

The *Fallout* CYOA

War... War never changes...

But your life certainly has.

You've been sent to the Wasteland - an Earth that diverged from ours in the 1940's. The transistor was never invented, and in its place came advances in robotics, genetics, and nuclear energy. The Golden Age of the 1950's never came to an end, resulting in a century-long proliferation of TV dinners and art deco. Oh, and a desperate war over Earth's resources ended in nuclear annihilation on October 23, 2077.

The year is now 2275, and humanity continues rebuilding. The Wasteland is still a dangerous place, home to everything from cannibalistic raiders to giant mutant scorpions to truck-sized abominations. And, of course, humanity's greatest enemy - itself.

You're going to live here for the next ten years. A tall order, to be sure, even for the best of us. Don't worry, though. You'll be getting a little something to help you through it.

+1000 CP (Choice Points)

Good luck...

You're going to need it.

Location

Roll 1d8 to see where you start out,
Or pay 100 CP to skip the roll and pick
and prepare to get comfy... the Wasteland is an awfully big place.



New California Republic: Centered in California, but stretching across parts of Oregon, Nevada, and Northern Mexico, the NCR is a fairly-democratic federation, though its control over the area is spread thin, and it struggles with corruption. You'll find it a generally peaceful place, but make no mistake - there's still danger here.



Mojave Wasteland: A large area centered around Nevada, somehow relatively unscathed by the Great War. Over the last year, it went from a sleepy desert town to a city of lights. The City is ruled by alliance of three powerful Tribes backed by the mysterious Mr. House - the Wastes remain untamed. There are countless opportunities to be had here - or to die a messy death.



Caesar's Legion: An ever-expanding military empire centered in Arizona, with holdings in Colorado, New Mexico, and Utah. Eighty-Six tribes now stand under the absolute law of Caesar. All serve him absolutely - men as soldiers, women as caretakers and breeding stock. If you do not stand against him, it may be the safest place you'll ever see. If you do, beware his Wrath.



Midwestern Region: Ranging from Ohio to the Dakotas, the Midwest region is a broad and varied place. Although plagued by radioactive dust storms and mile-wide tornadoes, there are still many thriving settlements, and the ruins of massive cities call to those who seek their fortunes. The Brotherhood of Steel has a strong presence here.



Capital Wasteland: Ground Zero in the Great War, the Capital Wasteland is a blasted hell-hole ranging from the Slaver Metropolis known as the Pitt in Pennsylvania to the Broken Banks of the Carolinas. With the help of the Brotherhood of Steel, civilization has begun to rebuild, but it remains a place of great danger.



The Commonwealth: Little is known of this war-ravaged quagmire of violence and despair, save that it may have cause to envy the Capital Wasteland. What areas of civilization exist are ruled with an iron fist by the mysterious Institute, an organization with astounding technology surpassing anything seen in the Pre-War days.



Gulf Commonwealth: Encompassing the territory between Louisiana and Florida, isolated from everywhere else. While little is known about it, rumor is the area was transformed by an irradiated piece of Pre-War terraforming technology into a jungle of mutant plants, fungus, and crocodiles. Of course, that's just what the stories say. Still, might want to be cautious.



Your Choice: Lady Luck must be smiling on you. Go ahead and pick where you'd like to end up. Or, if you're feeling brave (and only if you rolled this), you can start anywhere else in the former United States. Curious about Post-War New York? Want to see how Hawaii turned out? Go ahead. Careful, there's no way of knowing what you're getting yourself into...

Identity

You're not just getting dropped into the Wasteland as you are. You probably wouldn't last very long if you did. You're starting with a fresh new body, hale and hardy, along with a shiny new set of memories of a life you never lived. You even get to choose how this other you lived - as long as you're willing to pay for it.

Starting Age: 20 + 1d8
Or pay 100 CP to choose

Sex: Same as it is now
Or pay 100 CP to change

Origin: Choose One



Lone Wanderer (0 CP)

Of course, you don't have to buy an origin. Instead, you'll be dropped off at the outskirts of the largest city in your region, with nothing but the clothes on your back, and whatever you brought along for the ride. Most people will just assume you're an outsider, and won't pay you much mind. Some might want to know where you came from, though, so you may want to keep your story straight.

- +No pesky memories of a life you haven't lived.
- No past means no companions, no connections, and no free equipment, knowledge, or skills.
- The Fallout world is bigger than the one in the games.



Vault Dweller (100 CP)

When the bombs started falling, your ancestors were lucky enough to already be in a Vault-Tec Shelter. While the Vaults were never really meant to save anyone, your ancestors lucked out, and got one of the few that wasn't a deathtrap. You were born inside that very same Vault, and the Vault was all you've ever known. Recently, though, your Vault was opened, and your Overseer cleared you to visit the world Outside.

- +Pre-War education and access to Pre-War supplies.
- +You can always go home - I'm sure nothing bad will happen.
- No experience with the Wasteland, including Wasteland survival.
- No experience with Wastelanders either.



Chosen One (100 CP)

You were born into a Tribal society - a family of families living primitive lives of hunting and scavenging. You are the Elder's child, and will take over when he dies. Until then, you've usually got a lot of freedom. However, you'll be your father's first choice for dealing with anything big that comes up, which means you'll be the first person to end up dealing with any outsiders or civilized folk.

- +Excellent survival skills and physical fitness.
- +Tribe full of close friends and allies.
- Little experience with Civilization - Wasteland customs are bizarre, and Science is a mystery.



Courier (100 CP)

Your parents lived in a larger post-War settlement in your region, and gave you the best life they could. Once you grew up, though, it was time for you to start pulling your own weight. Your natural wanderlust led to you becoming a Courier - a messenger and package carrier who travels from settlement to settlement, making deliveries and sharing the news.

- +Best understanding of Wasteland society and culture.
- +Enough wasteland survival skills to get around.
- +Your travels have made you a lot of useful contacts.
- No specialized skills - your parents were nothing special.
- No true allies - Couriers walk a lonesome road.



Warrior (400 CP)

You were born in and raised by the Brotherhood of Steel, a quasi-religious organization dedicated to preserving Pre-War technology. Beginning as an Initiate, you were just promoted to the rank of Knight. You are now entrusted with retrieval of technology and investigation of the Wasteland for the Brotherhood, giving you significant autonomy.

- +Your very own set of T-51B power armor and Tri-Beam Laser Rifle.
- +Access to Pre-War technology, knowledge, and equipment.
- +Member of a strong, close-knit organization.
- The Brotherhood is isolated, xenophobic, and not well-liked.
- You have responsibilities; neglect them and you will be punished.



Super Mutant (400 CP)

Whatever your old life was, it's over. Infected by the Forced Evolutionary Virus, you've become a Super Mutant - a masterpiece of genetics standing ten feet tall, with green skin as strong as combat armor, vastly superior to any human being in strength, stamina, and toughness.

- +Inhumanly strong and durable, with human-level intellect.
- +Immunity to disease and radiation.
- +Terrifying - people will think twice about fighting you.
- ?You're sterile, and you lose your secondary sex characteristics.
- Terrifying - people are afraid to have you around.
- Nothing is made in your size. Expect to bump your head a lot.

Special Abilities

NONE

Turns out, the Wasteland is a pretty tame place. Well, as tame as a world that considers dog-sized mutant roaches mere nuisances can get. Oh, there's the occasional Psyker, but they're one in a million, and so mutated as to be barely functional. So, you won't be getting any superpowers out of the experience.

If you've already got some, well, that's where it gets a bit tricky. Killing armies with mind bullets really isn't what the Wasteland is about. Those sorts of tricks just don't belong here. So any powers you do have will be getting toned down a notch during your stay. Oh, you'll still be able to throw around fireballs, but they'll be magic Missiles instead of Mini-Nukes, and your pet dragon will go twelve rounds with a Deathclaw instead of slaughtering a nest of them. Same goes for any of your advanced technology - mundane guns will be about as powerful as ever, but anything which makes Pre-War look antiquated will pack less of a punch. Your legendary prototype might give an Alien Blaster a run for its money, but Plasma Caster is about as good as you can expect under ordinary circumstances. Even your subtle tricks will be toned down - how much depends on the specifics, but suffice to say, don't expect to conquer the entire Wasteland without a whole lot of time, effort, and cunning.

Of course, you won't be left without a little something to make up for it.

Instead of weird magic, you just get better at whatever it is you do - or want to do, if you'd prefer. We call it a **Skill Tag**. Just three skills from the list below to **Tag**, and you'll get an immediate boost to your competence in them. Not enough to be an expert, mind. Just enough to go from novice to decent, or decent to downright competent. You'll also learn that skill faster too, so with enough practice, you really will get perfect. Most also come with some tools of the trade, just to make your life easier.

Barter: Trading and trade-related tasks, including valuation of goods. Start with 500 bottlecaps.

Big Guns: General operation and maintenance of really big weapons: Flamethrowers, rocket launchers, gatling guns... you know - the fun stuff. Start with a Rock-It "shoot anything" Launcher in poor repair.

Energy Weapons: The care and feeding of energy-based weapons. Start with a laser pistol and 150 cells.

Explosives: Creating, using, and disarming explosives. Start with 5 grenades.

Guns: The care, use, and general knowledge, of ordinary firearms. Start with a 10mm Pistol and 60 rounds.

Lockpick: Opening locks without a proper key. Start with a box of hairpins and a screwdriver.

Medicine: Putting people back together - includes first aid and surgery, as well as treating diseases, radiation poisoning, and other conditions. Start with a first aid kit.

Melee: Using muscle-powered weapons, both ranged and otherwise. Start with a combat knife.

Outdoorsman: Surviving and finding your way in the Great Outdoors. Start with a tent and supplies.

Repair: Practical use of Science - building things, fixing them when they break. Start with a toolkit.

Science: Various high technical skills, including computers, biology, physics, and geology. Start with a nifty lab coat and gloves.

Speech: Communicating in an effective manner, persuading others, and lying. Start with a nice suit.

Sneak: Moving quietly, remaining unnoticed, shadowing, and other useful tricks. Start with a cool hat.

Unarmed: Combat with your hands and feet - a practical combination of martial arts and boxing.

Perks

Tagged skills not cutting it? Why not spend CP on some extra-special skills. Not everyone can learn these, so they'll give you a leg up. Discount means that Identity pays 50% less. Free is self-explanatory.



Chemist (100 CP)

You've mastered the art of handling Wasteland pharmaceuticals. You know how to make most common Chems, and quickly learn to make others. Also, any drugs that you use are more effective, longer lasting, and less likely to get you addicted. This applies to medicine as well.

Free: Chosen One



Educated (100 CP)

Learning comes to you naturally. Your ability to learn and master both new and existing skills increases significantly. You're not an instant expert, but you'll go from beginner to able in the blink of an eye. This also improves your memory as a side effect.

Free: Vault Dweller



Fortune Finder (100 CP)

Lady Luck is surely smiling on you. You've got a knack for finding loot. If there's something valuable around, you'll get a feeling of where. You also seem to chance over things that just shouldn't be there - as if treasure gets set aside just for you to discover.

Discount: Lone Wanderer



Lead Belly (100 CP)

Some people can eat just about anything. You happen to be one of them. Your stomach can process pretty much anything which could be considered remotely edible. You're also resistant to the negative effects of food-borne illness and contaminated or irradiated food and water.

Free: Super Mutant



Pathfinder (100 CP)

You really know your way around! You almost never get lost, and have a sixth sense for finding shortcuts that'll save you time on the road, as well as for avoiding danger. You can also walk all day without getting tired - perfect for when you're in it for the long haul.

Free: Courier



Cult of Personality

(300 CP) You've mastered the art of winning friends and influencing people. It's far easier for you to convince, bargain with, and lie to others. Even people who'd normally kill you on sight can be persuaded to give you a chance if you start talking before they start shooting.

Discount: Courier



Jury Rigging (300 CP)

Just call you Mr. Fixit! You're an expert with repairs, able to fix anything remotely salvageable. You also have the ability to use roughly similar parts to fix items. The closer they are, the easier this is, but scrap works in a pinch.

Discount: Vault Dweller

Free: Warrior



Ninja (300 CP)

The power of the fabled shadow warriors is yours to do with as you will! You are a master of espionage, able to move silently and hide almost in plain sight. Killing someone who hasn't noticed you becomes child's play! This also boosts your unarmed and melee combat ability.

Discount: Lone Wanderer



Rad Child (300 CP)

There's a healthy green glow about you! You're significantly more resistant to radiation, and your cells even begin to heal at an accelerated rate when you've been irradiated. Plus, if you encounter any other weird and unusual* energies in your travels you'll resist them too!

Discount: Chosen One

*Does not include mundane energy sources such as fire, plasma, lasers, tesla blasts, or holographic projectiles.



Terrifying Presence (300 CP)

A well-placed glower from you is more intimidating than a squad of mercenaries. People will back down from confrontations with you, and may panic at the thought of making you angry, let alone actually fighting you.

Free: Super Mutant



Certified Tech (600 CP)

You are one of the brightest minds of the 23rd Century! You now understand Pre-War science, and can even reverse-engineer existing technology to learn how it works, and how to recreate it. Plus, if you can learn the basics of truly alien science, this perk helps you master it the same way.

Discount: Warrior, Vault Dweller



Cyborg (600 CP)

They can rebuild you - they have the technology! You're now a bionic man, better, faster, and stronger than before. You also find it easier to integrate technology into yourself. Non-GRX Implants are twice as effective, and you can easily implant small devices into your body.

Discount: Warrior, Courier



Grim Reaper's Sprint (600 CP)

You can enter a martial trance, giving you total combat awareness and making time seem to slow to a crawl. This only lasts for a few seconds, but each time you kill during it, the duration extends. Otherwise, you'll need a quiet minute to refocus and recharge it.

Discount: Super Mutant, Lone Wanderer



Sniper/Slayer (600 CP)

A killer walks the earth. Either your ranged or hand-to-hand combat skills become preternatural, giving you mastery of either form. You also gain an innate understanding of where to hit people to hurt, cripple, and kill them. You only get one, but get a discount on buying the other.

Discount: Super Mutant, Chosen One



Kama Sutra Master (600 CP)

You wrote the book on the art of love, and went through it twice. Aside from the obvious, this makes it far easier for you to attract the lovely lady and/or charming gentleman (and/or ladies and/or gentlemen and/or other) of your choice, both for brief dalliances and long-term affairs. A mite pricy, but you know you want it...

Equipment

Handy equipment to make your life easier. Generally comes in Pre-War Quality. Note that discounts do not apply to "Extra" options

Food Purifier (50 CP)

Standard Vault-Tec portable food purification system, used to decontaminate food and drink. Removes parasites, microbes, most radiation, and some poisons.

Free: Vault Dweller, Warrior.

Medkit (50 CP)

A large bag of useful medical supplies. Includes a first-aid kit, medical tools, 5 Stimpaks, 10 doses of Med-X painkiller, and tools to make more of both.

Extra Stimpaks: 1 per 1 CP

Extra Med-X: 2 per 1 CP

Radiation Survival Supplies (100 CP)

Handy kit with a Radiation suit, bottle of 50 Rad-X anti-radiation capsules, and 10 bags of Radaway radiation removal drug.

Extra Rad-X: 1 per 1 CP

Extra Radaway: 1 per 1 CP

Chem Set (100 CP)

Everything you need to have a wild time. Comes with a mix of Wasteland Chems, from Buffout combat enhancers to Mentat mind-boosters, and the tools to make whatever you need.

Extra Drugs: 1 per 2 CP

Bag of Caps (50 CP)

2,500 Genuine Nuka-Cola Bottlecaps, the currency of the Wasteland. Accepted almost everywhere, this is enough for several weeks' food and lodging.

Extra Caps: 50 per 1 CP.

Robot Butler (100 CP)

Your own personal Mr. Handy for all your household needs! Cleans, cooks, gives haircuts, and offers wit and/or wisdom. Available with a variety of charming accents.

Discount: Lone Wanderer

Pet Dog (100 CP)

Not your common Wasteland mutt, this dog is strong, clever, and healthy. It's also well-trained, and will serve you loyally.

Extra: +100 CP to upgrade to a Police Model Mk. III Cyberhound.

Free: Courier, Chosen One

Highwayman (200 CP)

Nothing can stop a Highwayman. This Pre-War car is in rough shape, but can keep going as long as you charge it with Energy or Microfusion Cells. Durable, large trunk capacity, offroad-capable.

Discount: Lone Wanderer

Stealth Boy (200 CP)

Rob-Co Stealth Boy 3001 Personal Stealth Device. Transmits light from one side of your body to the other, making you nigh-invisible. Lasts up to an hour, then burns out, requiring repair. May cause paranoid schizophrenia.

Combat Armor (200 CP)

Hard ceramic and polymer plates overlaid on a flexible, bullet-resistant, thermally-dissipative bodysuit. The best protection commonly available in the Wastes. Comes with Helmet, Gloves, Boots.

Discount: Chosen One

Power Armor (300 CP)

T-45d Power Armor - a solid suit made of riveted steel. Servos enhance your strength and carry its weight. Deflects small-arms fire and can withstand missiles. Its battery will last centuries.

Free (Better Item): Warrior

Chinese Stealth Armor (400 CP)

The Chinese counterpart to Power Armor, this Combat Armor generates a personal stealth field, less effective than the Stealth Boy but with a nigh-unlimited battery. Also muffles sounds from the wearer.

Melee Weapon (50 CP)

Your choice of Power Fist, Ripper (Chainsword), or Sledgehammer.

OR for 100 CP, get a Shishkebab (flaming sword), Ballistic Fist (shotgun glove), or Super Sledge.

Free: Chosen One,

Super Mutant (With Upgrade)

Small Gun (100 CP)

Your choice of 10mm Submachine gun, Service Rifle, or Combat Shotgun. Each comes with 5 full magazines or drums of ammunition.

Extra Ammo: 1 Magazine or Drum per CP

Discount: Courier

Energy Weapon (100 CP)

Your choice of Laser Rifle, Laser RCW (SMG), or Plasma Pistol.

Each comes with enough cells to fully charge it five times.

Extra Cells: 1 Charge Per 2 CP

Discount: Courier

Free (Better Item): Warrior

Explosives (150 CP)

Grenade Rifle, with your choice of 10 grenades total in any mix of standard, pulse (EMP), plasma, or incendiary.

Extra Grenades: 1 per 2 CP

1 per 3 CP for plasma or pulse grenades

Big Gun (200 CP)

Your choice of Flamer, Gatling Gun, or Missile Launcher. Comes fully loaded with ammunition.

May attract unwanted attention.

Extra Ammo: 1 full loadout

of ammunition per 5 CP

Discount: Super Mutant

Alien Blaster

(400 CP) This strange weapon from beyond the stars packs an amazing punch. Unfortunately, it only has 100 shots, and you have no idea where to find more.

Extra Shots: 1 per 5 CP

Discount: Lone Wanderer

Pip-Boy 2000 (100 CP):

The Premier Post-Apocalyptic PDA. Basically indestructable. Features include massive storage space, slots for data tubes, holodisks, video recorder, advanced biometrics for readout of user's status, inventory analysis and tracking system, sophisticated sonar and GPS automap, and stylish green monochrome interface. No internet.

Extra: +100 CP to upgrade to a Pip-Boy 3000 - a glove-mounted PDA with a biometric lock. Special features include radio, wireless, Geiger counter, advanced inventory management system, military-grade combat analysis program. Plus, you can switch between **four** super-stylish monochrome displays. Still no internet, though.

Free: Vault Dweller, Warrior

Physical Enhancement Implant (100 CP):

Pick one - Strength, Perception, Endurance, Charisma, Intelligence, Agility, or Luck. That ability is now noticeably enhanced. Can be purchased once for each attribute.

Free (One): Cyborg Perk

Sub-Dermal Armor

(200 CP): Implant a layer of combat armor-grade ceramic and polymer plates over your bones, and as a lamellar over the gaps between them. Drastically increases resistance to damage.

Discount: Cyborg Perk

Monocyte Breeder

(300 CP): Integrate Pre-War technology into your bone marrow, greatly reducing bleeding and increasing the rate at which you heal, to the level where you can notice physical regeneration.

Discount: Cyborg Perk

Implant GRX (400 CP):

Generates and injects a chemical which accelerates your thoughts and movements threefold. Doses last 6 seconds, and you make 5 per day. Decays after 24 hours.

Discount: Cyborg Perk. +5 doses, each lasts 9 seconds.

Complications

If you need the extra points, you can make your stay more difficult. You can take up to three Complications worth up to +600 CP total. Just hope you know what you're getting yourself into...



Wild Wasteland (+0 CP)

The Wasteland you wound up in is a little different than the one you expected. Aliens, fourth wall jokes, inexplicable references to 20th and 21st century pop culture... The sort of things absent from a serious world. It won't be annoyingly frequent, but expect a general low-level of background weirdness.



Bloody Mess (+100 CP)

You always see the worst way a person can die. It doesn't make wounds any worse, but anything killed around you will die in an unreasonably violent way. Lasers sear people to ash, guns blow chunks out of them, and even punches somehow make people burst. Killing stealthily is hard, and you can expect a bad reputation.



Chem Reliant (+100 CP)

Drugs and you get along just a little too well! You're addicted to a common Wasteland Chem - Jet, Buffout, Mentats, or Psycho. Your addiction will never go away, and withdrawal will be misery. You're also far more likely to end up addicted to other addictive substances, with similar withdrawal issues. Yes, even Coffee.



Fast Metabolism (+100 CP)

By some quirk of your biochemistry, you need to eat and drink about twice as much as a normal person. You'd be the envy of your peers back in Pre-War times, but now, that means you need to scrounge twice as often. Oh, and you burn through all Chems, even medicine, twice as fast without any additional benefit.



Old-School Ghoul (+100 CP)

You've mutated into a Necrotic Post-Human due to exposure to extreme radiation. You're immune to aging and radiation, but are weaker and less agile from your rotting body, and Chems affect you less. You also look (and smell like) death. Expect to face a lot of prejudice. If you're a Super Mutant, you end up as a human-sized, mutant resembling a Ghoul. Head-Tree not included.



Beyond the Beef (+200 CP)

You've got a taste for strange meat. At least a third of your daily calorie requirement must be filled by human flesh. Don't satisfy your ghastly craving, and you might as well not have eaten anything at all. Naturally, normal folks will be horrified if they find out about this. If they aren't, you might just be on their menu.



Hated (+200 CP)

One way or another, you've managed to upset a powerful faction in your Region, and they want you dead. They won't act openly - not when anyone can see them, that is - but expect them to do everything in their power to make your life miserable. Destroy or escape them? Don't worry, you'll make a new enemy soon enough.



One Hander (+200 CP)

Your non-dominant arm is still attached, but that's about all you can say about it. This makes two-handed weapons nearly unusable, and will make a lot of day-to-day tasks difficult. Bionics isn't an option either - if you get your arm replaced, you'll find that the replacement malfunctions just as badly as the original.



Shunned (+200 CP)

Something about you just makes people hate you. Nobody's going to try and kill you any more than they would already, but they won't shed a tear if you die or try to save you. While people may warm up to you in time, it'll take a lot of effort on your part, and any good reputation you earn won't spread very far.



Jinxed (+300 CP)

Finagle's Law should be named after you. Everything that can go wrong will, at the most inopportune time possible. Guns will jam, plans will go awry, machines will malfunction, - if luck can make things worse, it will. You'll get some moments of respite, but they'll be just long enough to get you to drop your guard.



Power of the Atom (+300 CP)

Some call radiation the Phantom Death. You understand why. Radiation affects you far more seriously than it normally would. Radaway barely flushes any of it out, and Rad-X is minimally effective. Even traits that boost your resistance won't help. Ghouls or Super Mutants will end up the only one of their kind who can die of radiation sickness.



Vilified (+300 CP)

You've got the controlling Faction in your region all riled up, and they've put you on their "Shoot on Sight" list. Other Factions may still work with you, but know openly associating with you will get them in serious hot water. Oh, and if you manage to get to a different region, their controlling Faction starts hating you too.



The Reunion (+300 CP)

Who are you, to have forgotten your history? At some point in your Wasteland life, you did make someone very angry. This person now wants to destroy you, and will stop at nothing to see you break. Any confrontation will be late in coming, and on their terms; until then, they'll continue to strike at you. They are stronger, faster, and tougher than you, far more cunning, and have no sense of perspective - they'll burn the Wasteland if you'll feel the flames. Oh, and they know about all your tricks. That's right, **ALL of them.**



Hardcore (+600 CP)

You have the strangest feeling you're forgetting something. Well, turns out, you are. Specifically, you've forgotten every single detail of your pre-Wasteland life. This includes any memories related to Fallout - a Lone Wanderer will keep any general knowledge, but nothing the average Wastelander wouldn't know. All items and abilities will remain, although you'll forget how to use any of them - but you'll hold on to anything you'd keep if you knew what it was. You even forget about this CYOA - as far as you're concerned, you're just an ordinary Wastelander.

The End

Once you hit the end of your ten years, this chapter of your story comes to an end. All Complications go away - people stop mysteriously hating you, you stop craving human flesh, you remember your past - whatever it was, it's done. You can stay a Super Mutant or Ghoul if you'd like; Super Mutants can also keep the power without the look, size, or other downsides. Either way, the agelessness goes away. Your Wasteland memories stay, but won't bother you - you know who you are. And now, you've got a choice as to what you're going to do next.

Head On Home

Once you've had a day or two to get your affairs in order, you'll find yourself home, right where and when you were when you left, hopefully a little bit stronger and a little bit wiser for the experience.

You keep anything you earned during your trip, be it item, knowledge, or skill, although you'll have to bid farewell to any friends you've met. You'll also keep all your memories of your time in the Wasteland, both the good and bad ones. Aside from that? Welcome home.

Stick Around

Maybe the Wasteland has grown on you, or maybe you've made a big impact and want to see how things turn out. Either way, the Wasteland welcomes you. You'll stay until the day you die, then go wherever people go after their stories come to an end.

Back home, it'll be as if you just disappeared one day. People will grieve and move on, knowing your death is merely a fact of life. Any pets will be cared for, any affairs tied up - you can live your new life without worrying about your old one.

Move On

If ten years of survival and adventure weren't enough for you, but you'd like a change of venue, that's also possible. You'll be sent off to a brand new world, keeping any skills, knowledge, and items you gained from your time in the Wasteland. While you'll leave behind any friends or companions, you've got a feeling you may see them again, if the cards are right.

There's no way to know where you'll end up next, so be prepared for anything and ready for everything.

Just remember, though... Whether this is the end of your story, or the start of a whole new chapter, you'll never really leave the Wasteland. Not completely. Because you know that wherever you end up, the story will always be the same. After all, the story of the Wasteland is the story of humanity - a story about survival, and a story about War.

And War... War never changes.