had an unfortunate dose of radiation exposure as you have a Ghoul like appearance. This won't give you any resistance to radiation or prevent other Ghouls from attacking you but for the duration of this jump you will look like a partially decomposed corpse.

Punnie Human +200 CP

It's not easy being green and you are definitely big and green. For the duration of this Jump you will be forced to speak in simplified terms and will look like a Super Mutant, a hairless muscular hominid who lacks genitals. Unfortunately you will lack any of the advantages of a real Super Mutant such as their radiation resistance and super strength. Also any Super Mutants you come across will see no difference between you and humans. You may also choose to instead be a Nightkin making your skin blue instead of green.

Feel the Burn +200/400 CP

Bad news, Jumper. The fallout may not have happened but you will still feel its effects.

Whenever you leave the vault or your settlements, there will be some radiation most of the time not deadly, but two to three times worse than it should be normally. I'd either stay home or get some meds if I were you.

For **+400CP** anywhere that is neither in the vaults, the settlements and/or the main roads is outright deadly to you. There will be minor symptoms if you don't take medication every few weeks.

Voided Warranty +200/400 CP

You know all these vaults well it seems that they have come from the old world too. Any of the ones that haven't already collapsed are going down within a year after your arrival letting every horrible thing within them loose upon this unsuspecting world.

For **+400 CP** you haven't even got the year, you just have a day before every vault goes down and spreads chaos.

Zetans +200/400 CP

Mysterious Aliens that can be found throughout the wastes, most often in their crashed ships. They abduct humans and have done so for centuries, performing inhumane experiments on them.

For **+200 CP** the Captain of a Zetan Mothership will arrive with an **Alien Blaster** and **Crashed Recon Craft** wanting to bring you in dead or alive for experimentation, trust me when i say this would not be pleasant, or survivable.

For a total of **+400 CP** the Captain will arrive with their own **Zetan Mothership** and its complement of flying saucers along with 100 Aliens of various type. They want you alive, but will have no issue using their mothership's powerful death ray to annihilate vast swaths of land or wipe out cities if they think it would force you out of hiding.

Maxon +200/400 CP

The Leader of the Brotherhood of Steel, as of 2287 and a fervent Human Supremacist, hating Ghouls, Synths, Mutants and others.

For **+200 CP** Maxon will have access to all the perks that would be discounted or free for the **Jukebox Technician**.

For a total of **+400 CP** Maxon will arrive in his own Brotherhood Airship, with 6 Vertibirds onboard and 100 Brotherhood of Steel, many of which having their own Power Armour.

Robert House +200/400 CP

The CEO of Robco, a man whos genius is only matched by his greed. He wants you dead.

For **+200 CP** House will have access to all the perks that would be discounted or free for the **Vault Loyalty Inspector**.

For a total of **+400 CP** House has both the city of New Vegas and his army of Securitrons.

Legate Lanius +200/400 CP

A High Ranking member of the Caesar's Legion, an overgrown group of Raiders has targeted you for death.

For **+200 CP** Lanius will have access to all the perks that would be discounted or free for the **Little League Coach**.

For A total of **+400 CP** Lanius has a large camp housing 100 of the Legions best along with another 1,000 slaves to support their operation in non combat roles. If you can free the slaves, you can take them as followers.

Oliver Swanick +200/400 CP

This man, a former criminal, was saved from death by sheer luck as the rest of his town was crucified or burned alive by the Ceasers legion. Unfortunately, his luck would soon run out as in most universes he would find himself either murdered by the Mighty Courier just moments after escaping his burning town or if spared by the overarmed Mailman would more often than not get swarmed by a group of Radscorpions. It seems a god has took pity on one version of Swanwick and has given him a second chance, if that is he can kill you.

For **+200 CP** Swanwick will have access to all the perks that would be discounted or free for the **Vault Chaplain**.

For **+400 CP** Swanwick has a hundred of his alternative universe selves, all killed in various hilarious or horrifying ways, all wanting a second chance at life, which they will get if they can kill you.

The Master +200/400 CP

The Master of the Super Mutants is the founder and leader of "the Unity", a mutant-led organization dedicated to the transhumanist transformation of mankind using FEV.

For **+200 CP** The Master will have access to all the perks on the **The Vault Dweller** Perk Tree.

For a total of **+400 CP** The Master will also come into this world with the Cathedral containing 100 Super Mutants and the F.E.V. required to create new Super Mutants.

Augustus Autumn +200/400 CP

The commanding officer of the Capital Wasteland Enclave contingent has appeared in this world and will be targeting you specifically alongside his other goals.

For **+200 CP** Augustus Autumn will have access to all the perks on the **The Lone Wanderer** Perk Tree.

For a total of **+400 CP** Augustus Autumn will also come into this world with Raven Rock with 100 members of the Enclave.

Conrad Kellogg +200/400 CP

This ruthless highly skilled mercenary acts as the main surface operative of the Institute but has found himself in this world with you as his target to assassinate.

For **+200 CP** Conrad Kellogg will have access to all the perks on the **The Lone Wanderer** Perk Tree.

For a total of **+400 CP** Conrad Kellogg will also come into this world with the Institute facility containing 100 members of the Institute and the technology required to create new Synths all of which act to support Kellogg.

Frank Horrigan +300 CP

Special Agent Frank Horrigan is an agent of the Enclave's Secret Service who has been exposed to the FEV transforming them into a super mutant with multiple cybernetic enhancements. Their only goal is ending you, they will work with anyone they have to and kill anyone who hinders them so long as you die.

Crippled Limbs +300 CP

This can be taken up to four times with each time affecting a different limb for the duration of this Jump.

You may select from either a left or right crippled arm with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.

You may select from either a left or right crippled leg with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved and with both legs crippled movement speed is reduced to one tenth.

Nuclear Winter +1000 CP

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

Ulysses +2000 CP

This courier was once a member of the Twisted Hairs, a powerful tribe residing in the former state of Arizona before becoming a Frumentarius of Caesar's Legion and eventually becoming a courier and spy. He has an obsession with you and is determined to destroy you.

Ulysses who will have access to all Perks and items within this Supplement.

Generic Drawbacks:

Extended Stay +100 CP

You can Increase the duration of this jump by 10 years.

You can take this a maximum of 10 times increasing it up to 110 years total.

Stalker +100 CP

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

How do I keep falling into these situations +100 CP

Whenever you are aimlessly wandering around, going for a recreational jog or simply not busy you will find yourself walking into the centre of trouble as it is happening.

Bounty +100 CP

It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

Wanted +100 CP

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

X-rated +100 CP

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

Double Trouble +100 CP

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

Low Budget +100 CP

Something about this world just seems... cheap, flying wires, plastic shields, old school lights and tatty looking monsters.

Thugs for days +100 CP

At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP

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

Angered Factions +100 CP

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

Heroic Sayings +100 CP

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

Rough Childhood +100 CP

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

The Weirdo +100 CP

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

Team Up +100 CP

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

Knowledge Lockout +100 CP

Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuities.

Stranded +100 CP

Instead of the normal beginning your origin would have, you find yourself in the middle of a deserted island somewhere in the ocean.

Plot Anchor +100 CP

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

Kick the Cook +100 CP

You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrosly vile.

Scarred +100 CP

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

Always Left Behind +100 CP

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

Honourable +100 CP

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

Nightmare +100 CP

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

Inconveniences +100 CP

Small issues will constantly occur causing minor discomforts for you.

Behind your back +100 CP

People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

What's that Smell +100 CP

No matter where you go, no matter what you do, something will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

As you know +100 CP

Everyone expects you to already know what's going on so don't expect to get any explanations.

Sickly +100 CP

You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

This is a holdup +100 CP

For some reason every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and thanks to this drawback they are going to go out of their way to prove it! Expect to get mugged a lot.

Magnet for Misfortune +100 CP

You have terrible luck causing you to be near constantly hit by random, unpleasant, and painful bouts of misfortune.

What's his name +100 CP

No one seems to remember your name and you have been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

Two of a kind +100 CP

People keep making parallels between you and other people, these comparisons are not flattering.

They heard you +100 CP

You will forget you took this drawback.

Any time you say something mean about someone they will overhear you and probably get upset.

Simple minded +100 CP

You find it difficult to understand slightly complex things and have trouble remembering when holidays are.

Money Money Money +100 CP

You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

No hard feelings +100 CP

There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

Black Cat +100 CP

You are constantly finding ill omens pointing at you, mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.

Touch of Madness +100 CP

Things keep happening that make you think you're going crazy and maybe you are.

Hidden Knowledge +100 CP

People keep forgetting to tell you important things until it's just about to be relevant.

What's wrong with his face +100 CP

Your face has been messed up making you grotesquely ugly and near unrecognizable to everyone who knows you.

Awkward Affection +100 CP

You are really bad at expressing your affection with every attempt you make being extremely awkward and unpleasant for anyone who observes it.

Faulty Wires +100 CP

Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.

Unnecessarily Slow +100 CP

Everything that happens here seems to take forever and move at a snail's pace so I hope you're a patient person.

Almost Entirely dark +100 CP

Has the sun gone out or something? Everywhere you go seems so dark that you could mistake midday for early night.

Pixelated Objects +100 CP

This level shows pixelation that would shame a NES, as everything in this level is in blocks!

Elites Everywhere +100 CP

Every Group of opponents that you face will have at least 1 extra Elite member.

Recurring Foe +100 CP

You have an enemy who you have no way to convince to leave you alone and each time they face you they learn more about you and how better to face you.

Language Barrier +100 CP

You do not speak the local language and no one here knows what you're saying until you learn.

Friend List +100 CP

You will constantly find a number of random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

They took my loot! +100 CP

Any time you leave any treasure unguarded, expect thieves to show up and steal it.

Crop Rotation +100 CP

The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

In Another Castle +100 CP

You will forget this drawback and its past instances every time you start attempting a task or objective. Each time you attempt to complete a task or objective you will find that you have been tricked and will have to repeat the process over again.

Prove your worth +100 CP

Every time you try to do anything it seems that everyone will want you to complete an arbitrary task that somehow proves your worthiness. This won't be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove your worth on something else.

Artificial Flashbacks +100 CP

At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however these events never took place.

Accident Prone +100 CP

You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

Scripted Encounters +100 CP

You'll run into whatever threat you're dealing with more often. You will not automatically become a priority target, but sheer proximity is likely to put you at risk.

The Glitch +100 CP

Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is taking aim on you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal, but will make things more dangerous.

Culture Shock +100 CP

This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback you'll constantly butt heads with cultural norms that are different than your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the long run.

Hideous Haircut +100 CP

You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Where did I go wrong +100 CP

You can't tell the difference between confidence and arrogance.

Antagonistic Timing +100 CP

Your enemies keep showing up at inappropriate times.

This is a really good book +100 CP

Whenever you try to read a book you keep getting sucked into the narrative ignoring everything that happens around you.

Shy +100 CP

You find it incredibly difficult to talk with people you want to be friends with.

The Pollen +100 CP

You have hay fever and it's really really bad. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

Silent Night +100 CP

Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

Orphan +100 CP

Your in-universe parents are dead and you are an orphan.

I Spy +100 CP

Your enemies can easily spy on you without being detected.

Easily deceived +100 CP

You are too trusting and are willing to believe almost anything you are told and become confused when you are told conflicting things.

Didn't read the instructions +100 CP

You don't know how anything works and will never have anything explained. This means that using any type of equipment will require trial and error.

At least buy me dinner first +100 CP

Dangerous entities keep becoming romantically interested in you.

I must nap +100 CP

You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

Never mind my head trauma +100 CP

People don't care when you are injured.

Unknown Rival +100 CP

It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they're not taking it well. They won't do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there's not much you can do to get rid of them; if you beat them at their challenges, they'll simply double down, and if you try to help them beat you to get them to leave you alone you'll come out on top purely by accident, which will again spur them to double down.

Perfection +200 CP

You are now a perfectionist and will refuse to accept anything less than perfection.

Mirror Match +200 CP

It seems that you have a Clone out there causing chaos. They will have all the perks and race options you picked in this Jump but their minds are empty.

Lemming Friends +200 CP

All of your in universe allies gain an unfortunate lack of self preservation taking actions that are obviously stupid or will likely end very poorly for them.

Bigger Boss +200 CP

Any time you defeat an enemy their boss or superior will instantly find out that you have and how you did it.

Too soon +200 CP

Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Nightmares +200 CP

You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

Friends From Beyond Your Dimension +200 CP

A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP

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

Dead or Alive +200 CP

You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP

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

The Bad People +200 CP

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

Wider World +200 CP

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

Dark Minions +200 CP

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

Blinded +200 CP

You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP

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

Publicity +200 CP

Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.

It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP

You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Your a Joke +200 CP

It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

Read people like a brick +200 CP

You can't read people, you can not understand people's emotions and often misconstrued what they mean causing you to be oblivious to the intentions of others.

Instruction Tape +200 CP

Whenever you do something for the first time you will be forced to watch a long boring tape that doesn't actually explain anything.

True to myself +200 CP

Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

An Accident +200 CP

You keep accidentally falling into compromising positions.

Stealthless +200

You are very bad at sneaking.

Discount Budget +200 CP

Anything you get your hands on is always the cheapest alternative option.

Looking for Help +200 CP

You have difficulty finding allies and will often find yourself alone without anyone to trust.

Betrayal +200 CP

You keep trusting people that you shouldn't and keep being betrayed.

Poor Underestimation +200 CP

You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

What the heart wants +200 CP

You have a massive crush on one of the main characters as appropriate for you, you will discover which one when the jump starts.

Pig +200 CP

You are always hungry with no amount of food truly satisfying your appetite.

Fighting myself +200 CP

At least once per week you will have to fight a fake copy of yourself.

Selective Amnesia +200 CP

Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP

You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP

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

Split-Personality +300 CP

It seems that you are not alone there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

I've come to duel you! +300 CP

It seems that your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals or something stranger.

Living in Exciting Times +300 CP

Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP

All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP

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

You're a right git +300 CP

Everyone thinks you're an asshole and a cheat, and nothing you can do will prove this wrong.

I saw you barely over a year ago +300 CP

Your sense of time is terrible, you can't tell if a week has gone by or eight years.

You get one more +300 CP

If you do something annoying more than twice you will get punished. How, why by who? Well that will be situational.

Today's Kind of a bad day +300 CP

During this Jump you will have one really bad day as someone really strong will show up, beat you up and kidnap someone you care about and no matter what you do you will definitely die at least once so let's hope you have a 1-UP.

The Ghosts of Murder's past +300 CP

Anyone you kill in this Jump will haunt you in a very annoying way possible.

Outside Problems +300 CP

You keep getting stuck in situations outside of the regular continuity such as monsters, demons and extra planetary problems.

Crippled Limbs +300 CP

This can be taken up to four times with each time affecting a different limb for the duration of this Jump.

You may select from either a left or right crippled arm with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.

You may select from either a left or right crippled leg with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved and with both legs crippled movement speed is reduced to one tenth.

Prepare for evasive actions +300 CP

Any time you are in a form of transportation it will be attacked.

Everything Is Fine Now +300 CP

There are consequences for your actions and it seems that after each battle you are going to need to help clean up the mess.

Local Scale +300 CP/+600 CP

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

I'm going to take a walk +300 CP

You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

Lost or Found +400 CP

It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world shattering.

The Importance of Education +400 CP

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

Find and Seek +400 CP

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

Empty Handed +400 CP

For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.

You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Alone +400 CP

For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.

You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Powerless +400 CP

For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked.

You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

I am bound by my word +400 CP

You are bound by any promises you willingly make.

Known Enemy +400 CP

Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they'll find a way out.

Here comes the bad part +400

Whenever you get new information there will always be a bad part of it.

Where am I why am I here +400 CP

You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

That wasn't so difficult +400 CP

You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.

Butterfly Wings +400 CP

Your mere existence will cause massive butterfly effects, previously unknown gems will show up, canon events will not take place.

Deathbound +500 CP

For the duration of this Jump you will die at least once a year.

False Friends +500 CP

At least 12 times a year an imposter will appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.

PS1 Game +500 CP/+1000 CP

It seems that there is something wrong with this jump and instead of it being the anime universe you are instead in a PS1 game.

For **+500 CP** this means that what you see of the world will be blocky with flat textures on the floors, walls and people who are now complex NPCs.

For **+1000 CP** the entire world will function as a PS1 video game of the World with events forced to stick to a linear plot with optional time sensitive subplots; you will not gain a lives system or any of the in-game power ups however there may be collectibles that do nothing.

You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Us humans are full of surprises +600 CP

It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, meta humans or otherwise superpowered people.

So Weak +600 CP

At some point during this Jump you and all your allies will be defeated, there is no way around this, you will lose and you will all be captured.

Auto-Punishment +600 CP

Every time you make a mistake you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries which build up over time, these injuries heal at a "normal" human rate in spite of any healing abilities you might have.

Boss Rush +600/1000 CP

Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all. For **+1000 CP** all the opponents will have their raw power to reach yours but they won't gain any extra training or proficiency.

AU Continuity +1000 CP

You are not in the canonical story but an alternative universe randomly created from all the FanFictions and Fan Theories.

Random Setting +1000 CP

By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.

<https://www.bestrandoms.com/random-movie-generator?genre=Fantasy>