

Wild Wastes

You all know the story of Fallout. The good old USA keeps innovating after WW2, eventually perfecting cold fusion to the point they have hand held fusion cells. Like usual in human history, another war pops up this time between China and the US. Eventually the war ends, and in 2077 the world ends in nuclear fire. But humanity survives, with everyone fighting for scraps becoming the new reality. Then heroes like the Chosen One and Lone Wanderer appear and straighten out the midwest to the east coast of what once was the United States.

It is now 2281, and the New California Republic on the west coast has brought stability back to their region of America. Cesar's Legion has led its slaving empire towards the Mojave Desert. Stuck in the middle of this budding war is New Vegas & its coveted Hoover Dam. Everything starts to change the moment Courier... Yoruichi wakes up from being shot in the head? Well guess this is an Isekai in Fallout New Vegas. Wait, the main character of this story isn't the Courier? Take 1000 CP to prepare yourself for the next 10 years in The Wild Wastes, starring Yoruichi Shihouin from Bleach and her sidekick Ethan.

Origin

You are a human who may choose your gender, age, & appearance for free. Any Origin may be Drop-In.

NPC - Free

Maybe you are a shop owner, a doctor, or even a member of the NCR. Regardless of what you do, you were born and have lived in the Mojave wasteland your whole life.

Player - Free

Last thing you remember was sitting down to play a modded game of Fallout.

Courier Yoruichi - Free

You wake up in a bed, having survived being shot in the head. Apparently you are someone called the Courier, and was left for dead because of an object you were transporting.

Starting Location

You wake up in a bed of Doc Mitchell's in a town called Goodsprings which is located in the Mojave Wasteland. If you purchase a mode of transportation it will be located nearby, without worry about someone trying to hijack it. Certain drawbacks can change your starting location, then you disregard Goodsprings but your transportation will still be nearby wherever you start.

Perks

Two 100 CP Perks are free for each Origin. All Perks are discounted to half price for their respective Origin. Note you can buy perks from any category, they are only discounted for your origin.

General

Breaking & Entering - 100

You are an expert at both the arts of Hacking & Lockpicking. You start out with the knowledge of a Fallout master in both fields, and when you find new types you can quickly learn and master them.

Moving Target - 100

When you are moving in combat you are harder to hit. Maybe it is your exotic beauty, you zig zagging, using the sun behind you to blind your enemies, or your enemies are just bad shots. Who knows why, but it seems as long as you are moving your foes have a harder time hitting you.

Medic - 100

All medical treatments you give or receive have no negative side effects. From performing major surgery to administering first aid, any medical treatments that the person survives will avoid negative consequences. So next time you remove some bullet fragments from a brain, do not worry about brain damage, just focus on removing the bullets without them dying of blood loss because their brain will fully recover from the damage somehow with their memories intact.

Ouch! - 100

Sometimes your friends, family, or acquaintances might need a quick poke or smack to knock some sense into them if they are under mental duress. As long as they feel a little bit of pain you can remove any negative mental effects someone has from depression to possession. Now if it is something chronic like depression or PTSD this will only be temporary relief, and if it is something like possession they can still be repossessed.

Ghoul Slayer - 100

You are an expert at killing the dead & undead. When you are dealing with creatures that could be considered dead, undead, zombie, ghoul, etc you will be able to quickly spot their strengths & weaknesses. More importantly, anything that falls in the dead to undead spectrum of enemies will always be weak to your attacks & you will be resistant to any and all attacks done by them.

My chains are broken - 200

You have heard tales of the Legions practices, but fear not because you can break any restraints you or others are bound by. Anything from magical chains to explosive collars can easily be removed by you, without triggering any failsafes or self destructs.

Tough-as-nails - 200

You were born with an odd constitution that protects you from losing parts of yourself. Your unique endurance prevents the loss, theft, suppression, or removal of all your perks & powers.

Rifleman - 200

You have incredible insight when attacking opponents who have lots of defenses being able to spot where to weaken, destroy, or just outright bypass the protections they possess. You will still be able to spot those same vulnerabilities on lightly defended or defenseless opponents, but they will be much more difficult to spot and hit.

Adamantium Skeleton - 200

All of your bones have gained the virtual indestructibility of Adamantium without the nasty side effects that come with that. So no worrying about this process interfering with white blood cells or the normal functions of the bones. In the unlikely event that your bones do break they will heal stronger than they were before, and at the speed of your fastest healing rate.

Lifegiver - 400

It seems your health can not be increased any further, so instead you will receive the best version of the regeneration of Lifegiver. You regenerate as long as an atom of you remains and with no scarring afterwards. If your body parts are separated it is from the largest piece that you regenerate leaving no chance of multiple of you running around due to this. This regeneration affects your body, mind, and soul ensuring that any damage you take heals. The time it takes to regenerate a minor injury is near instant, while full body destruction would take three minutes to regenerate. This regeneration has a handy side effect of granting immunity to disease and poison. You have control over your regeneration; so if you want to permanently edit your genetics or stop something from regenerating you can. You stop aging once the prime of your life is reached, or revert back to your prime if older, granting you eternal life. Your appearance never deteriorates regardless of lack of exercise or food. You no longer need to eat, drink, or breathe for living anymore, but may still do so for enjoyment. Your hair and teeth will always be perfect no matter the situation you are in and regrow if lost.

Solar Powered - 400

When you are outside during the day you feel like you can take on the world. This is because the sun is doubling all of your recovering speeds, from stamina and health to personal energies. While you are in the sun you will quickly heal from any status effects you are suffering from; from disease and poison all the way to radiation.

Ninja - 400

When it comes to being a ninja there are two important skills to have: stealth & movement. You start out with the knowledge of how to make all of your movement stealthy, & will know when you are undetectable. For your movement itself you will know all of the different parkour & freerunning skills, and have a basic understanding of how to use these skills. To ensure you are worthy of being called a ninja any skills related to stealth & movement will be quickly learned & mastered.

Skilled - 400

You quickly learn anything you read or are taught. The knowledge will seem to fall right into place so will know exactly how everything works & fits together. You can learn anything you are capable of learning in a fraction of the time it takes others. You can learn a language in less than an hour, become the leading expert in a scientific field in a day, or become a martial arts grandmaster in a week. The ability only applies if you have data, teachers, or abilities to impart the knowledge to you. When learning without assistance you only learn as fast as a prodigy.

SCIENCE! - 600

Progress is what is most important to you. You wish for your knowledge on all things related to STEM (Science, Technology, Engineering, & Math) to surpass all those that came before you. Your desire is reflected in how you perfectly comprehend everything you learn related to the STEM fields. This is more evident in just how quickly you can reverse engineer new technologies you come across. You can now only recreate them, but can use your knowledge to improve them. To give your scientific progress a headstart you will receive all of the STEM knowledge of two of the most advanced groups of Fallout, the Think Tank & the Zetan's.

Forced Evolution Virus Survivor - 600

You were exposed to an untested batch of FEV, Forced Evolutionary Virus, yet unlike the mutants and super mutants who roam the wasteland you had no external signs of being changed. You are a mutant inside, where your biology is in a constant battle of evolution. Your bones are too fragile and have been broken, now all of your bones will be harder. You have been kicked in the balls one too many times, well now you have internal testicals. Your reaction time is too slow in battle, guess it's time to improve nerve transduction to further increase reflexes. If you possessed any weaknesses you would be able to slowly evolve beyond them. You have complete control over this evolution so if you want to focus on something right away you can, or reject a natural part of evolution you can.

Psyker - 600

You have won the genetic lottery, and unlocked your psychic potential to become a Psyker. Sadly you did not gain an obvious manifestation of your Psyker power with this awakening of your potential, instead your body & mind were improved so they can perfectly contain your Psyker potential no matter how powerful you get. This grants a few boons towards all things psionic or psychic related. To start out you have unlimited potential towards anything related to psychics, along with a boost towards training anything related to psykers, psychics, psionics, etc. Your potential & training boost mean you can increase your pool of psychic energy, improve the rate at which you regain psychic energy, & even gain perfect control just by training. Next you have the highest aptitude towards everything that involves psykers, psychics, psionics, etc. Your aptitude towards psychics subjects means you rapidly learn and then comprehend the subject in a matter of moments. Finally you will be able to generate psychic energy no matter where you go.

NPC

The House Special - 100

Even in the post-apocalyptic wasteland you can make great tasting food with the ingredients available. You can use just salt, pepper, some eggs, and mutated gecko meat to make a scrumptious breakfast. You are a natural whether over a campfire or in the kitchen. You will rarely make a mistake when dealing with food, but if you do you can easily fix the mistake so the end result still tastes great.

Monologue - 100

For some reason merchants & villains want to talk to you. During your chats with merchants they will not only give you their life story, but are likely to give you hints of places or people to seek out in the area. As for those villains who take over towns, if you confront them they will tell you everything you want to know. From where their loot is located to who all was responsible for a job they did.

Legion Protection - 100

Coming home to find your family murdered or kidnaped by the Legion is a real worry in the Mojave. You do not need to worry about such things because it is impossible for your loved ones to be targeted by unsavory individuals, anything from Legion slavers and rapists all the way to people like the Brotherhood using them to get to you. In the case of something that does not target your loved ones specifically but instead will involve them in proximity, something like a mass slaver raid or a terrorist attack, you will receive ample warning to do something about it.

That's Bureaucracy - 100

Insanely stupid rules are what define the NCR and really most governments, but you are an expert at cutting your way through all of the crap. You will be able to spot loopholes, exceptions, etc that will allow you to bypass those pesky rules & paperwork. When you can not find a way around laws, rules, & paperwork you are able to analyze what you are dealing with, and formulate the most efficient way to get it done. You will be able to quickly do bureaucratic work without making mistakes.

Quest Givers - 100

You can spot people that are willing to give you work. You just know when someone can send you off on an adventure. Anything from getting a stranger 10 Sunset Sarsaparilla's all the way to meeting Mr. House, you will feel it when the person you are talking to has a quest for you. If you seek payment for your work you will be able to work out a fair deal, but those with better charisma can always get an ever better deal.

Mission Complete - 200

Even the most stingy of merchants or evil of patrons will honor their deals with you. Those you take work from will honor their deals, will not give you a fake or broken version of what is promised, will not use technicalities or rules to weasel out of their deals, & not be forced to do additional work to get the agreed upon rewards. Hopefully you included safe passage & no retaliations as part of your deal.

Message Received - 200

You can admit failure, offer surrender, or just acknowledge a mistake then those that were wronged will forgive you. This will only go so far, so if you massacre a planet it's unlikely to get you out of trouble. As long as you keep it to shouting in a bar, killing a group of mercenaries, or stealing a caravan of supplies you will be forgiven for your mistakes.

State your Business - 200

People do not question your authority, at least at first. If you tell someone a place is off limits they will obey, they may eventually question what right you have to tell them off.

Clean Up - 200

After a battle is hard work, but you are able to numb the revulsion & disgust when dealing with death. This also includes proper ways to dispose of bodies so they do not attract vermin, or negatively impact the environment.

Sunny's Survival Skills - 200

You are truly talented in surviving in the wilderness. Your survival skills are considered among the best even in a post-apocalyptic world. You know all of Fallout's Flora & Fauna, and in other locations will be able to quickly learn everything about the local plants and animals. You can easily handle & harvest any materials you come across, and know the best ways to use said materials. For example you can use Xander Root to make Healing Powder for survival but with higher levels of medical knowledge you can even make Stimpaks. You will always know if any organic ingredient can be used to improve something you are working on, and will know if the end result can be even better.

Scavenger - 400

You have learned where to look for valuable loot in the world, from finding loose caps and fusion cells all the way to hidden stashes. You are able to find clues & leads that will lead to hidden treasures, valuable technology, etc.

Mohave Veteran - 400

You are talented in both strategy and tactics, and can utilize them to plan out engagements and possible contingencies for if things go astray. Your ability to make plans, anticipate your enemies plans, & control the course of battle have made you a commander to be feared in the wasteland.

NCR Ranger - 400

They're the best of the best, and are the greatest shot in the entire wasteland. When it comes to using firearms you have ungodly talent. To start out with you can shoot a rifle or two pistols with perfect accuracy at the limit of their range, can score consecutive headshots, & can quickly draw your firearms in a flash. This is only the start point because you can always find ways to improve your shooting, because you will always be the best shot in the Mojave.

Monsters - 400

Willpower to overcome every obstacle in your way. Some heroes like the Chosen One & Lone Wander are remembered not only for their achievements, but for their unbreakable will. They were marked as monsters amongst men because they could power through whole armies, endure untold hardships, & had the ability to challenge the legends that had come before. You now fall in this category, a person whose willpower is indestructible.

Not Dead - 600

It seems you were mistaken for dead, but all is swell because you are alive and well. Once every 5 years you may survive something that would have killed you. You will wake up in a friendly bed, either recovering or healed up depending on your perks and powers, with any allies there waiting for you. You may use this to help a companion or loved one to survive something that would kill them also, it will activate the 5 year cooldown all the same.

Doc - 600

"I had to go rooting around in your skull to pull out all the bits of lead." Some people excel in a field so much that they can be considered the best, you are now considered the best in medicine. You start off with all the medical knowledge of the Fallout universe; including humans, super mutant and

nightkin, even aliens. This knowledge is the starting point because you will rapidly learn any medical knowledge you come across, and can even identify mistakes or fallacies of your teachers or authors. You have a sense when dealing with patients allowing you to know beforehand if you are going to do something wrong. You will always be at the top of every medical field as you continue to improve as a doctor, as long as you have the knowledge and power you will find there is nothing you can not medically do. This synergizes with any internal energy you have to apply to using it with medicine also. For example if you were a Psyker you could quickly figure out how to use your psychic energy to heal damage and cure poisons, and with time you could regenerate limbs and fix genetic defects.

Player

Filthy Cheater - 100

You have your own VATS... I mean bullet time you can enter and exit. You can utilize your stamina, or some other energy, to slow your perception of time around you to roughly 5% your normal. The rate of which time is slowed can be changed with enough experience at using it.

Instinct - 100

Maybe you abuse your vats, or maybe you actually have great instincts. You are able to tell when there is a trap or ambush nearby. You will get a direction towards where the danger is, and a sense of how far away it is.

Do you think I'm Stupid - 100

You know the value of what you own, create, or plan to sell. When you are building, trading, or examining something you will be able to identify its approximate value rather quickly, and be able to use reference objects to further dial in the exact value. You are even able to spot fakes and forgeries using this skill.

Wasted Exp! - 100

You are able to numb the pain from injuries for a time. When you receive an injury you are able to push the pain aside so that it feels like a mild discomfort for the duration of combat. After combat the pain will slowly start to return.

Author - 100

You have reached the pinnacle of writing and drawing, no author or artist is your equal when writing a book or drawing a comic. You are truly talented when telling a story through the written medium, and will be able to write a masterpiece of a story while avoiding making mistakes in your works. You could remaster Trigun from memory, while not only changing the art style but somehow improving the story, & draw out all the chapters in less than a week. If just the written word is your preference you could write out the whole Dark Tower series from memory in a week, even Stephen King would be amazed at your writing progress.

Scarred for Life - 200

You recover from mental trauma quickly. You can also help others deal with any & all mental problems. As an added bonus you do not get stressed out, because your mind is able to not only deal with stress but help you identify what is causing it.

Relax - 200

No matter how dire the situation is or how little time you seem to have left, you are able to find the time to relax and unwind. When there is nothing big to worry about, you are able to settle down and relax. You could spend years tending to Bighorns or becoming a writer while someone else goes and fights for equality for the Mojave.

Lack of Experience - 200

You may make a mistake once, but you will always learn your lesson from any mistakes you make. Any time you make a mistake you will be able to rationally analyze it, and come up with ways to prevent it from happening again. If you forget to tell your people you have crowd control ordnance before a fight once, you will learn to communicate before and during fights about the options you have available for combat.

BOMBS WERE SCARY! - 200

You know the first rule of dealing with explosives, be afraid. You have used your fear of things that go boom to become the expert at handling, disarming, & disposal of explosives. You start out knowing how to do this for all Fallout explosives from grenade trip wires and Plasma Mines all the way up to nukes. You will be able to instantly understand how to handle, disarm, & dispose of any future explosives you encounter also, from magical fire bombs all the way to high tech reality bombs.

Maintenance - 200

You are an expert at repairing and maintaining equipment, from weapons and armor all the up to ships and planes. With just a glance you can spot what is broken on an object that is not working, and even if you do not understand how the device works, you can formulate a way to fix it. You can also perform maintenance on your equipment so keep it in peak performance.

Crafter - 400

You are a certified prodigy when it comes to building or upgrading things. You are able to apply the concepts of modularity, miniaturization, efficiency, comfort, & robustness to all of your creations. At the same time you are able to visualize & customize the aesthetics of what you are creating, or within reason alter something you are upgrading. Giving a 10mm pistol a Gauss upgrade while giving it the durability of a fallout shelter would be as easy as breathing. Upgrading all your Fusion Core's to be more efficient so they last 10 times longer, will only take a few seconds for each. When making clothes they will be comfortable while perfectly fitting you & more robust by making them out of a material better than ballistic weave, some synths from Boston will be begging for advice. At the end of the day, you are truly at home on the workbench making the best possible piece of every equipment you and your companions will be using.

Estimate Myself - 400

You know exactly where you stand in your abilities and what you can bring to bear against your foes. You now have an innate understanding of all your abilities & powers, all the different ways they can be used, and any limits of said powers & abilities.

How the Hell? - 400

Somehow, somehow you have a stable internal pocket space that can hold 12 items. These 12 items can instantly be returned to and summoned from your pocket space. Barring influence from other perks no single item may be bigger than 100 meters in any dimension. You can add and remove items from the pocket space list at will, & no one else can access the items while they are in your space without your permission. Each additional purchase doubles the size limit and amount you carry.

A Close Call - 400

It seems you are one lucky guy, since you can never die from one-hit kill or conceptual attacks. This is because you are completely immune to any attacks that could be considered conceptual, instant kill, one-hit, instant death, or critical hits. You have absolute protection that will always prevent your death against these types of attacks.

Partners - 600

All perks, except this one, you take in this jump may be shared with up to two people you designate by willingly sharing blood with them. Those you designate must have some trust in you to receive this, and in return you gain their eternal trust. You may add one perk you have from other jumps and add one person, every ten years or jump completed whichever happens first.

System - 600

You have the Fallout system, with a few tweaks to it. This system allows you to increase in level as you do the normal things that grant you experience, and there is no level cap. You will gain a perk every level, and can attain perks outside of leveling. You also have your SPECIAL stats that give value to your Strength, Perception, Charisma, Intelligence, Agility, & Luck. Your SPECIAL stats can be permanently increased with training, special events or items, or by taking certain perks. Normally the stats cap out at 10, but yours has no limit on what it can reach, for references 5 is an average person while 10 is the peak of human limitations. You do not have any skills in this system. Instead, when you read a new magazine or book related to a skill you will have clarity in understanding the material allowing you to better retain the knowledge. You will also have quests that you receive that can be internally viewed when you close your eyes, or on a Pip-Boy or similar device that you own. You are even granted an internal sense of where to go next for the quest. Lastly, you have an innate understanding of the whole item when you are building things, this means that you have a mental picture of every aspect of your creation.

Courier Yoruichi

Real Life Anime Character - 100

It's almost like your appearance was crafted by the greatest of artists to look exactly like you wanted. You can decide your gender, race, and appearance once every 10 years, and you will always look like that unless you decide to change it in 10 years. Your appearance can not be changed against your will so no worrying about looking like a Nightkin or a Ghoul. Your appearance never deteriorates regardless of lack of exercise or food, as long as you consume enough calories to prevent malnourishment. Any injuries will fully heal without scarring, as long as you can heal that wound. Your hair and teeth will always be perfect no matter the situation you are in and regrow if lost.

Temptress - 100

You are a natural seductress, some might even say a budding Cult Leader, whose very presence draws the attention of those you fancy. And once you have drawn the attention of someone you fancy, if you both mutually feel the same way you may start a relationship with little fuss. Given that you are naturally seductive, another may want to join in your relationship eventually so let them join because no one cares about what kind of relationships you have anymore. Those you are in a relationship with will appreciate the positive parts of it and any negatives that may arise will be quickly overcome in the relationship. As long as the involved parties want the relationship to work, it will be better than they could ever imagine.

Enjoy Being Alive - 100

You have a second chance at life, and aim to enjoy every moment of it. You appreciate the little things in life, and do not lose the joy in doing them no matter how long passes from the first time you experienced it. Also, if you repeat a task do not get bored of it.

Mojave Express - 100

Considering you died trying to deliver your package, you were a good courier but still failed your job. Now you have improved skill in bypassing checkpoints, avoiding patrols & scouts, & arriving at your destination without being harassed. You will be trusted when performing a job or task that involves transporting something, & will have less scrutiny during those tasks.

Fury - 100

You are able to channel your wrath into a focus, without losing your mind to anger. Whenever you feel extreme levels of an emotion you are able to use it to concentrate on what you want to achieve, without getting tunnel vision or losing sight of what really matters.

Not Even Winded - 200

You have a truly immense amount of stamina. Being able to fight constantly for 3 days before running out of stamina. When you take a cat nap for at least an hour you can recover all of your fatigue loss.

Hakuda Master - 200

You are a true master of Hakuda. This is a martial art that is a combination of Muay Thai, Karate, Tae Kwon Do, Judo, Jujitsu, Aikido, Wrestling, & many others that has been further refined over centuries of non stop life and death fights.

Remember - 200

Losing your past can be a haunting experience, but you no longer need to worry about it. You now have a perfect memory, with instant recall, unlimited storage, perfect indexing, perfect comprehension, and you can not lose your memories if your head is destroyed or time altered. Your immortal mind also grants you the mental benefits of being immune to corruption, changing or copying your memories, mental attacks, hacking, mind control, brain damage, & possession.

Loser owes the winner a favor - 200

You may make a wager with another person or persons, and the win is guaranteed a favor owed to them by any and all losers. This favor may not go against a person's morals or break the bank, but besides that there are not any restrictions.

Catlike - 200

This grants three benefits. First, you may have & dismiss the physical characteristics of a cat: like ears, tail, or eyes whenever you desire. Second, you take no damage from falls. No matter the distance you fall you will always be able to walk away from a fall with no injuries. Last, you gain the ability to see just as well in the dark, as you do during the day.

Comfortable - 400

The Mojave Desert is home to some truly inhospitable locations, but you seem to be unaffected by it. You are immune to extreme heat and cold, the vacuum of space, crushing pressures, & radiation.

Copycat - 400

You are able to replicate the martial arts, skills, & techniques you witness after seeing it done just once. If you see a person shoot a stick of dynamite, you can do it with ease next time someone tries to use a grenade on you. Witness someone using telekinesis and you can use it against them, as long as you are a Psyker or have some ability that can replicate telekinesis. You can copy and understand any martial art, technique, ability, spell, power, etc that you have the capability to use.

Double Tap - 400

You play it safe by following the legendary zombie hunting advice, and Double Tap. You can put two rounds in the head of any creature you believe dead to ensure they do not come back up. Suffice to say that if you kill something it will stay dead, no returning as a ghoul or some kind of mad science experiment.

Flash Goddess - 400

Yoruichi is known for being a master of Flash Step, or also known as Shunpo. You have both the knowledge & mastery of this technique and all of its variations. With this technique you can move as fast as a bullet as the baseline, & as it stands you can use your stamina to use this technique. If one were a Psyker they would gain the knowledge & mastery of how to use Flash Step with psychic energy, and this applies to any other personal energies you currently have or gain in the future.

Chosen One - 600

Yoruichi started out with near or peak human in all of her SPECIAL stats. You get to be a peak human in all stats, with the equivalent of 10 in each SPECIAL stats. Meaning that your starting point is at the absolute peak in Strength, Perception, Endurance, Charisma, Intelligence, Agility, & Luck. For the Chosen One that is not enough, this also grants you two additional bonuses. As the hero of this story you can easily overcome obstacles in your personal growth, because you have infinite potential in everything you do. Finally, should you decide to take a break you will still be as capable of a fighter now or a decade from now. This is because no matter how long passes you do not lose capability with your body, skills, knowledge, etc.

Flash War Cry - 600

This is the pinnacle of Yoruichi's hard work that she does not remember anymore. You have the complete knowledge and skills necessary to use the Shunko or Flash War Cry techniques using only your stamina. The technique was not intended to be used this way, so if you use only your stamina to fuel the technique it would last only a few moments before you collapse in exhaustion. A psyker, or anyone with personal energies, will gain the complete knowledge and skill necessary to use Shunko with any and all energy types you possess. As for what this technique does: you surround your back and arms with energy and an element of your choosing, then focus the energy to activate it shredding any clothes on your back and arms, this energy enhances the arms and legs for combat, & has numerous skills that can be used during this technique that you now knowledgeable about. You can freely use this technique with any energy or element that you are capable of using, but you gain Yoruichi's top tier talent in lightning to ensure you are able to use the ability as she used it.

Items

All Items may be bought repeatedly. All Items are discounted to half price for their respective Origin, this does include upgrades to items. Each Origin's 100 Item is free the first time, then it is only 50. Note you can buy items from any category, merely not discounted. Any changes or upgrades made to items bought here are yours and you keep them after the jump. You may import items to receive technology and upgrades from purchases in this section.

General

The Wild Wastes - Free

You get a completed copy of the Wild Wastes fanfiction, along with a wiki for the completed fanfiction. A Wiki all about Yoruichi Shihōin, that leaves nothing out about her. The last part included is a perfected remaster of Fallout New Vegas with all of its DLC, that literally is so good they added all the other games as expansions to the game, and it also includes every mod ever made for a Fallout game that will work perfectly with this remastered New Vegas. This is all on an indestructible data drive that includes a universal adapter to any computer.

Sunset Sarsaparilla Machine - 100

You get your very own Sunset Sarsaparilla vending machine. It comes with Root Beer, an unreleased Cream Soda, its main competitor's Nuka-Cola, & water. All chilled to your preferred temperature, all of the drinks are free of radiation and other negative side effects, the machine will never run out of soda, the vending machine will repair itself if it is ever damaged, and in the event it is ever destroyed it will return to you or your warehouse within 24 hours.

Personal Hygiene - 100

You have a tube of toothpaste of the type you want, a toothbrush of your desired type, and any other items that you desire necessary for maintaining your personal hygiene that could be classified under the personal hygiene category. This is all in a bag that replenishes any used consumables and will repair any damaged or destroyed personal hygiene products when it is closed.

Stash - 100

You receive a crate containing: a Caravan Shotgun with 40 shells, Weathered 10mm Pistol with 50 rounds, Mercenary's Grenade Rifle with 20 grenades, Broad Machete, Throwing Spears, Lightweight Leather Armor, Lightweight Metal Armor, Armored Vault 13 Jumpsuit, Tribal Raiding Armor, Modular Military Backpack, 4 Weapon Repair Kits, 5 Stimpaks, 3 Super Stimpaks, 3 Doctor Bags, Binoculars, Vault 13 canteen, & 5 Bleak Venom.

Custom Pistol - 200

New Vegas has so many unique and powerful pistols from Maria & That Gun to Pew Pew & A Light Shining in Darkness. You get to make your own custom pistol which can be anything from a 10mm to a Plasma Pistol, and you can use the SCIENCE! & Crafter perks to further enhance your pistol. If you do not make a choice it will default to a Gauss 1911 chambered in 2mm EC. The pistol will come with all of the mods & accessories possible for your pistol in the Fallout universe. The gun you make will be perfectly crafted with no defects, and is made of the best materials possible, and will repair itself if damaged. This pistol is a bit odd because it seems to handle any and all energy types channeled through it without any damage, and If you kill something with this gun it stays dead permanently. It comes with infinite ammo for whatever ammo you load in its magazine, will retain any and all upgrades made to it, and you can summon it to your hand if lost or stolen.

Custom Ride - 400

You have your own custom vehicle made from the technology of the NCR & Brotherhood Of Steel in Fallout, it can not exceed 100 meters in any dimension but otherwise you may customize it to your desire. If you do not pick a vehicle it will default to a XVB02 Vertibird, one that is a gunship with cargo capacity. If you take the SCIENCE! & Crafter perks you may use them to further improve your vehicle. Since it is the Fallout universe your vehicle will be unhackable & immune to EMP. Whatever you decide to power your vehicle with will have infinite energy. The ship will always have infinite energy for the primary power source, and if it is replaced the newest power source will retain this while the old one loses it. Any damage done to the vehicle will repair itself within an hour, and if it is destroyed it will appear near you or within your warehouse within a day. Everything on your vehicle is upgradeable and any changes will be incorporated into the vessel with no problems, as long as it is possible to be installed in the vehicle. It has an autopilot that can summon the aircraft to your location, fastest travel time should be taken into account. It can only be operated by you or those you allow, but approval can be removed at any time.

Auto-Doc - 400

You have your very own Auto-Doc Mark IX, that comes preloaded with all of the medical procedures of the Fallout universe. The first Auto-Doc was made to synthetic substitutes of addictive substances detected in a patient's bloodstreams to create placebos to get them unaddicted. As it advanced its capabilities grew so that it could now: identify & diagnose patients problems, regenerate physical damage including limbs, perform surgeries, install implants, dispense medication, & nearly every other function imaginable that could put the medical industry out of business. You get one that is installed with a fusion core that will never run out of power, both the hardware & software can be upgraded, & its medical database can be upgraded by uploading more medical information. This

Auto-Doc will repair if damaged & if destroyed will appear in a designated location or in your warehouse a day later. If lost or stolen it will return to you within a day.

NPC

Seasonings - 100

You have a small box filled with never ending seasonings. Just because you are in a radiative desert after the apocalypse is no reason for your food to not have the proper seasonings. This includes the basics like Salt & Pepper, along with some dried and powdered forms of: Broc Flower, Cactus Fruit, Mutfruit, Agave Fruit, Honey Mesquite Pods, Jalapeno Peppers, Onion, Garlic, Peanut, & Xander Root. These 12 seasonings will never run out, the box & seasoning shakers will repair themselves if damaged or destroyed, and will return to you if lost or stolen.

Supplies - 100

You have 2 very special items: a canteen & a caravan lunchbox. Your canteen will always be at the temperature you desire, anything from hot for a coffee to chilled for a Sunset Sarsaparilla. This canteen will refill itself in a minute once the lid is screwed on, and if you want to change the contents just empty it and add the desired liquid inside. The caravan lunch is a lunchbox filled with food, and will refill itself in an hour after closing the lid. The contents of the lunchbox can be changed once it has been emptied by filling it with the food of your choice and closing the lid. The canteen & caravan lunchbox will repair themselves if damaged or destroyed, and will return to you if lost or stolen.

Healing Powder - 100

You have a bag of Healing Powder, a miraculous powder that will improve the body's natural regeneration where applied. To use the healing powder you just mix with a liquid and apply it on any wounds. This bag will refill once it has been closed within a minute. This healing Powder has been perfected to remove the negative side effects of it, & the healing properties match that of the Legate healing powder. The bag will repair itself if damaged or destroyed, & will return to you if lost or stolen.

Know your Mutants! - 200

This is a drive containing everything about the Master, Super Mutants, Night Kin, & Psykers. Everything from the history & genetics, to even knowledge of known psyker abilities is included. In future settings it will include similar information about the genetic evolutions of baseline humans. The drive is unhackable, immune to EMP, will repair itself if damaged or destroyed, and will return to you if lost or stolen.

Printing Press - 200

You have a state of the art printing press. If you insert pages or a datadrive into the machine it will give you options of how to create the book, comic, magazine, etc that comes out. Everything that could be customized for the written medium can be decided, these include: fonts, hardcover, paper type, color, etc. It contains a database of books, comics, & manga published before 2077. This printing press is powered by a fusion core that will never run out of power, both the hardware & software can be upgraded, & its database can be upgraded by uploading more information. This printing press will repair if damaged, if destroyed will appear in a designated location or in your warehouse a day later, & will return to you if lost or stolen within a day.

C4 Satchel - 400

Well it seems someone has found the Holy Satchel of explosions. This bag contains a detonator and 10 single kilogram pieces of C4 ready to receive a signal to blow up. The best part about this satchel is that an hour after detonation is that you will find 10 more ready to use. The bag may only contain the detonator & 10 explosives, but you may upgrade them as they will retain upgrades after use. This bag that houses the detonator & explosives will repair itself if damaged or destroyed, only the provided detonator works with the explosives from the bag, and will return to you if lost or stolen.

Ranger Gear - 400

You get the best armor in all of the Mojave that is used by Rangers, Elite Riot Gear. This iconic armor represents the best defense known in the Mojave, unless those rumors about a local Brotherhood of Steel outpost are true. The thing is in the Mojave the customization of one's armor is quite common, so the external appearance of your armor, coat, helmet, & mask. This armor includes a helmet that has a flashlight, IR lamp, low-light optics, air filters, communications gear, hearing protection, & a mask that properly joins with the helmet with a lock. The armor and helmet are made up of a bullet & impact resistant material, meaning it takes firearms meant to penetrate armor & precise melee strikes with quality weapons to penetrate this armor. On top of being very comfortable, the armor is also extremely resistant to changes in heat, cold, pressure, density, dirt, etc. It will retain any and all upgrades made to it, will repair itself if damaged or destroyed, & will return to you if lost or stolen.

Player

Pip-Boy - 100

The holy grail of RobCo Industries, a Pip-Boy model of your choice. If you took the SCIENCE! & Crafter perks you may customize & upgrade your Pip-Boy with the knowledge & skill gained from them. It will default to a Pip-Boy 3000 if you do not pick one. The Personal Information Processor Boy, or Pip-Boy, is a portable device that can store vast amounts of information and that information can be accessed with its super-deluxe touch screen. It is basically a portable computer that lets you manage the information you have collected. It can send and receive signals through radio, allowing you to listen to the radio and communicate with others. Comes with a built in simple yet elegant form of sonar, that can be further enhanced with satellite access, allowing the user to build detailed maps of where they visit. One of the most famous uses of the Pip-Boy is the monitoring of the wearer's health, showing anything negative affecting the wearer. It allows the user to record active missions / quests, so they can keep better track of their priorities when they have lots to do. There are numerous other features included like: a Geiger counter, flashlight, holotape player, biometric lock, can play video games, & the organization of your inventory. The Pip-Boy you buy will repair itself if damaged or destroyed, is unhackable & immune to EMP, will retain any and all upgrades made to it, & if lost or stolen will return to you.

Sleeping Bag - 100

You have the most comfortable sleeping bag ever made. It is able to fit two people inside with little room left over to even move, and is designed to roll up to fit on or under a backpack. The sleeping bag is also extremely resistant to changes in heat, cold, pressure, density, dirt, etc. It will repair itself if damaged or destroyed, & will return to you if lost or stolen.

Radio - 100

You have a very special radio with the words "RobBo Industries Prototype" stamped on the bottom of it. This radio is very small and can even be installed or hooked up to a Pip-Boy, Vertibird, or any device with audio capabilities. This radio can tune in to stations within range, and can be further boosted when hooked up to a Pip-Boy or vehicle. What makes this a prototype is the fact that it has an internal storage of all the music of earth released before the year 2077. If you encounter new music it can save it into its internal storage without limits, but its internal storage only can contain music. This radio will repair if damaged or destroyed, and will return to you if lost or stolen.

Service Rifle - 200

You have your very own automatic rifle to call your own. It can be any gun that has an automatic fire mode in the Mojave desert, which will default to a Marksman Carbine if you do not designate a weapon. It comes with all the mods and accessories possible for the weapon in Fallout. The gun you pick will be perfectly crafted with no defects, is made of the best materials possible, and will repair itself if damaged. It comes with infinite ammo for whatever ammo you load in its magazine, will retain any and all upgrades made to it, and you can summon it to your hand if lost or stolen.

Workbench - 200

You have your very own custom workbench, and when used to make something will prevent any mistakes and decreases the time to make it. This can be hooked up to a power source, and then will utilize its power to grant you a controllable 3d holographic screen that allows you to visualize & customize what you're creating. If damaged or destroyed it will repair itself, will retain any and all upgrades made to it, & if lost or stolen will return to you.

Snow Globes - 400

You own a complete set of snow globes. By getting these you get a complete set of snow globes of 11 from New Vegas, and as you continue your travels you will find additional snow globes related to famous or infamous locations. These snow globes are self repairing in the event they ever get damaged. This also has a secondary benefit: by acquiring these snow globes all of your SPECIAL stats will be permanently increased by 1 and this can not be undone. Future snow globes will not increase your SPECIAL stats again; but they may contain a note hinting at nearby treasure or maybe have a drive nearby with blueprints, but regardless there will always be some kind of boon nearby which will make the find extra beneficial.

Fallout Blueprints - 400

You have a nearly indestructible data drive with copies of every known scientific & technological marvel of the Fallout universe. This is everything from Zetan spaceships & Pip-Boys to Forced Evolutionary Virus & Stimpaks. This contains detailed blueprints with instructions on how to build and use everything contained within. The drive can not be erased, corrupted, or deleted; and is immune to EMP, magnetic, & electrical attempts at damaging its contents. These blueprints will be installed on any database or computer you want, the drive will repair itself if damaged or destroyed, and will return to you if lost or stolen. Anything you build will have its blueprints added to the drive automatically & once every ten years you may add an archive or database of blueprints to the drive.

Courier Yoruichi

Backpack - 100

This is a special backpack that seems to never increase in weight, no matter what you put inside of it. The design of the backpack is up to you, but it will default to Modular military backpack. The backpack will be repaired if damaged or destroyed, is extremely comfortable, can be upgraded, will be returned to you if lost or stolen, & if destroyed will return to you within a day.

Katana - 100

Well you need something to defend yourself with, so you can have any melee weapon possible in the Fallout universe. If you do not pick one it will default to a Katana. This melee weapon is perfectly forged for you out of the best materials possible, is nearly indestructible, will repair itself if it is damaged, and if it is lost or stolen will return to you.

Onmitsukido Training Guide - 100

You have a set of books that will default to English but can be in any language of your choice, with detailed instructions of how to master the skills of the Onmitsukido. You also get a datadrive that includes all of this information in every known language of earth before 2077. These include: books on the martial art known as Hakuda, about Shunko, on Shunpo and all of its techniques, training instructions on how to become a master spy & assassin, & apparently information on how to contain & rehabilitate prisoners. These books & datadrive will repair themselves if damaged or destroyed, and will return to you if lost or stolen.

Hunting Rifle - 200

You have your very own rifle to call your own. It can be any gun that is bolt action or semi auto only found in the Mojave desert, but will default to a Sniper Rifle if you do not pick a weapon. It comes with all the mods and accessories possible for the weapon in Fallout. The rifle you pick will be perfectly crafted with no defects, is made of the best materials possible, and will repair itself if damaged. It comes with infinite ammo for whatever ammo you load in its magazine, will retain any and all upgrades made to it, and you can summon it to your hand if lost or stolen.

Stealth Girl - 200

You have received the best present ever, a Stealth Girl. This device is a wrist device, similar to a large watch, that when activated grants near-perfect invisibility. This active camouflage is easier to notice when the user is moving & in direct sunlight, but still requires excellent perception to find in the best case scenarios. Normally Stealth Boy's have a limited battery life but the Stealth Girl will recharge when not in use, taking 5 minutes to recharge from empty to fully charged. With the Stealth Boy there have been reports of long term use causing neurochemical changes, but the Stealth Girl has no negative side effects for using it. The Stealth Girl will retain any and all upgrades made to it, & if lost or stolen will return to you.

Grenade Launcher - 400

Someone has a very special weapon, a grenade launcher. You get your very own grenade launcher that can be found in the Mojave, but will default to a 40mm Grenade Rifle if you do not pick one. This is a special grenade launcher because it has infinite ammo. This applies to any grenade you put inside of the tube or magazine, depending on the type, so get crafting or exploring to find more types of grenade launcher ammo. This grenade launcher will also repair if damaged or destroyed, it will retain any and all upgrades made to it, and you can summon it to your hand if lost or stolen.

New Vegas Fashion - 400

You have one of Big MT's prototype matter replication devices. This one seems to be only capable of making clothing, and it grants clothes of the user's choice that are perfectly fitted for the individual that uses it. This clothing replicator takes the form similar to a Sierra Madre vending machine, but has the addition of a scanning device and holographic screen attached to it. It comes with a database of all of Fallout New Vegas, Fallout 4, Fallout 4 mods, & New Vegas mods clothing. The clothing will start out all being made of Ballistic polymer weave so all of the clothing will be comfortable & durable along with being incredibly resilient to changes in heat, cold, pressure, density, dirt, etc. You get a clothing replicator that is installed with a fusion core that will never run out of power, both the hardware & software can be upgraded, & its database can be upgraded by uploading more information about clothes & clothing materials. This clothing replicator will repair itself if damaged & if destroyed will appear in a designated location or in your warehouse a day later.

Companions

Companion Creation / Import - 50 CP for one and up to 200 CP for eight

You may import or create a companion. They get 600 CP to spend on the options presented. These Companions can only take Drawbacks that directly affect them, and you can transfer CP from yourself to a Companion, at a 1:1 ratio. You are free to decide the personality, history and appearance of created Companions and they will accept their created companion status. Any transferred CP will apply to all companions, not just one.

Recruitment - 100

With each purchase of this you can attempt to recruit a known person from the Wild Wastes and/or Fallout New Vegas. You have the full duration of your stay to do this.

Best Boy - 100

You get your own copy of ED-E. This version of ED-E is completely loyal to you and has no attachments to the Wasteland. ED-E will come with the Remember and Maintenance perks.

Securitron Mark II - 100

You have your very own upgraded Mark II Securitron, with the AI personality of your choice.

Vault Girl - 200

Even in New Vegas there are Vaults, and recently a Vault Girl has left hers to explore the Mojave Wasteland. Elizabeth is a naive and hopeful vault dweller who hopes to see the wonders of the world. She comes with the Medic, My chains are broken, Tough-as-nails, Skilled, & Psyker perks along with a Pip-Boy & Stash for items.

Drawbacks

Unless specified otherwise by a drawback all drawbacks will last 10 years.

Supplement - 0

You may use this in conjunction with another jump as a supplement.

Fallout Continuity - 0

If you have been to any Fallout settings before 2281 this is a continuation with the changes incorporated into your visit. What you do here can be continued into future visits of the Fallout universe also.

Fallout Fanfiction - 0

Well it seems instead of arriving at the start of Wild Wastes you have started at the beginning of another Fallout Fanfiction of your choice.

Yoruichi - 0

For the whole duration of this jump you are Yoruichi Shihoin. You have to have a female appearance, but given that mods were installed you may pick your "equipment". You must have purple hair and gold eyes for the duration, but otherwise your appearance is up to you. Your name for the duration must also be Yoruichi Shihoin.

Crossover - 100

You can crossover this with one or more franchises of your choosing.

Stay Longer - 100

Stay 10 years longer. Can be taken as many times as you like, but only receive CP the first time.

Willie. E Coyote - 100

A roadrunner has been spotted in the deserts of the Mojave Wasteland. It has been known to play with travelers. Rumors say the roadrunner and its coyote friend have been the last thing seen by many gangs of raiders that tried attacking them.

Scaredy Cat - 100

You are easily goaded by simple insults or remarks.

I Can't believe I lost - 100

Any games of chance you participate in seem to go badly for you when it is against the fairer sex.

Sasuke Uchiha vibes - 100

One of your companions had become dark and broody, an edgelord emo with a chip on their shoulder.

That's close enough Stranger - 100

For some reason when you first encounter people outside of towns they will always start their conversions with their weapons leveled at you. Even if you are invulnerable to the weapon, the initial terrifying panic of a weapon being pointed at you will still be present.

Big Iron - 100

The Big Iron will be the first thing you hear on every radio you encounter. If a radio is left on the song will happen at least once an hour as long as you are in range. There are only so many times you can hear the same song before you start to hate it, good luck not going mad. Maybe if you try triangulating Mr. New Vegas's location, will you be able to get the song to never be played again.

That's Highway Robbery - 100

In every location you visit the costs of products will be higher than normal due to local inconveniences, unless you deal with whatever caused this you will have to pay extra bottle caps due to the local circumstances. If you deal with a town's problems then you do not have to worry about repeating it when you return, but every new place you visit will have something that causes some or all prices to be increased.

This is Fallout! Not Bleach! - 100

Guess Yoruichi is not the only Bleach character in Fallout anymore. As time goes on you will encounter more and more characters based on their Bleach counterparts.

They are basically Worthless - 200

For some reason the merchants of the Mojave Desert just seem to want to haggle with you, you will have to work hard to get the best value for what you buy and sell.

Damn Cliche - 200

When going from the inside to the outside during the day you will always get blinded by the light shining outside. Even if it is storming or raining, if it is day you will somehow get blinded by a ray of sunshine. Better hope no one is planning to ambush you.

Great Khan's - 200

Well it seems the largest gang of raiders of the Mojave have it out for you, maybe you can get this rescinded. It might just be easier to kill every raider you come across.

We have a sort of reputation - 200

You and your companions will have a reputation that will make people you encounter be careful around you until you prove that you are trustworthy.

Yep I'm definitely traumatized - 200

You will wake up every now and then from horrific nightmares.

Damn Snipers - 200

You better keep an eye on where that cover is, because from time to time you will be ambushed by a sniper. It could be in the middle of a desert coming from a billboard, a rooftop in the town you just entered, or even from underneath the wreckage of a bus you passed less than a minute ago.

Things went wrong so fast - 300

Named characters, sub bosses, bosses, or whatever you want to call them are dangerous foes if you go unprepared. Now these types of foes will always have a second wind after what you assumed would have killed them.

I Have Amnesia - 300

You start out having lost most of your memories, with only fragments at the moment remaining. You will still have all of your knowledge & skills from your mind, but the memories to go with them are mostly gone. As you travel the Mojave you will slowly start to regain them, let's hope the person you are like the person you once were. If for some reason you do not recover all of your memories after 5 years, you will recover them all. This will bypass any perks or powers that prevent memory loss.

What do you mean by WE - 300

You seem to be easily convinced to help the innocent, helpless, & vulnerable for some reason. For the next 10 years it will be difficult to say no to requests for help, and near impossible to say no to requests from your companions.

Gone to Hell - 300

The roads of the Mojave have gone to hell, because it is rare you do not come across escaped convicts, ghouls, deathclaws, etc during your journey of New Vegas. You can be walking along a sand dune alone to find that once you crest the top a 3-way battle between deathclaws, the Enclave, & the Brotherhood at the bottom of the dune. You can enter an abandoned building along the I-15 to find a group of Powder Gangers or find an Institute Synth in a trailer park. Your journey across the Mojave will be filled with many more adventures.

Gecko Matriarch - 300

It seems there are more hierarchies to the creatures than in the original New Vegas. Many of the creatures here now come from nests that have at least one Matriarch or Patriarch. These are the largest and most powerful versions of each species.

Giant Pandas - 400

How many animals that survived the apocalypse have been changed? Well guess you get to find the answer to that question, since you encounter a wider variety of creatures like Tiger Deathclaws or Intelligent Monkeys.

Randy Savage Deathclaws - 400

It's almost like someone has some NSFW mods installed that makes all the enemies horny.

Evil Thomas the Tank Engine - 400

At least once a day Thomas the Tank Engine will decide from the sky to cause chaos somewhere in the Mojave Wasteland. It can range from waking up a town of people in the middle of the night, to attacking you, or even riling up nests of Deathclaws and driving them towards a nearby town.

Consequences - 500

Every choice has consequences, especially now. It is not just factions and towns you have to worry about, but now every person will be impacted by your choices. You can be trusted by the NCR but Lt. Hayes could bear a grudge against you, you can be loved by the city of Goodsprings but hated by Trudy. Every choice you make during your adventures will not only impact how the people and factions interact with you, but now you will see actual repercussions for what you do. If you were to clear the Giant Ants from around the NCR's Mojave Outpost, next time you visit it they could be under attack by the Legion from the nearby city of Nipton. No matter what you do, the Mojave and its people will respond to what you do and many do not want change.

Final Choices

After ten years in the setting you are required to choose one of these options:

1. End your Jumpchain game and return home
2. End your Jumpchain game and remain within the setting
3. Continue your Jumpchain game and move on to the next Jump

Notes:

- By Soulreaper31337, because I wanted to make another jumpchain but I could not decide so I chose the oldest unread story in my firefox tabs.
- [The Wild Wastes](#) by Evil_Penguin
- I decided against Ghouls, Super Mutants, & Nightkin race options because they never encounter them.
- Many of the general perks are based on the best versions of the perks that are mentioned in the story, and the story uses Fallout 4 perks mostly with a few New Vegas ones. **Rifleman** i made more of a weakness spotting perk, instead of a straight defense bypass one. I specifically mentioned no nasty side effects for **Adamantium Skeleton**, because I have done too much research into it and no one wants those potential side effects. **Lifegiver** is actually in line with what is mentioned in the story, he states the game version would heal in 3 minutes while his is nerfed to 3 hours. **Solar Powered** will heal near radiation death in 4 minutes & has a 0.5% health recovery rate, since i already did lifegiver I decided to make Solar powered broader in scope. Since it uses Fallout 4 as a base there are no skills, instead Ethan seems to nearly instantly learn any book & magazine he comes across to gain the knowledge necessary. Hence why I made **Skilled** a learning perk. Forced Evolutionary Virus Survivor & Psyker are two that I added because i wanted to, because some Fallout 1 stuff is mentioned.
- The NPC perks are mostly things said or done by the characters our hero and sidekick meet. **Monsters** is something the NCR Lt. at Primm says when he talks about our dynamic duo, saying he thinks they might one day become like those monsters who changed the world. **Not Dead** is a standard 1 up, with the added benefit that it can be also used on those close to you. **Doc** is a nod to both the insane talent of Doc Mitchell as a doctor being able to save someone who was executed, and the amazing voice actor Michael Hogan who voiced him.
- The Player perks were the hardest to cut down, I had more but it was hard to find equal quality ones for the other two origins. **Filthy Cheater & Instinct** were obvious inclusions. **Scarred for Life** refers to a line from Ethan, and his trouble dealing with the death. **BOMBS WERE SCARY!** I liked for a perk, given the fact that explosives are scary. **How the Hell?** does allow for the objects to contain things like a small spaceship full of cargo or a backpack filled with equipment. You may purchase How the Hell? more than once, with each additional purchase doubling the pocket space size and amount each time. **A Close Call** was reworded to be more obvious about protecting you from conceptual, instant kill, one-hit, instant death, and critical hits.
- Courier Yoruichi perks. **Temptress** reflects the budding relationship between Yoruichi & Ethan. **Hakudo** reflects the hand to hand combat she showed in the 3rd chapter, but never really showed it again. **Flash Goddess** is obvious for Yoruichi, but it is also due to her 10 Agility and the bullet fast movement she started showing as early as the 3rd chapter. **Flash Goddess & Flash War Cry** will grant the mastery to use with all energies you possess.
- Got rid of the 1% as badass, Philosophical, That Bitch, Ghoulish, & Tell by the weight perks because they were too similar to other perks.
- For general items are ones that were not really in the fanfiction but I wanted to include. **Personal Hygiene** is mentioned once by Ethan, and a general item related to it made sense. **Custom Pistols** for Fallout makes sense, for New Vegas it is a no brainer given all of the cool pistols in the game. I made the default pistol a Gauss 1911 as a throw back to Fallout 2 & Tactics where you could get the Gauss pistols, and because the 1911 was the gun to kill the wild west. For New Vegas the idea of putting new tech (gauss) inside old tech (1911) really appeals to me. When I say all mods & accessories from all Fallouts I mean it: holsters, suppressors, muzzle break, extended magazines, slides, receivers, barrels, grips, sights, & ammunition of any type that could work with your pistol will be included if you want. Yes Machine pistols like the MP7 & MP5K would be included as pistols. **Custom Ride** is a reference to both Bear One & the B-29 Superfortress, which both were unique vehicles in New Vegas. Plus having a vehicle that explains how you can fast travel makes sense. The **Auto-Doc** is one of the most interesting pieces of technology from all of Fallout, a medical device that started out as a way to cure addiction. Then had so much added to it, that over time curing addiction became a minor footnote for all of its capabilities.

- The NPC items are all pretty self explanatory. The **Courier's Stash** is both a literal DLC and something Ethan finds at the start.
- For the Player items. I made the **Service Rifle** item a pick of any rifle since that was Ethan used for the most part, with a default of a Marksman Carbine. Since the author used Fallout 4 crafting I decided to make the **Workbench** operate similar to 4, and with a powersource having a fully controlled 3d image to make crafting better. The **Snow Globes** were mentioned, and then Ethan forgot about them. So you get the whole New Vegas collection, along with the stat boosts, but more importantly you can now start collecting more during your adventures. The **Fallout Blueprints** were a must, given how much crafting played a role with Ethan.
- Courier Yoruichi's items. **Katana** can be a shield or a pair of leather gloves if that is the melee weapon you want. For **Hunting Rifle** it does include weapons like the Multiplas & LAER rifles. Originally I was going to use Stealth Boy, but then I recalled the recharging Stealth Boy for the cancelled BoS sequel so I decided to use **Stealth Girl** instead. Since the Stealth Girl already exists in lore all i had to do was add a few quality of life upgrades and it worked perfectly.
- Decided to not use the Comic Stash, Vigor Tester, Ammo Bag, & Power Armor items.
- Included a Vault Girl (Bioshock Elizabeth knock off) companion since it is one of my favorite Fallout crossover characters.