



Fallout 2 Jumpchain - By PsychoAnon

Story

War - war never changes. After a nuclear exchange between the United States and China, the world as we knew it ceased to exist. In its place stood an irradiated wasteland scarcely fit for human life. Nevertheless, in the year 2241, 164 years after the Great War, humanity has found a way to cling to survival in this harsh and unforgiving world, and already civilization is starting to be rebuilt. Settlements like New Reno, a den of organized crime, drugs and mob politics, host thousands of citizens and the New California Republic is a functioning government which is rapidly expanding across the former state of California. Still more humble settlements such as tribal villages and small towns exist as well.

80 years ago a hero known as the Vault Dweller saved humanity from destruction at the hands of The Master, who planned to replace humanity with Super Mutants via the Forced Evolutionary Virus. Despite this, they were kicked out of their vault and ended up founding the village of Arroyo. The village is now suffering a drought, and in a last ditch effort for survival will send the Chosen One out into the wasteland to find the G.E.C.K, or "Garden of Eden Creation Kit" believing it can save the village. Meanwhile the Enclave, a mysterious group which claims to be the last remnant of the United States government, seeks to reclaim the nation by any means necessary. Your journey in this world will begin just as the Chosen One begins their trial to prove their worth. To prepare you for the trials ahead, take these.

+1000 Choice Points

Background

Perks and items are 50% off for matching background and faction. 100 Point perks and items are instead free when matching.

Warrior

You've studied and practiced the ways of combat long enough to be called a true warrior. Whether you're a spear throwing tribal, a world class boxer, or a sniper with a suped up plasma gun someone with your talents is bound to be able to hold their own in this dangerous world.

Intellectual

As opposed to able bodied young men and women ready to throw their lives away in battle, bright minds such as yours are in comparatively short supply. You count yourself amongst the few doctors, scientists and even mechanics who occupy the wasteland. Be cautious, as knowledge and skills such as yours are the most precious things in the world, and there are many who would seek to abuse them.

Diplomat

You're a smooth operator. Your talents primarily involve convincing others of your viewpoints, leadership, and generally charming the pants off people (in many cases literally). You'll have a much easier time navigating civilization, but be warned that most of the world isn't civil anymore, and some people simply can't be talked down.

Faction

Pick a group to belong to. If you'd like, you can pick any of the options as a drop-in, instead quickly coming upon an opportunity to join said group.

Tribal

You come from a small tribe such as Arroyo. Your people aren't likely to be well known, which is both a benefit and a detriment. Tribes tend to be closer and more familial than most groups, but bereft of technology or modern medicine, instead relying on survival skills and natural medicine. If you choose to be from Arroyo you may take the place of the Chosen One. You will start in your village.

Gangster

You're an official member of one of the four mob families of New Reno. The four families are the Mordinos, Jet drug kingpins of the wasteland; the Salvatores, who have the strongest firepower due to receiving laser pistols from a "mysterious" source; the Bishops, the most ambitious family, seeking not only to take over Reno but ally with the NCR, putting it under the NCR's influence and lastly the Wright's, who run the alcohol and are a literal family unlike the rest. You will start in New Reno, at the HQ of your family.

NCR

You are a citizen of the New California Republic, a government which sprang up out of Shady Sands and has been rapidly expanding across California. Led by the incredibly popular President Tandi, the NCR is poised to become the most powerful force not only in California but all of the former US. One notable group within the NCR are the Rangers, abolitionists who hunt down slavers wherever they may be and terminate them with extreme prejudice. You will start within Shady Sands, the capital of the NCR.

Shi

The Shi are the descendents of Chinese soldiers that were stationed in a submarine off the coast of San Francisco. Once the nukes dropped they were stranded out at sea before crashing onto the coast of the ruined city. Using parts from the submarine, they built themselves a new headquarters in the old Chinatown of San Francisco. The Shi are incredibly technologically advanced, researching everything from radiation absorbing plants, to super soldier serums and even space travel. They are led by a computer they call the Emperor and are generally peaceful and good natured, although very distrusting of outsiders. They are currently in a covert war against their once allies the Hubologists. You will start in San Francisco's Chinatown.

Hubologist

Hubology is a pre-war cult created by Sci-Fi author Dick Hubbel. Hubology asserts that humanity is plagued by the spirits of the dead, causing "neurodynes" to form. These neurodynes suppress people's true potential and prevent them from transcending the material world. The Hubologiats can cleanse these neurodynes using Zeta radiation, and through repeatedly cleansing one's self of neurodynes and paying the church they can attain higher levels in the cult as well as greater powers. The Hubologists seek to use an old space shuttle to travel to the planet Quetzal, where the Star Father, source of all life on Earth, will unlock their full potential, granting them unimaginable power, and saving them from neurodynes forever. They will then return to Earth to rule over mankind and free them from neurodynes, guiding the rest of mankind to its full potential. Yes, this is what Hubologists actually believe. You will start in the Hubologist compound in San Francisco, the headquarters of Hubology.

Enclave

You are a citizen of the United States of America. The Enclave was originally a shadow government running the U.S from behind the scenes, made up of various elites such as high ranking government officials and wealthy industrialists. After the Great War, they are now officially the United States government and as such seek to reclaim the mainland. The Enclave view everyone who has lived on the surface for significant amounts of time as nonhuman due to radiation exposure, and as such seek to genocide the wasteland. The Enclave has by far the most advanced military of any faction, having vertibirds that allow them to soar through the sky along with advanced energy weapons and cutting edge power armor that surpasses T-51B. Their plans will soon be foiled by the Chosen One without significant intervention. Whether you wish to somehow reform the Enclave or not, you'll start off at Navarro, the Enclave's biggest mainland base.

Races

Age and gender may be chosen freely.

Human - Free

Even after nuking themselves to hell, humanity are still the de facto rulers of this barren rock. Despite what the Enclave claims, there are seemingly no differences between those who live on the surface and those who spent most of their lives shielded from it.

Ghoul - Free

Ghouls are humans who have been severely mutated and scarred by radiation, giving them the appearance of zombies. Ghouls' bodies are damaged and corpse-like, resulting in things like flaking skin, exposed tissue and even missing body parts like noses and ears. Due to their grotesque appearance and smell, ghouls are shunned by most other wastelanders and towns. Despite all this, ghouls do have some benefits - they are not only immune to radiation but healed by it, and have much longer lifespans than a human being.

Super Mutant/Nightkin - 200/300 CP

Super Mutants are humans that have been mutated by the Forced Evolutionary Virus. Super mutants are massive, muscular, green humanoids who are significantly tougher, stronger and smarter than the average human. Super mutants are immune to radiation and biologically immortal, making them perfect for survival in the wasteland. For 100 more CP you can instead be a nightkin, blue-skinned super mutants who are superior to regular super mutants in every way, but often suffer from mental disorders like schizophrenia due to stealth boy use. You are thankfully exempt from this symptom.

Intelligent Deathclaw - 400CP

Quick history lesson: due to their low numbers, the Enclave wanted a way to increase their manpower. Some Enclave scientists decided a good solution to this problem would be to take deathclaws and grant them enhanced intelligence, just enough to follow orders and fight for the Enclave. This worked a little too well, as these deathclaws became smart enough to realize they were being used as tools by the Enclave, and hatched a successful plan to escape. As for what a deathclaw actually is, a deathclaw is a ten foot tall bipedal lizard with, as the name would suggest, razor sharp claws and teeth. Deathclaws are the apex predators of the wasteland; they're extremely fast, extremely strong, have tough hides capable of shrugging off small arms fire and can tear even a power armored opponent to pieces distressingly quickly. The one downside to being a deathclaw is that most human technology is inoperable due to their size and their massive claws.

Perks

Warrior

100CP - Basic Training

You can't really be a warrior if you don't know how to fight, so let's do something about that. You have more than enough training in one combat style such as hand to hand, melee weapons, or firearms to be considered an expert, although far from a master, of it. You can purchase this perk multiple times, each time gaining a new expertise.

100CP - Bloody Mess

Oof... that's definitely gonna be a closed casket. For whatever reason, those you kill seem to die in incredibly gruesome ways, usually disproportionate to the violence inflicted on them. Guts flying everywhere, people melting into puddles of goo, your foes running around frantically screaming as they're burned alive, it's fun stuff. If you're wondering how exactly this benefits you, people tend to be demoralized when they see their friend turned into paste on the wall. There's also the fact you definitely won't need to double tap anyone, there's almost no doubt they're actually dead.

200CP - Awareness

One of the marks of a great warrior is knowing what fights you can win, which is precisely what you're good at. Just from a brief glance at an opponent you can derive information such as what weapons they've got on them, whether those weapons are loaded, how injured they are and just how much punishment someone can take before they kick the bucket. This also has the application of knowing when your allies need healing.

200CP - Adrenaline Rush

When things get dire, you unlock your true potential! When you get banged up in a fight you'll receive a second wind via a surge of adrenaline. In this state, you'll become stronger, faster and able to largely ignore pain. Don't get me wrong, it's not like you're gonna suddenly start running on walls or anything but you will be much harder to deal with once you're pumped up. Bare in mind that eventually the high will fade and you'll have to return to your old lame self.

400CP - Jinxed

I don't know how many mirrors you smashed, but it seems you're nothing but bad luck, at least for your enemies. It seems about half the time someone misses you with their attack it ends up terribly for them. They might take a shot at you only to have their magazine spontaneously combust, or maybe someone will swing a sledgehammer at you and crush their own foot instead. Either way, these almost cartoonish situations will happen to your enemies in every fight assuming you put in any effort to dodge, and can sometimes win you the fight all on their own.

400CP - Silent Death

The last thing you never see... no, that's something else. Anyways, you're something of an expert at both stealth and sneak attacks. As a matter of fact, you've learned how to move while maintaining perfect silence, even at a dead sprint. Your sneak attacks are also much more effective when they would normally be, as if your enemy's vitals were even more devastated by an attack they didn't see coming. With any luck, you might not even have to really 'fight' at all! Eh, who am I kidding? It's never THAT easy.

600CP - Sniper

Simo Hähyä, eat your heart out! Your aim is nothing short of legendary. You could shoot a guy's eyes out from 100 yards away in the middle of the night, You could shoot a fighter jet out of the sky with an Anti-materiel rifle, in fact it would probably be easier to list the shots you can't make. You're the very definition of death from afar, your aim being more comparable to an A.I guided turret than a human being. With a decent rifle, there's nothing that can stand in your way.

600CP - Slayer

The slayer walks the Earth! Your raw power and skill in both melee and hand to hand combat is nothing short of legendary. No matter your opponent you have an instinctive knowledge of their weak points and it seems almost harder to miss them than to hit them. Your mighty blows reverberate through your enemies, often negating much of their armor and dealing great damage to their squishy innards. In essence, your melee attacks will always strike true and whenever your enemy gives you an opening you can capitalize on it to devastating effect. Rip and tear!

Intellectual

100CP - Educated

A proper education is a truly rare thing in the wasteland, but you are fortunate enough to have received one. You have a decent amount of knowledge when it comes to most scientific fields, medicine, first aid and repairing things, as well as particularly excelling in one of these. Now go out there and conquer the wastes with your nerd skills! ...you might be in trouble.

100CP - Comprehension

Reading is surprisingly still a common skill after the apocalypse, but very few people can truly appreciate a good book like you. You not only read much faster than others but you can always grasp precisely what was meant in a writing. This means that you learn much more from books than you normally would and can make short work of books that would take others days or weeks to get through.

200CP - Problem Solving

When someone tells you there's only one solution to a problem, you know they're full of it. You're very creative when it comes to finding alternative solutions to problems. Need to fight someone to get past the locked door they're guarding? Why not blow a hole in the wall with some TNT or pickpocket a key off them instead? Need to turn a building into something liveable but some squatters are in the way? Why not hire the squatters to renovate the building, making everyone happy? Sure, not every problem has an alternate solution but if there is one you're likely to find it.

200CP - Swift Learner

In a world as harsh as this one, adaptability is everything, with circumstances changing from day to day. Thankfully, it shouldn't take you much time to adapt as you learn things much faster than most people. You could become decent at something you'd never done before in a week, and become a master over a couple months of consistent, dedicated study and training. Now you'll be ready for just about anything - except maybe Enclave patrols.

400CP - Uplifting

I guess you got tired of your dogs dying all the time, then? You've gained the knowledge of how to produce intelligence boosting compounds and chemicals that could grant an animal or even a plant human level intelligence. These creatures may even be made geniuses with some particularly potent chemicals and this research shows some potential in boosting the human intellect, although "rare genius" seems to be the cap. Take special care not to beat any of your creations in chess, they may not take it so well.

400CP - Beast Summoner

Come to me, my furry friends! You have gained a very strange ability: the ability to psychically command animals and call them to your aid! Dogs, Fire geckos, mole rats, floaters and deathclaws, even the most powerful and horrifically mutated beasts will heed your beck and call. Should you put out a mental distress signal, creatures from a far distance away will come to help you, disregarding their own safety. The only things this can't overcome are creatures of pre-existing loyalty such as guard dogs or those of enhanced intellect like the intelligent deathclaws of Vault 13. You are the king of beasts! (I don't even know what's happening anymore...)

600CP - Weird Science

Yours is a mind that can define a generation and reshape civilization! You have an intellect unmatched by almost any person who has ever lived. Your ability to invent new technologies or improve on existing ones is nothing short of miraculous. Super soldier serums like the FEV, advanced robots, power armor, force-fields, rockets to distant stars, matter-energy converters, teleportation technology and even more are all within your grasp with enough study, such is the staggering might of your intellect. The future is yours to command.

600CP - Artificial Intelligence

And here I thought I was talking to a person! Turns out you're just a hyper-advanced sentient A.I. Being an A.I comes with some perks: for one thing, you can't exactly kill an A.I without destroying every piece of tech it's stored on. You can make copies of yourself that aren't truly you to manage other systems and can spread yourself across multiple computers and networks to gain their data and make yourself much harder to eliminate. You can even upload yourself into a robot brain which could be implanted into a robot such as, well, a robobrain in order to operate outside the digital world and you will be given a fully functioning robobrain body to start with. Alternatively, you could have a synthetic version of your original body which is mostly identical but with minor enhancements, such as a deathclaw having retractable claws.

Diplomat

100CP - Empathy

People with consideration for the feelings of others are quite rare, but for you it's a potent tool. Just from an initial impression you can get a good grasp of how someone is feeling, what they're about and how they'll react to the things you say to them. An honorable type isn't too likely to take bribes so the suggestion will probably piss them off, someone with a big ego will probably listen to you more if you lay the flattery on thick and so on.

100CP - Sexpert

You are one sexy beast! Not only are you very attractive, but are a master of the fleshly arts. There ain't nobody that's gonna forget a roll in the hay with you. You almost radiate sex appeal, as others find you not only attractive but can sense a certain ineffable quality of raw sexual magnetism thwt makes them feel as if they have to have you. If you're gonna die in the wasteland, at least you won't die a virgin.

200CP - Reputation

Looks like you're something of a celebrity, jumper. Word about your actions gets around quick and if you're doing anything particularly noteworthy you're sure to build up quite a legend around yourself. Of course this can be both a blessing and a curse, on the one hand people may give you special treatment and opportunities they never would've otherwise, but on the other someone might take issue with your actions and want you taken down. Either way, better to make a name for yourself than die in obscurity, right?

200CP - Smooth Talker

Y'know what they say: if you can't dazzle them with brilliance, baffle them with bullshit, and when it comes to bullshitting you're nothing short of Fantastic! You've got a real knack for conning and deceiving others, be it making them think you've got the miracle cure for some ailment or perhaps that you have a theoretical degree in physics. You're so slick that those who are slow will basically always fall for these sorts of tricks and even someone sharper might have to take a bit before they realize what's really going on. Usually, though, by the time someone figures it out you're long gone and you've accomplished whatever it was you were aiming for. This world sure is full of suckers.

400CP - Magnetic Personality

What's an exciting adventure across the desolate wasteland without some friends? There's just something about you that makes people like you and want to be your friend, making it easy to not only make friends but make strong bonds with people in just about any town you visit. It's also usually simple to convince these friends to journey with you, even into often death-defying odds simply because of how strong your friendship has become. With a whole crew backing you up, maybe the nuclear wastes won't be so bad.

400CP - Infiltrator

There's an impostor among us, and that impostor is you! You're a natural when it comes to sneaking into places and pretending to belong there when you really don't. Your acting and espionage skills are such that you could slip into the role of a merciless raider or a young and naive military private without anyone batting an eye, deceiving even the most perceptive folks of the organization. You're also quite good at coming up with plausible excuses for suspicious behavior and tricking people into letting you snoop around or slip you information they really shouldn't. It's almost too easy.

600CP - Master Trader

When it comes to making money you're practically a wizard. You are the undisputed king of business, whether it's finding extremely lucrative ventures, remaining one step ahead of the competition, or haggling someone down to taking peanuts for power armor, your silver tongue and nose for profit ensures that you'll be able to found a mercantile empire the likes of which hasn't been seen since before the Great War. If one thing besides war never changes it's that money is power.

600CP - Way With Words

What a rare sight, a poet in the wastes. You've got such a charismatic aura and a mastery over speaking that you can win over the hearts and minds of others with ease. You could give rousing speeches that invigorate a crowd and ensure the people love you or talk someone out of robbing and killing you, only to become a good friend in a matter of minutes. You instinctively know just the right thing to say to resolve any situation diplomatically. With these talents you could become the greatest leader this wasteland had ever seen. But beware, for though most are willing to listen to reason, there are a rare few who simply cannot be reasoned with.

Tribal

100CP - Survival

Since they are decidedly lacking in fancy tech, the tribals have found more natural ways of survival. You have a mastery of the skills one would need to survive such as hunting, farming, making natural medicine and even navigating the wasteland with great speed and caution. Even in a world as barren and desolate as this, you'll be just fine.

200CP - Errand Boy

For a filthy tribal, people sure seem to rely on you a lot. No matter where you go, you'll constantly encounter people who want you to solve problems for them. Maybe there will be a feud between two factions that needs to be resolved diplomatically or maybe they just need you to take out some giant rats. Whatever the case, should you accept these quests you'll often be rewarded upon their completion and earn fame and admiration in the place you've resolved these issues. You have to wonder if anyone else gets contracted for this stuff.

400CP - Shaman

Perhaps it's a connection to the spirits or perhaps you're psychic, but you have some strange mystical abilities. For one, you can communicate with the spirits of the dead, receiving advice or information from both your ancestors and any other spirits you happen across and also can help put spirits to rest. You can also remotely communicate with someone telepathically, with no real limit to the distance you can contact someone from. Finally, you know how to speak in a very interesting and flowery manner, giving you a mystical aura. Weirdo.

600CP - Special

Someone up there must like you, because you are damn lucky. You'll come across vast fortunes and powerful equipment in the middle of nowhere, you'll accidentally shoot a robot in its one critical weak-point, you'll just so happen to stumble upon a cult of people who worship a guy that looks exactly like you, the amount of crazy and strange yet beneficial things that happen to you are extraordinary. Maybe you really are the chosen one.

Gangster

100CP - Chem Consumer

Some people may have a problem with drugs, but for you drugs are the solution. You're effectively immune to drug addiction, meaning you can enjoy the benefits of them without having to worry about getting hooked and becoming some worthless junkie. Good thing, too, since certain chems like Jet are addictive as all hell.

200CP - Enforcer

When it comes to institutions like these there's always idiots looking to start trouble, but when they see you they think twice. You're a big mass of muscle even for your species. Not only are you much stronger than the average guy, but your build makes you downright terrifying and most folks wouldn't dream of getting you angry. If you get put on guard duty or need to shake some poor bastard down, you'll have no problems at all.

400CP - Chemist

Gambling and booze are nice and all, but the real power in Reno lies in the drug game. You'll be the new master of this field because you rival Myron in your drug creating capacity. You know exactly how to create chems like jet or psycho as well as being able to easily come up with new chems, tailor made to produce certain effects. Maybe you'll create chems that boost intelligence, or increase reflexes, or make someone utterly immune to pain, or maybe just make something extremely addictive with little downside. However you decide to use your talents, the stuff you make could be the backbone of a criminal empire.

600CP - Think Big

There's a war for control in Reno, and if anyone is gonna take the crown they're gonna have to get creative- that's where you come in. You're a master schemer. You can come up with elaborate plans to undermine your enemies that may take years to come to fruition, and when they do your opponents will be completely blindsided. Ultimately, when it comes to scheming and politics there ain't nobody that can match you.

NCR

100CP - A Better Tomorrow

Do YOU want to make the world a better place? Want a brighter future for yourself and your family? Then join the NCR! You have quite a talent for recruiting people to your cause via propaganda and sloganeering. Set up some posters and watch them come running to join the army or whatever else you're promoting. It isn't always pretty, but this sort of thing is necessary for a growing nation.

200CP - Ranger

In the future the NCR rangers will become the elite soldiers of the NCR military, but right now they are a group dedicated to the total eradication of slavery in the wasteland. Now you're a ranger, complete with the goofy little pin! This affords you several skills. You've become an expert at scouting, inciting rebellions and tracking. You also have tremendous luck when it comes to killing slavers, but maybe it's karma biting them in the ass.

400CP - Four X

Having a nation is great and all, but it's not exactly stellar if it just stays the size of one town. No, what you need is to expand, and that's precisely what you're good at. You are a master of military strategy and conquering territory. You could easily outmaneuver the enemy and conquer their lands, but more astounding is your ability to annex towns and cities without even firing a shot, either through diplomacy or espionage. Under your command, this land will grow to a level of influence it could have only dreamed of before.

600CP - Queen

The NCR is a democracy on paper, but Tandi has ruled it for basically her entire life. Why is that? Put simply, she's the best person for the job so nobody else even bothers to run against her. But Tandi's getting old so the NCR is gonna need a new leader, and that leader could be you. You are amongst the greatest leaders who have ever lived. You could take a failing, dying nation and turn it into an almost utopian economic superpower over the course of a few years. You have a natural instinct for politics, both in maneuvering around others and figuring out just who is and isn't trustworthy. Under your command, the NCR could become something truly special. Just keep an eye on those brahmin barons.

Shi

100CP - Big Trouble

There is a war in the streets of Chinatown - a battle between the forces of good and evil! Whichever side you are on, you will know where others stand because you have an uncanny ability to tell someone's true nature just by looking at them. After only a brief glance at someone you will be able to determine whether they are good or evil and get a general impression of their true intentions. I wonder what you'd see if you looked in the mirror...

200CP - Tight Lips

While it's true that the Shi are generally good people, they are also very secretive and untrusting of outsiders; honestly a pretty logical position given the state of the world right now. Much like the Shi, you have a talent for keeping information from prying eyes and hiding your true intentions, never even giving your enemies the slightest hint of what you're up to. You could hide the fact your leader was actually a supercomputer without anyone even having a clue. The deadliest blade is the one you don't see coming.

400CP - Kotch a Bullet

It's no secret that the Shi culture has been influenced by old kung fu movies, but you've taken it to the next level. Your reflexes have sharpened immensely and as a result you've become very good at dodging attacks. Your reflexes and dodging skills will increase as your skill at hand to hand combat does, to the extent that a kung fu master would be able to catch a bullet with their bare hands.

600CP - Mechanical Efficiency

The Shi have one secret weapon that helps keep them ahead of their enemies - well, besides the supercomputer - and that's efficiency. Where others are crawling about in the dirt, the Shi are making incredible scientific achievements. Where others can barely feed themselves, the Shi have the capacity to mass produce military equipment like vertibirds. Now you too can be a master of mass production, as your ability to increase the efficiency of any group or organization is astounding. Not only can you have a relatively small group of people mass producing highly advanced military equipment, you could build up a massive city rivaling the ones before the war within an average human lifetime. Even a certain other genius believed it would take him 100 years to create spaceships to send man to the stars, but you would be able to do it in 20, and probably even less if everything went super smoothly.

Hubologist

100CP - Author

Now, some people would claim that the founder of Hubology being a sci-fi author and then founding a cult around aliens and ghosts is "suspicious". Anyways, you also make for quite the good author, whatever the genre. You can make stories that make people feel the whole gamut of emotions, think deeply about its themes and just have an overall good time. You truly are a fantastic author with absolutely no negative intentions whatsoever.

200CP - Brainwashing

If you're gonna bring people over to the light, sometimes you're gonna have to use some ...less than savory methods. You are an expert in brainwashing people - not with some weird hypnotism gun or anything absurd like that but with some good old fashioned MK Ultra style mind control. You'll break people's minds down with torturous living conditions, isolation, drugs, gaslighting and whatever else until they're putty in your hands, ready for moulding. Don't be too upset about it, it's for their own good. I'm sure their family will barely notice they're gone.

400CP - Level Up

Hubology follows a simple hierarchical structure: if you're a higher AHS level, you're more important to the cult. If only every organization could be this simple. Well for you, they are. You see, whenever you're above someone in an institution you can get them to do pretty much whatever you want without question, not daring to challenge your authority. Sure, there might be a few particularly bold individuals who resist this but when they do they'll likely be ostracized and dogpiled by your sycophants. Hubology sure is a magical thing.

600CP - Cult of Personality

Well, if you aren't just the spitting image of Dick Hubbell himself! You've got all the talents needed to not only make a successful cult of your own, but spread its influence all across the land like a cancer. You have something about you that just mystifies people and pulls them towards you, causing them to perceive you as a great man and a prophet, and you're good enough at bullshitting to reinforce that position. You'll quickly find swathes of people taking your word as gospel, worshiping you as if you were a living god and being dedicated to furthering your new religion in any way possible. Hubology is small-time compared to what you could create.

Enclave

100CP - Old Glory

What does the Enclave represent? To the wastelanders, nothing but misery and terror, but internally? The Enclave is hope - hope that the world that once was can be reclaimed, that America isn't truly dead. This hope fills your heart and invigorates you. You'll almost always be full of morale and spirit, truly believing that the cause you serve is right and worth fighting and suffering for. Not only are your spirits very high, but this helps you cope with whatever horrible things you may have to do in the name of your dream. If some people have to die so that America may live, so be it!

200CP - Sarge

Up and at em', soldier, you've got work to do! Much like a certain Enclave Sergeant, you are a master in the fine art of taking soft squishy men and women and turning them into hardened battle-ready soldiers in short order. You can break people down and build them back up with your insults and shouting, conditioning them for the harsh conditions of war to follow. You also have a sense for how exactly to tackle each individual troop, creating personalized routines for someone depending on their abilities and personality. Sure, they may mumble about you behind your back but when they're staring down a super mutant with a minigun they'll be glad they had you for an instructor.

400CP - Aces High

Piloting may be a dead art in most of the world, but in the Enclave it's all too alive. You have some incredible piloting skills not just with vertibirds, but with planes and even potentially spaceships - piloting's just in your blood. You could do death-defying maneuvers that any other pilot would think are impossible and achieve with one vertibird what would normally take a small army of Enclave troops. There's no better feeling than dropping a veti assault team on some unsuspecting assholes' heads.

600CP - Semper Fi

Something's happened to you. Some Enclave scientists have experimented on you to turn you into the world's greatest super soldier. You've become a massive 12 foot tall beast of a soldier, strong enough to kill a deathclaw with one punch. Not only are you huge, but you can shrug off anything from high caliber bullets to rockets to the face while barely flinching. Perhaps most important, though, is something that they didn't need to enhance - your willpower. Your willpower allows you to fight through the most painful and miserable conditions imaginable and come out the other end no worse for wear and resist any attempts to make you betray your values or who you are - you don't care how much of a silver tongue someone's got, you won't be talked down. Duty - honor - courage - Semper Fi!

Items

You receive a +200CP stipend for items only

Tribal

100CP - Pip-Boy 2000

Now here's a gadget you wouldn't want to go into the wasteland without. The Pip-Boy is a handheld computer capable of tracking geographic data, analyzing the user's vitals to tell the condition of their health, storing data from holotapes, keeping notes and more. It's an all in one device that can serve almost all your technological needs. Perhaps most interestingly it grants access to V.A.T.S, the Vault-Tec Assisted Targeting System, which, as the name suggests, assists in aiming your shots. It may not look like much, but this little guy is gonna become your best friend.

200CP - Healing Powder

This medicinal powder is just what the doctor ordered. Made from mixing Xander root and Broc flowers, this powder has the miraculous ability to rapidly heal wounds, closing up deep cuts and bullet holes like in a matter of seconds. The only real drawback is that the powder induces drowsiness which only gets worse the more you use at a time. You receive twenty bags of healing powder each day, which should hopefully be enough. May these be of no use to you.

400CP - The Highwayman

Now this is more like it! The Chrysalis Highwayman is a functioning car, still running like a dream even after the war. The highwayman is a beast of a car, traveling rapidly through virtually any kind of terrain like it's child's play. This particular Highwayman has been suped up with as many upgrades as possible, including grav-plates which allow it to hover above the ground, allowing this beauty to travel at ridiculous speeds for a car while consuming practically nothing in terms of fuel. This is all while being able to somehow accommodate multiple passengers of absurd weight and size such as super mutants and deathclaws. Unfortunately she does still have to run on fuel; thankfully, the bigger-on-the-inside trunk will miraculously produce 300 microfusion and small energy cells each day, which is more than enough to keep her running. Ride through the wasteland in style!

600CP - G.E.C.K

Well that quest was over fast. Looks like you found yourself a genuine Garden of Eden Creation Kit. Although it looks like a briefcase, this miraculous device is an incredibly advanced piece of tech capable of taking a barren, wasted land and birthing new life into it. It's a terraforming device utilizing soil and seed supplements, a cold-fusion power generator, matter-energy replicators, atmospheric chemical stabilizers and water purifiers to turn irradiated desert land into a lush oasis capable of letting life not only sustain itself but thrive. Unlike other G.E.C.Ks this model is reusable and can be activated again after a year. Create paradise right in your own backyard!

Gangster

100CP - Mirrored Shades

Hey, looking sharp! You've got yourself a nice set of mirrored shades. They're less for blocking out the sun and more for making you look cool, but boy do they work. As long as you're wearing these people will seem to be much friendlier and members of the opposite sex will feel more attracted to you. These babies work like a charm, just don't ask where I got 'em.

200CP - Drug Lab

If you need a place to cook, look no further. What we've got here is a top of the line (at least for post apocalyptic standards) massive drug lab. This facility is about the size of a factory and comes fully staffed with guards and *ahem* indentured servants to do most of the boring manual labor stuff. This could be the engine of a vast empire if it's put in the right hands and I can't think of anyone with better hands than you. Wait, that didn't come out wrong, did it?

400CP - Casino

Living in burned out hovels and these people still can't quit gambling? I guess some things never change. You've got your own fully operational casino, staffed with bartenders, dealers, guards and any other jobs that would need doing. The place looks pristine and beautiful, especially for the wasteland, and she pulls in a pretty penny for you. It doubles as a hotel and the top floor has a beautiful penthouse that'll allow you to live in luxury. This right here is why people become crime lords.

600CP - The Family

What's the point of a criminal empire if you don't get to take it with you? You are now the head of your family, and if you don't want to be the head of one of the already existing families can instead have your own new family, complete with some sort of gimmick or hustle they specialize in. You can keep not only your family but whatever territory you manage to snatch up in Reno before you leave, meaning if you take the whole thing over you could bring New Reno with you into other worlds. That probably has some ramifications on the rest of the wasteland, but who cares about them anyways?

NCR

100CP - Caravan

For the aspiring merchant, why not take this lovely caravan? You've got a large wooden cart, two pack Brahmin and 5 well armed guards, deterring any would-be thieves from pillaging your goods. And believe me when I say there are a lot of thieves out there in the wasteland. It ain't much, but you've gotta start somewhere, right?

200CP - Safehouses

Don't you wish you had somewhere to kick your feet up after a long day of wasteland wandering? Well, look no further. These are comfortable and well hidden safehouses that have food, water and plenty of ammo. These aren't static locations, instead you'll find these as you wander across any location that could theoretically sustain human life, unable to be accessed except by a special key you now possess. The locations of any nearby safehouses will be pointed out to you on any maps or GPS devices you possess.

400CP - Ranch

Eighteen naked cowboys... wait, wrong ranch, sorry. You are now in possession of a massive Brahmin ranch, with plentiful land as far as the eye can see. It's got a luxurious mansion on the premises along with several smaller buildings and a bunch of ranchers to run the thing for you. Oh, and a ton of brahmin, that's important too. Ranchers are some of the most powerful and influential people in the NCR so you should be quite happy to be joining their ranks.

600CP - Republic

We're really starting to stretch the definition of democracy, here. You now quite literally own the NCR and its government. It's still democratic on paper, but in reality the government just does whatever you tell it to. You're gaining control of a nation which stretches across southern California and is quickly making its way into northern California as well. The territory you annex will come with you into future worlds as it has officially become part of the NCR. The ramifications of taking California with you into other worlds are best not to think about.

Shi

100CP - Kung Fu Movies

You've gotten your hands on some of the infamous Shi martial arts movie holotapes, along with a video player. Now I know what you're thinking, but they're not entirely useless. Watching them will actually impart real techniques and wisdom about martial arts, increasing your martial arts skills. Plus any form of entertainment besides blowing rats to pieces is a luxury in the wasteland.

200CP - Submarine

I guess the Shih-huang-ti wasn't completely destroyed after all. What you've got here is a pre-war Chinese military submarine in way better condition than it has any right to be. This thing's loaded up with missiles powerful enough to quite literally blow any ship out of the water and can otherwise traverse great distances at good speed, all while remaining undetected. It's also running on some sort of nuclear something or other that means it won't ever run out of fuel or power. You could terrorize the seas! ...If there were any boats left.

400CP - Steel Palace

When the Shi first ended up in San Francisco, they took apart their submarine and used the materials to build themselves a palace! Well, it's really more like a lab fortress but there's palace-y elements. In any case, you have, if not the original, a replica of the Steel Palace, probably the finest lab around post war. It's fully staffed with scientists and guards and contains records of all the Ship's scientific research and advancements. It also has a throne room, and who doesn't want a throne room?

600CP - Emperor

The greatest asset of the Shi is now in your possession. This is a supercomputer identical to the emperor. While it has no A.I, the emperor possesses the ability to predict the future by analyzing the probability of certain events, such as being able to tell down to the exact percentage how likely it is for a space shuttle launch to succeed. It's predictive abilities provide an incredible tactical advantage against your foes and invaluable insight on what goals you should or should not pursue, making your life much easier. It's no wonder the Shi are so far ahead of everyone else.

Hubologists

100CP - Alignment Devices

These machines are one's introduction into the magical world of Hubology. Allegedly they can measure the neurodynes in you and do ...something to help purify you of them. I'm gonna be honest, this is all complete bs, but somehow they seem to make people luckier after they use one. What the hell actually are these, exactly?

200CP - Hardened Power Armor

You can thank a certain scientist working for the Hubologists for this one. While it's not the top dog of protection in the wasteland anymore, this suit of T-51B power armor has been hardened through a certain process to make it good enough to almost equal advanced power armor. Power armor makes you into a walking tank while also boosting the wearer's strength to near-superhuman proportions and can also resist radiation. The suit also came with a manual instructing you on the armor hardening process, allowing you to potentially apply it to other armors. If you have an inhuman physiology a special suit will be custom made for you.

400CP - Compound

There's no place like compound! This underground fortress serves as a perfect place for you and your 'followers' to live, with armed guards and force-fields ensuring nobody gets in (or out). It's got all the amenities one could ask for: food, water and a group of devoted followers who do whatever you say without question. In more civilized times this kind of place probably would've been raided by the government but now? Now it's your time - it's your time down here.

600CP - Space Shuttle

Let's be honest, Earth is a dump. Time to ditch this rock and head for the stars. You've got an actual functioning spaceship that will allow you to Pierce the heavens and travel to... well, the moon if we're being honest. Also Mars. But hey, it's still something to work with. It has some sort of weird replicator that produces food and water with the infinite nuclear energy the ship runs on and it has an autopilot. It also comes with complimentary space suits since those are probably gonna be important wherever you're headed.

Enclave

100CP - Electronic Lockpick

While there's plenty of options for getting through normal doors, more advanced ones tend to pose a problem - that's where this comes in. The Wattz electronic lockpick mark II allows you to bypass doors normally opened by things like number codes or fingerprint and retinal scanners. Most high security locations have these kinds of doors, making this tool a must-have for prospective scavengers, looters or even spies.

200CP - Advanced Power Armor Mk II

This is the very face of the Enclave, the most recognizable symbol of the group. The advanced power armor mark II is a bleeding edge improvement on the original Enclave power armor, which is itself an improved design over the pre-war T-51B power armor. It provides even greater protection, enhanced strength and radiation resistance than T-51B, making the wearer virtually invincible against all but the most powerful and high tech weaponry. If you have an inhuman physiology a special suit will be custom made for you. Now get out there and make your country proud, soldier!

400CP - Vertibird

A car is cute and all but this is the real way to travel the wasteland in style. A vertibird is a military helicopter which allows you to fly across the wasteland at record speeds. It's got mounted guns and rocket launchers that can tear pretty much anything to pieces in a matter of seconds, and it doesn't run out of ammo. There's also two mounted Gatling guns on the inside so that passengers can shoot at enemies while traveling. It also never runs out of fuel, so you can fly as far as you like. Rain terror down on your enemies!

600CP - Oil Rig

Welcome to the Enclave HQ. This Poseidon Oil rig is in reality an offshore military base for the Enclave. It serves as the permanent residence of around 1,000 enclave citizens including soldiers and the president and vice president of the United States. It's completely self sustaining, has advanced labs and is absurdly well defended. Any unauthorized ship can't even get near before being sunk and once inside there are turrets, robots and enclave troops at every turn. The most dangerous thing on the oil rig, however, is FEV Curling-13. This is a virus developed using FEV which kills any humans or humanoid mutants in a horrific manner within a day at most, usually much faster. The oil rig has enough to be distributed into the air, the Earth's jetstreams carrying it across the planet and wiping out all human and humanoid life. The oil rig also has inoculations for the virus, more than enough for everyone on-board, ensuring that while everyone else will die, the Enclave will live on. Dear God...

General

200CP - My Very Own Weapon

There's no shortage of weapons in the wasteland, and you now get your pick of the lot. You can choose any one weapon in the wastes. Examples include: the super sledge, the mega power fist, the alien blaster, the Solar Scorcher, the Red Ryder LE BB gun, the pulse rifle, the phazer and the avenger minigun. Obviously there are many more weapons, but if I were to list them all we'd be here all day. Your chosen weapon, if it has ammo, will not have infinite ammunition but you'll always be able to find a magazine for it by reaching somewhere on your person.

100CP - Café of Broken Dreams

Well this is a sad place. You've come into possession of a cafe which holds the spirits of dead heroes. Why their spirits flock here is unknown, but while they're here you could always ask them for some advice since they're generally friendly. There's also a canine outside who lives here, eating and drinking from periodically refilling food and water bowls. That being said, it's not exactly profitable - ghosts don't typically have money. You could always serve drinks to normal people, but I'm not sure how many people wanna relax around a bunch of ghosts.

200CP - Oil Tanker

An oil tanker for you! This Poseidon Energy Oil tanker is old even by pre-war standards but it's still a very large seafaring vessel, which is by no means a common thing in this day and age. It's large enough to house a significant number of people on-board and has a small market inside. It also never runs out of fuel. Now you can finally have the pirate adventures you always dreamed of! Well, you could if there were still other ships, anyways.

200CP - Vault

Let's face it: living on the surface is terrible. There's raiders, horrible monsters, radiation and sometimes not even enough food and water to survive. Wouldn't it be nice to just hide away from all that? Well, you can! This Vault-tec facility is a massive, multi-story underground bunker constructed to house humans and protect them from nuclear armageddon. As a result, it makes for a near impenetrable base to live in, with thick metal walls, a huge vault door and an endless supply of food and water (assuming the damn water chip holds out). While most vaults were basically experiments conducted by Vault-tec, this one was more of a control vault made to house people normally. As with most vaults it's also stocked with things like medical supplies, books and some entertainment to keep people from going completely nuts underground. Enjoy your new home.

Companions

50CP - Dear Old Friends

You wouldn't wanna leave your friends out on this Desert adventure, would you? You can import a companion for 50CP or a bundle of 8 for 300CP. Each of your companions get their own background, faction, 600CP and the item stipend.

100CP - New California Comrades

Still, I'm sure if you've built any relationships with the people in this world, you'd like to take them along with you on future adventures, so for 100CP you can do just that. Congrats.

100CP (Free Warrior) - Wastelander's Best Friend

Aw, look at this little fella! It seems a baby deathclaw has imprinted on you as its mommy. The little killing machine is small and cute now, but his green scales show that he'll grow up to become an alpha male deathclaw, the strongest type of deathclaw there is. He's not intelligent like the ones from vault 13, but he's more well behaved than a trained hound, only attacking those who attack you or who he's commanded to, and even doing tricks. He truly cares about you and often tries to show his affection in cute ways like bringing you dead brahmin. If he gets big enough (and you're not huge) he'll even let you ride on his back across the wasteland. I'd suggest giving him a cute name like Buster or Sparky.

100CP (Free Intellectual) - Mr. Servitor

Mr. Servitor was a robot designed to replace the Mr. Handy, having a much different and more humanoid design. He comes equipped with a highly intelligent and advanced A.I, which allows him to be good at almost everything from hacking to fixing things to piloting space shuttles. There's almost nothing Mr. Servitor can't do. Despite his intellect, Mr. Servitor is completely devoted to you no matter what and often attempts to offer sage advice on life and how to overcome your current problems. He acts as a mentor to you and your companions, wanting to see you grow as a person.

100CP (Free Diplomat) - Sam

Samantha, or Sam as she prefers to be called, is what you might call a survivor. Being a beautiful woman with short black hair and a cute appearance, she uses it to fool people into thinking she's helpless. In reality, that couldn't be further from the truth. Sam generally spends her days and nights tricking people into giving her free stuff, conning folks at gambling and practicing her shooting, since she's one hell of a crack shot. Her emotional manipulation skills are second to none and she can usually talk her way out of any problem, and if that fails she starts blasting. She's actually quite lonely, as she has trouble forming real bonds with people due to her manipulative tendencies. She deeply desires to form a healthy, trusting relationship with someone but the opportunity has never come up.

Drawbacks

+0CP - Your Legacy

Could it be that you're not actually a newcomer to the wasteland? If you've been to this world in the past, your prior actions will reflect here. Perhaps the Brotherhood of Steel now rules California or that Super Mutant army is still kicking.

+100CP - Pickpockets

You've gotta keep a close eye on your stuff, because there's thieves about! It seems whenever you're in a place that's even remotely civilized, it'll be swarming with little kids looking to reach in your pockets and take your stuff. They're very good at it, too, often being able to snatch even something as big as a rifle without their victims noticing. In the event you're robbed you'll have to find the kid and confront them in order to get them to give it back, but that assumes you'll even notice what's missing. You can always deter them from robbing you by acting menacing, but I doubt people will appreciate some weirdo walking around scaring their kids.

+100CP - Virgin of the Wastes

You just had to mimmax, didn't you? You look repulsive, and as a result nobody wants to get in bed with you. In fact, they'd probably rather get in bed with a starving deathclaw. Sure, you can still reason with people and everything but your love life is D.O.A and you are not gonna look good on the cover of a magazine. I'd suggest wearing some sort of mask.

+100CP - Kamikaze

Act first and never think, that's your motto! When it comes to danger, you seem to get high off it as you relish the opportunity to rush in headfirst, disregarding your own safety. As you can imagine, this has immense potential to backfire, but I think you get off on it backfiring too. You really need some better hobbies, man.

+200CP - Pariah Dog

Potentially good news: you've got a dog following you. Bad news: this thing brings more misfortune than nuking a mirror warehouse. This rancid mutt causes all sorts of misfortune to you and your companions: you'll always lose at gambling, your enemies will miraculously hit you in your one weak-point, and if you're in a cave it may just start to collapse on you. Killing the dog would normally end this, but if you do so he's just replaced by another one. You're in for a bumpy ride.

+200CP - Cali's Most Wanted

Well this can't be good. It seems the Enclave has come to learn how much of a threat you really are, and as a result will dedicate tons of resources to putting you down permanently. You'll be under barrage from verti-assault teams and enclave patrols even in the safety of cities, and they may even decide to drop a localized Curling-13 bomb on you to kill you via disease. The only way to stop this would be to eliminate the Enclave, but that's gonna be pretty damn hard. If you're a member of the Enclave, it is instead every other faction in the wasteland that wishes to see you eliminated, collectively bringing a similar level of threat to the Enclave.

+200CP - Deadly Encounters

The wastes are full of dangers, but with you it's like they have a radar to your location. Whenever you're out adventuring the wastes, trouble finds you at ludicrous rates. Be it slavers, raiders, mutated beasts, cultists - they get drawn to you like a magnet. You'll see at least one of these types of encounters each day when wandering the wasteland, probably more. Too bad there's no such thing as deathclaw repellent.

+200CP - Junkie

This is just sad. You're hopelessly addicted to some chem, such as jet or psycho. You go berserk when you aren't on your drug of choice and you'll do anything to get more. Doing drugs this often is having severe consequences on your health, but you couldn't care less as long as you get your next fix. You'll never be able to get over this addiction no matter how hard you try, and trying just makes you violently ill. You poor soul.

+300CP - Childkiller

This can't be good. Whether you did the dirty deed or not, people seem to believe you've murdered a child. Now, everyone who isn't a close companion of yours absolutely hates your guts, most people just shooting you on sight. On top of that, you'll be hounded by mercenaries everywhere you go. I don't even think they're being paid, they just hate you that much. Life in society just isn't for you anymore.

+300CP - Stupid

To say you're stupid is honestly an understatement. You are so profoundly dumb it's a miracle you've lived this long. You can barely understand human speech and can't even talk properly yourself, getting out one word if you're lucky. You can only really understand people to the extent you can follow very simple instructions. Deceiving you is like taking candy from a baby in a coma. You tend to act on animal impulse rather than any sort of reason, and something as simple as someone insulting you can result in you beating them to death in retaliation. I honestly feel guilty unleashing you onto the wasteland.

+300CP - Frank Horrigan

You've gotten a lot farther than you should have, but then you haven't met Frank Horrigan either. The Enclave's most powerful asset is now after you and he won't stop until you're dead. Frank Horrigan is a twelve foot tall monster of a man, experimented on to turn him into an unstoppable killing machine, wearing power armor especially constructed for him and constantly high on a cocktail of chems to boost his killing power even further. He can tank missiles and kill deathclaws in one punch. He doesn't need to eat, drink or sleep, he always knows where you are and will just keep coming at you until he finds and terminates you. When he does find you, fighting back will be futile. You can't hurt him at all and you sure as hell can't reason with him. Your only option is to run away. May God have mercy on your soul.

The End

And so you've left your mark on the wasteland. In this new world you've built,
many will live and die just as they had in the old. Because war - war never
changes.

A Kiss to Build a Dream On - Head back your original home

Maybe - Stick around in the wastes

I'm Movin' Out - Head to the next jump

Notes

- Semper Fi will work with races besides humans, giving a Horrigan-esque transformation to them.
- My Very Own Weapon will let you gain weapons from other Fallout games so long as they would already exist by this point in the timeline.
- Any items you possess can be imported on similar items; a gun on a gun, a car onto the Highwayman, etc.
- Thanks for using the jump, I hope you enjoyed it.