



By Pokebrat_J

War. War never changes...

Since the dawn of humankind, when our ancestors first discovered the killing power of rock and bone, blood has been spilled in the name of everything: from God to justice to simple, psychotic rage.

In the year 2077, after millennia of armed conflict, the destructive nature of man could sustain itself no longer. The world was plunged into an abyss of nuclear fire and radiation.

But it was not, as some predicted, the end of the world. Instead, the apocalypse was simply the prologue to another bloody chapter of human history. For man had succeeded in destroying the world - but war, war never changes.

In the early days, thousands were spared the horrors of the holocaust by taking refuge in enormous underground shelters, known as vaults. But when they emerged, they had only the hell of the wastes to greet them - all except those in Vault 101. For on that fateful day, when fire rained from the sky, the giant steel door of Vault 101 slid closed... and never reopened.

You arrive in the Capital Wasteland on August 17, 2276, one year before a certain man escapes from Vault 101. You receive 1000 cp to help you survive here.

Location:

You may choose your starting location freely, or roll a 1d12 for an extra [+100].

1) Vault 101: An underground Vault, built before the apocalypse to house those inside indefinitely. It was here you were born, and it is here you will die. No one ever enters, and no one ever leaves.

2) Megaton: A ramshackle city and trade hub, it was built out of a downed aircraft around a bomb crater that unearthed a natural spring. Might want to take care of that bomb soon, though...

3) Rivet City: Built out of the remains of a beached aircraft carrier, this is *the* city in the Capital Wasteland. As the most scientifically advanced city in the wasteland, there's a lot it has going for it that a lot of places don't.

4) Big Town: The place to go after those in Little Lamplight have grown up, there really isn't a lot of good going on here. Harassed by Slavers and Super Mutants, and filled with inexperienced young adults, it's a wonder it's still standing.

5) Canterbury Commons: A trading post and small town, not a lot happens here except what the traders tell. However, a crazy lady with ants showed up recently, and has damaged the local mechanic's favorite robot.

6) Tenpenny Tower: A Pre-War luxury hotel, Tenpenny Tower has become a private and elitist residential and commercial building. Safely guarded, it allows nothing to harm the humans that call it home.

7) Underworld: A haven for the disenfranchised Ghouls of the Capital Wasteland, Underworld was once an exhibit in the Museum of History before the bombs fell. Most humans are tolerated, but try not to be an asshole to them.

8) Paradise Falls: A strip style shopping mall turned slaver haven in the Capital Wasteland, with business ties to further slave trade in The Pitt, Paradise Falls hardly lives up to it's name, especially if you have a bomb-collar.

9) Evergreen Mills: Once an old factory, it has since turned into a degenerate's paradise. Filled with raiders, slaves, and a recently captured Super Mutant Behemoth, is it any wonder people try to avoid it as best they can?

10) Oasis: Hidden somewhere in the northern Capital Wastland, this is one of the few places that has green vegetation. And a lot of it. There's a cult who worships the supposed source of all of the greenery, but he seems to just be an unlucky man.

11) The Citadel: The fortress of the Brotherhood of Steel, there is not a lot that can ever hope of breaching its defenses. It has the most advanced technology found in the Capital Wastland, and doesn't seem to take too kindly to mutants of any kind.

12) Free Choice: You may choose to start off within any settlement in the Capital Wastland.



Origins:

*You may freely choose your age and gender. Any of these origins can be used as **[Drop-In]** if you don't want to deal with any new memories.*

Vault Dweller: Your ancestors were one of the luckier ones, able to both get into a Vault before the Bombs fell and a Vault that didn't treat it's inhabitants like complete lab rats. And maybe because of this heritage, you seem to be blessed with incredible luck.

Nerd: You have spent your days chasing more intellectual pursuits. While you might be one of the smartest and most perceptive people around, you might not be as charismatic as others.

Socialite: You have spent your days chasing more social pursuits. While you might be one of the most charismatic and agile people around, you might not be as durable as others.

Tough: You have spent your days chasing more physical pursuits. While you might be one of the strongest and most durable people around, you might not be as smart as others.



Races :

Human: While you may be just a normal human, that does not mean you are weak. You and yours may have started the apocalypse, but you sure as hell are going to see it through to the very end and beyond.

Ghoul: Radiation is a powerful thing, killing life just as much as it might have improved it. You are an example of this paradox, a person who absorbed too much radiation and became a Ghoul. You not only live indefinitely, you can heal when in radiation. Keep in mind, though, that there is always the risk of losing yourself, leaving you as little more than a mindless zombie.

Synth [Free/100]: Originating from the Commonwealth, a Synth is an artificial human created for various purposes by the Institute. Being a Gen 3 Synth, there is not a lot about you that's outwardly different from a normal human, except for needing less food, water and sleep because of your more efficient organs. You will also be highly resistant to diseases. For **[100]**, you are instead a Synth Courser, one fine tuned for combat. You're stronger, faster, more durable, and have quicker reflexes than any normal human could ever be.

Super Mutant [200/400]: The very pinnacle of what humanity could become, you are a Super Mutant. You are as strong and durable as a set of power armor, immune to the harmful effects of radiation, and can live indefinitely. However, you lose all secondary sexual characteristics, and are sterile. But that is a small price to pay. For **[400]**, you are instead a Super Mutant Behemoth, standing at twenty feet tall and strong enough to lift an entire bus overhead with ease. Not a lot in the Wasteland is going to be a match for you, especially since it would require the full force of a mini-nuke straight to the face to kill you. Regardless of which level you've purchased, your choice can be discounted by lowering your intelligence. You'll still be able to speak and your personality is the same, it just hurts to think and you're not as mentally capable as a majority of other people.

General Perks:

Lead Belly [50]: It takes a true iron stomach to eat irradiated, two-hundred year old food and suffer from no side effects, even if you should've spent the next few days shitting yourself to death. A stomach like yours will allow you to eat practically anything without fear of being poisoned, irradiated, or catching a disease.

Party Person [50]: The Old World had so many social customs and taboos, how did they do anything even resembling fun? Whatever, at least now in the Wasteland you can drink as much as you want! Alcohol will never affect you negatively, meaning that it won't mess with your balance and situational awareness among other things. Additionally, you will never get one of those dreaded hangovers.

Hematophage [100]: Due to a quirk in your mutated genetics, you are now the closest thing there is to a vampire in the Wasteland. You might not be able to turn into mist or transform into a wolf, but you can heal yourself by consuming blood. Human blood, preferably, as other kinds are an acquired taste. The healing is proportional to how much blood you've consumed.

Rad Resistance [100]: Radiation is an insidious enemy, as its invisible fires mutate and twist as much as it does kill. You should consider yourself lucky, as you are now fifty percent resistant to the effects of radiation, and can flush it out of your system more easily than before.

AntAgonist [200]: Psyker powers are rare, especially out on the East Coast, but it looks like you've beaten the odds. Due to a small growth in your brain, you are now capable of controlling bugs. Sure, that may not seem so scary, but when a good number of bugs nowadays are bigger than dogs, and your range of control extends a half a mile, that opinion will change.

Swift Learner [200]: They say that knowledge is power, and you'll need to be as powerful as possible to better survive the Capital Wasteland. You can quickly master any skill you try your hand at, from laser guns to the violin, going from a complete novice to a master in less than a month.

Almost Perfect [400]: There are some people out there who are simply *better*. You are one of these people, your strength, perception, endurance, charisma, intelligence, agility, and luck are nearly at the peak of what is possible. This will also act as a **[Capstone Booster]**, improving your capabilities beyond what was possible before.

Vault Dweller Perks:

Discounts for Vault Dweller are 50% off, with [100] perks being free.

Better Criticals [100]: As good as it is to be skilled, sometimes it's a hell of a lot better to be lucky. You tend to land those lucky hits much more often than normal, which end up helping you greatly in fights. Maybe you fired a shot that unveils a robot's power source, or maybe you just end up hitting them through the eye and into the brain.

Fortune Finder [100]: As fun as exploration can be at times, it's always disappointing to find that the only thing you'll get is some scraps and wasted ammo. Well, not you. No matter where you go and where you loot, you will find all sorts of goodies, from cash to ammo to useful resources.

Compass [200]: The Wasteland can be a big, empty place at times, and it's easy to get lost anywhere. From endless deserts to claustrophobic steel cities, it would be handy if you had a way of navigating. That is no longer your problem, as you now have a compass in your vision that not only tells you what direction you're facing, but any notable locations or landmarks, whether they were visited or not, and shows how many enemies are in the direction you are facing. This can be toggled on and off.

Karmic Rebalance [200]: It's often really difficult to figure out the nuances of good and evil, as not everything is completely black and white, especially out in the Wasteland. But attempting to keep to one side has its benefits. The more good karma you've accumulated, the better your interactions with good aligned people will be. The more evil karma you've accumulated, the better your interactions with people aligned with evil. You also get an accurate sense for where you and others fall into along that spectrum.

Inventory [400]: There are so many neat toys left around now that the majority of those protecting them are dead, but isn't it a shame that you might not have enough space to take them all with you? Well fret no longer, as you can store anything you're able to pick up in a pocket dimension that only you can access. How much this inventory can store scales with how strong you are.

Mysterious Stranger [400]: When the chips are down and the bad guys have you cornered, you might not have the firepower to get through. Never again, as you will occasionally receive aid from a mysterious stranger that will disappear as quickly as he came, often in the form of your enemies' gray matter all over the walls.

Nuclear Anomaly [600]: Oh man, you are going to have a real blast with this one. Through some strange method, you are now capable of unleashing a blast equal to that of a mini nuke, centered on yourself. You and your equipment won't get damaged in these blasts, but everything around you isn't going to look very pretty after, though your friends and allies aren't exempt from this.

Almost Perfect: Not only are your blasts more explosive, but you can increase the size and power of them by absorbing radiation. A good ninety percent of what you absorb will go towards empowering your explosions, though you may want some radaway handy for the remaining ten. You can also choose who and what will get damaged by your nuclear blast, so you won't have to fear your friends getting caught up in your explosive presence.

V.A.T.S [600]: Aiming can be a tough thing at times, especially during the heat of combat. So if you want a little assistance in those stressful moments, the Vault-Tec Assisted Targeting System is there for you, allowing you to slow down how you perceive time in order to line up deathly accurate shots. There is a short recharging period after using this ability a few times, but that shouldn't be a problem.

Almost Perfect: Forget slowing down time; it will stop entirely! Though you won't be able to move while this is active, it will give you more than enough time to think of a plan. This also has the added benefits of automatically aiming you towards your targets, switching between them in the blink of an eye, and dealing twice as much damage as before. The cool down has also been reduced, allowing you to use this ability much more frequently.



Nerd Perks:

Discounts for Nerd are 50% off, with [100] perks being free.

Daddy's Kid [100]: You grew up around a lab or workshop, learning all the ins and outs since before you could properly talk. This has stuck with you, allowing you to properly utilize all tools you come across, and quickly figure out how to use any new ones. From stethoscopes to drill presses to laser cutters to everything in between.

Educated [100]: Not many people realize this, but there's a difference between being smart and being educated. How lucky you are, that you now have a photographic memory, remembering everything with picture perfect clarity. If you can get your hands on some old Pre-War textbooks, then you can really make use of this.

Chemist [200]: The art of chemistry is as complicated as it is valuable, as it takes a knowledgeable mind to create a variety of drugs with just household products. Yes, you are skilled in making all kinds of drugs, both beneficial and recreational. Those you create are twice as potent as before, with the drawbacks lessened.

Computer Whiz [200]: Computers are wonderful things, are they not? They run off of strict rules, and those clever enough can take advantage of those rules. You are naturally skilled in coding and hacking, able to crack into most terminals with ease. Any codes or programs you make will have fewer bugs or exploits than there should be.

Nerd Rage [400]: It's often the smartest people who are given the most shit, as bullies think that just because they're smart they lack in strength. You are here to prove them wrong, as when at half health, your strength rises to new heights, as does your pain resistance. The increase of strength is directly proportional to how intelligent you are, making this a literal case of mind over matter. Beware the might of a pissed off nerd.

Robotics Expert [400]: Robots are so much easier to deal with than humans, much less complex. You have an instinctive understanding of robots, finding it easier to predict their movements or next actions. This also helps with building, repairing, or deactivating them, as you know just what they need to be in top form and beyond, or rendering them completely harmless. Hell, you could even build an entire Protectron blindfolded.

Cyborg [600]: Where once you were a weak being of flesh, you have been remade, better than ever before. You are stronger, faster, and more durable than your fleshy brethren, and have a decreased rate of aging along with an immunity to poison. In addition to all of that, your organs have also been given a tune up, allowing them to be more efficient than before.

Almost Perfect: It's honestly a miracle that you can barely tell that most of your body has been rebuilt from the ground up. A normal human would be able to outmatch a super mutant physically, while their mind could process information as fast as a computer. You've also got some thermal vision and x-ray vision installed into your eyes, letting you see things others never could. You can also directly interface with any tech you come across.

Xenotech Expert [600]: Since the dawn of time, mankind has looked upwards toward the stars, captivated by their brilliance and majesty. But little did we know back then that there was life amongst them. You have studied the technology left behind by these alien foreigners, and can improve much by using theirs as a baseline. More powerful laser weapons, personal force fields, better vehicles, smarter AI, and so much more.

Almost Perfect: You aren't merely trying to understand this alien tech, you're a master of it! From their restorative biogel to their massive mothership, there's no facet of their technology that you can't build and recreate! Though it may take a bit of time, and some of the materials needed aren't exactly easy to obtain, it'll all be worth it when you're out there exploring the stars.



Socialite Perks:

Discounts for Socialite are 50% off, with [100] perks being free.

Light Step [100]: Sometimes it's best to move around unseen, unheard. You, my friend, are a natural at this, capable of moving without being heard, regardless of what you're wearing or what you have on your person.

Scoundrel [100]: You may not have been the most well behaved kid growing up, but the skills you've learned are certain to be useful. You're pretty stealthy, and you're a good pickpocket. You could probably sneak a live grenade onto someone and they wouldn't realize until it was too late.

Infiltrator [200]: You weren't exactly an angel growing up, were you? Well, at least you've developed quite a helpful skill. With just a bobby pin and a screwdriver, you can unlock nearly any lock you come across. Doors, safes, ammo boxes, you name it. Only the specially made ones can keep you out.

Nerves of Steel [200]: In the Capital Wasteland, one cannot hesitate to do what must be done, lest they risk death. This does not seem to be a problem for you, as you won't hesitate or waver, both in character and in your aim. As an added bonus, you have a superb poker face, making you almost unreadable.

Animal Friend [400]: What can be said about animals that hasn't already been said before? That they're cute, loyal, dangerous, and much easier to deal with than actual people. Your innate empathy with animals lets you easily befriend and train any animal you run across. Wild animals will never fight you, and will even come to your aid in combat if they can get there fast enough. Remind people to not piss off Mother Nature.

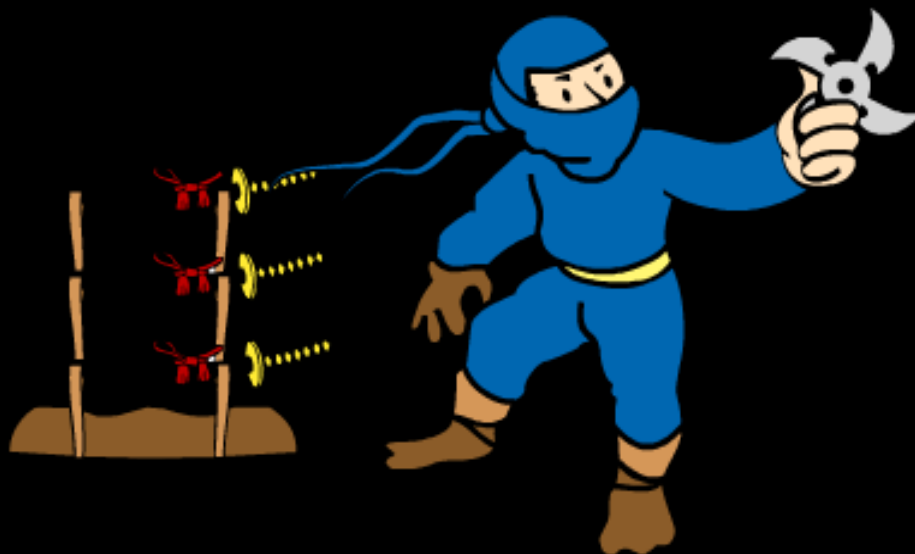
Night Person [400]: For those who make stealth and subterfuge their career, you will find no better ally than the night itself. After all, what better to have on your side than the largest shadow possible? When the sun sets, you will find yourself more agile and flexible than before. You will also find your mental faculties clearer during this time, even while under the influence of narcotics, letting you react better to unexpected complications when stealth fails.

Master Trader [600]: You need to do something with all of your ill gotten loot, and what better way than to sell them for caps you can spend on actually important stuff. Buying stuff for half their original price, while selling your stolen or looted gear will net you more than twice as much as before with just a bit of haggling. In addition, you are amazing at negotiating contracts, ensuring all sides appear to benefit from your deals.

Almost Perfect: Honestly, I don't think anyone is going to have any caps left after you're done here. Buying supplies at a fraction of the price, while charging exuberant fees for your own goods, both of which nobody would ever comment on. The deals you make are iron clad, though possess loopholes that only benefit your side.

Ninja [600]: In ancient times, there were tales of shrouded warriors who used darkness like a shield in order to fell their enemies. You might not be one of those ancient warriors, but you have taken their lessons to heart. In addition to your increased skill with stealth, any attacks you deal while unnoticed do five times more damage.

Almost Perfect: Others have merely adopted the dark, but you were born in it, molded by it. Your skill with stealth is such that you are only seen when you want to be seen, blending in with the shadows and background almost seamlessly. This gives you the time necessary to line up those perfect shots, making all damage you deal while undetected ten times more effective than before.



Tough Perks:

Discounts for Tough are 50% off, with [100] perks being free.

Big Leagues [100]: Ah, baseball. America's past-time. A game about hitting balls with big sticks and running away. I know that there's more to it than that, but you must have really focused on the hitting things part. Any damage you do with explosives or melee weapons will be more severe than it otherwise should be

Gun Nut [100]: If there's one companion that you can unequivocally trust, it's a gun. Big guns, small guns, shotguns, miniguns, there's so many kinds out there that it's hard to choose. It doesn't really matter to you, as any gun you use will hit harder, fly farther, and punch through targets easier than before..

Pyromaniac [200]: Fire is such a fun tool, one that pushed mankind progress forward at such a rapid rate that we ended up burning ourselves. Should you have a healthy respect for such a primal force, then this is the option for you. All of your fire based effects, be it weapons or abilities, will find themselves twice as powerful as before.

Toughness [200]: Okay, there's tough, there's military tough, and then there's you. Your skin is as durable as toughened leather, so while it might not stop most high caliber bullets, it's definitely better than nothing. Your organs are similarly resilient, as it would take much more physical trauma than normal before they start getting damaged.

Paralyzing Palm [400]: Though it is a bit strange to see, there are those who would prefer to use their fists in an age of lasers and firearms. But when those fists belong to you, everyone starts hurting. Not only do your unarmed attacks deal five times more damage than before, but there is a good chance that your target will be temporarily paralyzed, unable to move until your flurry of blows is over, and they're already dead.

Solar Powered [400]: The sun is the greatest source of life and energy found anywhere, so it's no surprise that there would be a perk taking advantage of that. So long as it is daytime, you will find your physical capabilities noticeably improved, as well as a minor healing factor that can heal most scratches in seconds or a bullet wound in a few minutes. This won't help much with missing limbs, but you can't exactly complain with the results.

Bloody Mess [600]: There is only one language that all in the Wasteland understand, and that is violence. And that is something you have mastered. Be it with guns or blades or your own hands, you are force for destruction, able to find the openings and weaknesses of enemies and exploit them ruthlessly, causing severe damage with each successful blow you land. Additionally, most deaths you cause will leave quite the bloody mess behind, a reminder of your handiwork.

Almost Perfect: I truly pity any who think they stand a chance against you. You are a one man army, capable of taking on dozens of combatants at once, and emerging the victor, though not without some bruises. There will even be times when one of your hits will randomly cause your opponent to explode into chunky bits, more than likely covering you in gore.

Grim Reaper's Sprint [600]: All men must accept that death will come for them, and you are its chosen psychopomp. Each kill you perform will reinvigorate you, your wounds partially healing and your stamina replenished. You will also possess an aura that strikes fear into the hearts of your enemies, letting them realize that death comes.

Almost Perfect: Did I say after each kill? My apologies, I meant that each successful strike will replenish your health and stamina, though killing them will see you recover a larger amount of both.



General Items:

All Origins will receive an additional [300] to spend on items only. All weapons purchased here will come with infinite ammo. You may freely import items.

Starting Gear [Free]: We can't exactly send you out into the Wasteland on your lonesome, now can we? In addition to a set of clothes, your choice of design, you will also receive a 10mm pistol and fifty caps.

Galaxy News Radio [Free]: It can get quiet in the Capital Wasteland, but here's a way to fix that problem. From any radio you can access this radio station, which plays music primarily from the 1930's to the 1950's. This is managed by Three Dog, who will comment on your actions, broadcast local news, and do a number of helpful "Public Service Announcements" for your current setting.

Aqua Pura [50]: With very little clean drinking water in the Wasteland, every little drop is a godsend. This water bottle is a literal holy grail, as it will never run out of cold, clean water. You certainly aren't going to question it, not after a long day of wandering the Capital Wasteland.

Bobblehead Collection [50]: Neat little baubles that were given to various Vault-Tec employees or financial backers, you are now the proud owner of a set of bobbleheads. In addition to the twenty you'd be expecting, there will also be bobblehead versions of you and your companions, gaining a new one each time you get a new companion.

Comic Books [50]: Even in the post-apocalypse, comic books are well received mediums of entertainment. After all, who wouldn't enjoy reading about Grognaak the Barbarian or Jangles the Moon Monkey. You have a stack of enjoyable comic books that will gain even more comics for every world you go to.

Extra Caps [50]: Ever since the bombs fell, the American dollar stopped being the main currency, instead having it's status replaced by bottle caps. With each purchase, you receive a sack containing two thousand caps. This can be taken multiple times.

Vending Machine [50]: The most popular drink in America, you just can't beat Nuka-cola! And now you'll never run out of this drink ever again. This vending machine is always filled with Nuka-Cola, as well as Nuka-Cola Quantum. This will instantly restock whenever you close it.

Warehouse Themes [50]: Your Warehouse can get a little bit boring after a while, so why not find a way to spruce it up, if only just a little? You can now cycle your Warehouse, as well as any other property you own, through six different aesthetics: Love Machine, Pre-War, Raider, Science, Vault, and Wasteland Explorer.

Bookshelf [100]: Knowledge is power, and much has been lost since the bombs fell. Luckily, you have the next best thing. Books. Yes, this bookshelf is filled with all kinds of books that will noticeably increase related skills. There are books on general science, public speaking, car maintenance, unarmed combat, gun manuals, and even more.

Radiation Kit [100]: In case you didn't realize, radiation is a serious concern in the Capital Wasteland. Eventually, you will run into it, and you'll definitely want this around. This small cooler has 25 Radaway and 10 Rad-x which are replenished weekly. Radaway purges your body of radiation, while Rad-x increases your resistance to it.

Stimpack Pouch [100]: Seeing as there is always something looking to kill you around every corner, it would certainly make life easier if you could heal yourself. Luckily you can! This small bag contains twenty five Stimpaks that are replenished weekly. Stimpaks boost the body's own regenerative properties, causing faster healing, though it's not very effective against major wounds.

Zhu-Rong [100]: A pistol of Chinese design made by LOB Enterprises, it is quite unique in that, while it may lack in stopping power, it more than makes up for by setting its targets on fire. This effect persists even when using normal bullets.

FEV Vats [200]: The Capital Wasteland is plagued by the escaped experiments of Vault 87, where they were testing a variant of the Forced Evolutionary Virus. But if you want to continue those experiments, or simply give hope to a doomed people, you will find yourself in possession of five vats of the FEV. They will constantly replenish the green ooze whenever it's used, and can even be modified. Perhaps you could crack the code?

Power Armor [200]: Some of the best armor you could ask for in the Wasteland. While wearing this set of T-45b power armor, it wouldn't be untrue to call you a human sized tank. Wearing it will increase your strength, allowing you to go toe to toe with some of the worst the Wasteland has to offer, and stand victorious, as well as heavily resisting the effects of radiation.

Steam Boat [200]: Though she ain't as pretty as she used to be, there's little better to help you travel across the waves. This steam boat can easily go from DC to New York without any stops, with enough space to hold twenty people plus cargo comfortably. You won't even need to worry about taking care of her engine, seeing as it won't need any fuel to keep her paddles going.

VR Pods [200]: Such items were commonplace in the Old World, simulation devices where your wildest fantasies could come to life. You now have five of these pods, but they do come with instructions on how to make more, as well as how to properly create your own simulated realities.

The Krivbeknih [400]: An ancient, evil book that no god-fearing man should own. Upon its many pages are rituals, ones invoking eldritch entities for untold purposes. Most interestingly, there is a very specific ritual within, opening the mind to the otherworldly energies of the cosmos, and transforming someone into a powerful psyker.

Vault-Tec Database [400]: There are so many fantastical things to be found here that wouldn't be out of place in a midnight science fiction feature! Robots, laser weaponry, advanced medicines, deadly viruses, space age alloys, cybernetic implants, and so much more. This terminal contains schematics for all American technology developed up until the Great War. From everyday household appliances to advanced energy weapons to a GECK, there's little you couldn't create with this.



Vault Dweller Items:

Discounts for Vault Dweller are 50% off, with [100] items being free.

Leather Armor [100]: It never pays to go into the Wasteland unprotected, especially when you're fresh from the Vault. A set of leather armor, not only does it provide decent protection, but it's easy to move in and breathable, making it perfect for wandering under the blazing sun.

Pip-Boy 3000 [100]: a wrist mounted computer that can monitor its user's vitals, along with storing a large amount of information, record video and audio, automatically mapping out local terrain, an alarm function, a geiger counter, and can connect to other terminals. It can even play the radio.

Railway Rifle [200]: Though it may look like it was made from a scrap heap, this rifle will fire off railway spikes at such a high velocity, you'd more than likely pin whoever you shot to a wall. This one deals more damage to limbs than one would expect.

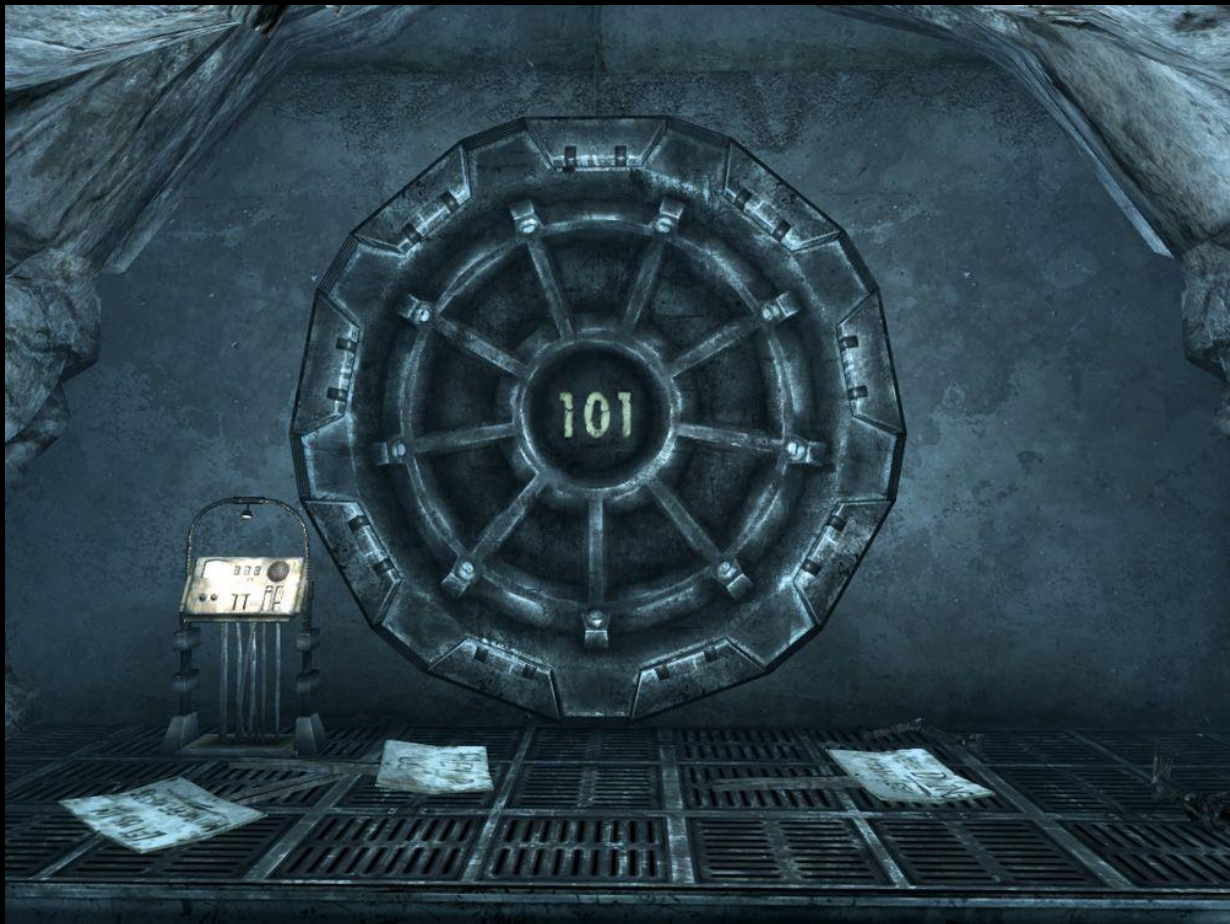
Weapon Schematics [200]: Since there are no longer any factories mass producing new guns, the people of the Wasteland have had to get a bit creative. What you now have are the schematics for eight different kinds of weapons, each more efficient than any you could have found in the Capital Wasteland.

Alien Blaster [400]: A strange weapon from beyond the stars, this silver and blue pistol will fire off azure blasts that seem to act like plasma, but function like lasers. It hits like a super sledge and can pierce through most armors. Even a single shot from this could vaporize a mole rat completely, so what do you think would happen if you shot it at another person?

Robo-Thor Armor [400]: A modified version of the Enclave's Tesla Armor found by a group of tribals, offering just as much protection as a T-45, while also electrocuting anything stupid enough to get close to you. This electrical field can be disabled when it isn't needed. Strangely, it seems as though you will deal more damage with melee weapons than before.

Fat Man [600]: One of the most devastating weapons out there, this big gun can fire off miniature nukes at a target, ensuring that everything around them ends up as nuclear paste. You could even kill a Behemoth with one shot, if aimed at the face.

Vault [600]: One of a series of survival shelters is a type of hardened subterranean installation designed by Vault-Tec Corporation on contract with the U.S. government to protect a selected fragment of the United States population from nuclear holocaust so that America could be repopulated. You now possess your very own vault, filled with enough resources to last a thousand people over two hundred years, and being nearly impenetrable using standard equipment. Even a mini nuke would only charge the door.



Nerd Items:

Discounts for Nerd are 50% off, with [100] items being free.

Lab Coat [100]: You can't exactly be a scientist without looking the part! This pristine lab coat will give you a scholarly aura, making you seem smarter than you actually are. It certainly helps that it never seems to get caught on anything, either.

Laser Pistol [100]: Intended to replace the N99 pistol as the standard sidearm for military forces, the AEP7 laser pistol is a good choice to have at your sides. This energy weapon may not be the most deadly, but it's good to keep by your side.

Advanced Radiation Suit [200]: Even after two hundred years, the threat of radiation is everywhere, even in the water. And while there isn't a solution for that just yet, this suit will protect you from a vast majority of harmful radiation, making you nearly immune to the deadly substance.

Chem Kit [200]: The drugs you'll find around here are much more potent than you'd expect, and have a number of useful applications. With the exceptions of Stimpaks, Radaway, and Rad-x, this cooler contains all drugs found in post-apocalypse America. Jet, med-x, psycho, mentats, buffout, the works.

Mechanist Armor [400]: Behold, the shining armor of the metallic superhero, the Mechanist! He had constructed his armor to offer potent defenses, with the cloth undersuit being made from an advanced ballistic weave. While wearing this armor, you will find the quality of any machines you create or repair greatly improved.

Metal Blaster [400]: A modified variant of the standard AER9 laser rifle, the Metal Blaster's extra prisms allow it to fire nine laser blasts instead of just one, making it one lethal lightshow. It may act as a laser shotgun, but I haven't heard any complaints.

Secret Laboratory [600]: Every scientist needs somewhere to call home, and this is where you call yours. Hidden away from prying eyes, this laboratory has enough room to conduct dozens of experiments of various nature's, as well as all the tools you'd need to properly perform them. It's top of the line by Old World standards, but doesn't have much in the way of actual defenses.

Tesla Cannon [600]: For when you need some big guns, look no further than the Tesla Cannon. It will fire off powerful blasts of electricity at a target, more than likely frying them with a single shot, though you will find it especially potent against robots and those wearing power armor.



Socialite Items:

Discounts for Socialite are 50% off, with [100] items being free.

Hair Pins [100]: While originally designed for women's hair, you should never underestimate human ingenuity when it comes to committing crimes. This patch holds twenty bobby pins and a flat head screwdriver. These replenish daily, and can be used to pick various locks you may come across.

Naughty Nightwear [100]: For when you want to feel sexy in the bedroom, there are no better options than this. Though a bit skimpy looking, this pair of pajamas are as comfortable as they are sexy. Wearing it will definitely get tongues wagging.

General Overcoat [200]: This winterized overcoat was once worn by General Constantine Chase. Anyone wearing this will find themselves more charismatic, as well as their skill with firearms increased.

Silencer [200]: Not every fight has to be big and dramatic, guns blazing while the enemies explode into chunky little bits. For when stealth is preferable to force this silencer comes into play. Being able to be attached to any weapon you own, this will silence all sounds it makes.

Blackhawk [400]: A hand cannon once owned by a lonely old widow, this powerful .44 magnum pistol is as devastating as it is well made. It has enough stopping power to make a deathclaw think twice about rushing towards you, if they manage to survive, that is. The engraving on the side reads 'Till Death Do Us Part.'

Jingwei's Shocksword [400]: A unique variant of the swords typically given to Chinese officers. By flicking a switch on the handle, the blade becomes enveloped by a field of electricity. Beyond the obvious use of electrocuting enemies, there is always the chance that you could vaporize your enemies, leaving only a pile of ash in your wake.

Chinese Stealth Armor [600]: Developed by the Chinese to counter the American's brute force with subterfuge and deception, the *Hei Gui* suit is the ultimate expression of stealth technology. This suit contains a portable device that generates a modulating field that transmits the reflected light from one side of an object to another. The end result is near-perfect active camouflage, one close to total invisibility. This stealth field can be activated whenever you want. And despite its focus on stealth, it's still adept at protecting its wearer from enemy fire.

Fancy Tower [600]: Much of the Capital Wasteland is so... *dirty*. You cannot, in good conscience, allow yourself to continue living in such an environment. And now you don't have to, as this refurbished Pre-War hotel on par with Tenpenny Tower is perfect for a Jumper like you. Clean water, great food, actual plumbing and water heating, and enough space to house hundreds of people comfortably. The penthouse is all yours, and is the peak of Old World Luxury.



Tough Items:

Discounts for Tough are 50% off, with [100] items being free.

Combat Armor [100]: This set of armor is standard issue across the US military, and for good reason. It offers decent protection without limiting the range of movement. This can come in any color you want, or it can be winterized, letting you be comfortable in cold environments.

Hunting Rifle [100]: When you want to go big game hunting, this is the gun to use. Extremely accurate and reliable in most situations, it's a common occurrence for it to punch a massive hole into a man's head.

Chinese Assault Rifle [200]: The Type 93 Chinese assault rifle was designed and manufactured by a Chinese industrial conglomerate for the People's Liberation Army during the Great War, for the purpose of equipping the Chinese infiltrators and American fifth-columnists. It's often considered one of the best weapons to have in the Capital Wasteland, and for good reason.

Discharge Hammer [200]: Although the super sledge was originally created to help with construction, that hasn't stopped them from being effective weapons. This modified super sledge will discharge a large amount of electricity whenever it strikes, more than enough to kill a man with a single blow.

Eugene [400]: When you need to get the job done, you send in the person with the biggest gun, and there's few bigger than Eugene. This customized minimum can now down an entire group of super mutants in no time at all, leaving them looking like moldy swiss cheese. Thankfully, there's barely any recoil on this bad boy.

Vertibird [400]: Not too many enemies will have the benefit of air superiority, so you've already got a massive advantage by owning this flying tank.. It's got durable armor and can be outfitted with a number of weapons, though this one is equipped with gatling lasers. It has enough room inside to fit an entire squad wearing power armor and their pilot. The best part is, you'll never have to worry about refueling.

Medic Power Armor [600]: Sometimes, you'll need more than just armor to help you survive out in the Wasteland, but none would oppose donning this. An experimental variant of power armor, not only is it generally better at protecting its wearer from all harm, but it will automatically inject its wearer with stimpacks and med-x when injured, ensuring that you are always at full combat effectiveness.

Military Outpost [600]: Due to the heavy military focus of late America, it is not surprising in the least that there are innumerable military stations and outposts dotting the Wasteland. This one is now yours to command, and is filled with all manner of firearms and weapons. It can house a hundred men, and its design is optimized for defense. It would take a mighty force indeed to overrun this facility, especially if you have enough people actually guarding it.



Companions :

Dear Hearts [50/100/200]: The Wasteland can be a boring place to wander, all by your lonesome. Should you wish, you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on race, perks, and items. You could alternatively use this to ensure canon characters become companions.

Gentle People [300]: But if the Capital Wasteland is such a barren, lonely place, then why should you be limited to a mere eight people? With this, you may import any number of companions into this world. Each companion receives 800 cp to spend on race, perks, and items.

Best Friend [Optionally Free]: A loyal hound is the best friend a person could ever ask for. This dog is surprisingly durable, able to take a full clip from an Assault Rifle and be just fine. Though durability alone isn't all this pup offers, as it can bite through Combat Armor with ease. You may optionally import a pet you own.

Crazy Lover [Optionally Free]: A slave from Paradise Falls, Clover is as deadly with a blade as she is crazy. Crazy in a fight, crazy in the sack, crazy every which way but loose! But most of all, she's crazy in love with whoever's holding her leash. As her new owner, she would devote her everything to you, even at the cost of her own life.

Friendly Mutant [Optionally Free]: An intelligent super mutant who retained his intellect, Fawkes was held captive and tormented within Vault 87 for his entire existence. But you have come along and freed him, and for that he's eternally grateful. With his mutant biology and a giant gatling laser, there's little that could stop him.

Loyal Bodyguard [Optionally Free]: A beast of a ghoul that went through heavy conditioning, Charon is probably the best gun you could have by your side. Deadly and diligent, he'll get rid of problems you never even saw coming, and finds happiness in a warm gun. He'll do anything you ask of him, regardless of personal thoughts.

Patriotic Robot [Optionally Free]: A customized Mister Gutsy model, created by General Atomics for mobile attacks prior to the Great War, and scavenged from parts by a wandering trader named Tinker Joe, you'll definitely feel safer with Sergeant RL-3 there backing you up in combat.

Retired Raider [Optionally Free]: Having long settled down in Megaton, perhaps you've stoked the fire in him once again, purging Jericho to go out into the Wastes once more. He's an old hand at violence, a crack shot with an assault rifle, and knows the ins and outs of the Capital Wasteland like few others.

Star Paladin [Optionally Free]: One of the highest ranking members of the Eastern Brotherhood of Steel, Star Paladin Cross has been technologically enhanced so that she no longer needs to eat or sleep. She is, in fact, a cyborg. Beyond that, she is skilled with any laser weaponry, but prefers to use her super sledge to fight her enemies.

Tunnel Snake [Optionally Free]: Once a bully and leader of a gang of Vault hooligans, this barber is ready to show the Wasteland a true Tunnel Snake. Butch DeLoria may have an inflated ego, but this greaser boy is deadly with a pistol, and ain't no stranger to throwing down. He will insist all his gear have some sort of snake iconography, though.

Iron Protector [50]: Though they may seem like the jokes of the robotic world, the Protectron models were widely used throughout all of America for good reason. They're sturdy, obedient, and possess decent laser weaponry.

Naked Rodent [50]: This ball of pink flesh and giant teeth must have burrowed its way into your heart. This mole rat seems to act like a giant cat is a glutton for attention, and willing to bite the legs off of any who would dare hurt its master.

Circus Attraction [100]: A mutated bear originally belonging to the circus, Ruzka is a talented and intelligent beast. As she is, she could more than likely kill a man with a single swipe from her massive paws, and is faster than a deathclaw. Of course, she will still remember her training from the circus days, and is more than willing to perform.

Steel Destroyer [100]: Widely used by the military, there is a reason the Sentry Bot is one of the most dangerous bits around. Maneuverable, durable, and wielding a deadly arsenal of laser and missile weaponry, it can take on all but the strongest foes in the Wasteland, and usually emerge victorious.

Alpha Predator [200]: There are fewer creatures out there who inspire such fear and dread as the mighty deathclaw. Running faster than a man ever could, with massive talons that can cut through even power armor with frightening ease, and a scaly hide that is resistant to damage, is it any wonder that this beast is so feared?

Blazing Queen [200]: From her throne rules a queen, and there are few as dangerous as this one. Though this fire ant queen may not be as mobile as others of her mind, she's still as large as a bus and just as durable. She can also breathe fire hot enough to melt steel in seconds, and can reproduce asexually, should you allow it.

Liberty Prime [400]: DEATH IS A PREFERABLE ALTERNATIVE TO COMMUNISM! Standing at fifty feet tall, this patriotic warmachine throws around nuclear warheads like they were footballs, fires an optical laser that can easily cut through an entire vertibird, and is so durable that it would require an orbital strike to take down. Should he fall in the line of duty, rest assured that he will be restored the very next day.



Scenarios:

You may take on any number of scenarios of your choosing.

Following in His Footsteps

[Requires Human]

You have lived your entire life in Vault 101. The only family you've had growing up was your Father, who you know would give up everything because he loved you so much. So it is quite a shock waking up to your childhood friend telling you how your dad escaped the Vault, and everything is going to chaos. You need to avoid Vault Security and escape your home before the Overseer gets his hands on you. What you do afterwards is mostly up to you, but your father is still out there, and you deserve answers.

Rewards:

Throughout your adventures to find your dad, and what happened afterwards, you became known as the **Lone Wanderer**. Given enough time, you can track down anything or anyone with enough effort. No matter how long it's been, should you go looking for clues, you will find that no trail has gone completely cold.

What was once one of the only pieces of clothing you brought with you from the Vault, it has been upgraded into the **Armored Vault Jumpsuit**! Though only looking like a slightly reinforced jumpsuit, this armor will scale with you, allowing it to always be a viable set of protection. Additionally, it also increases the damage you do with guns and energy weapons, an effect that also scales with you.

Your parents' life work and Magnum Opus, besides you, was **Project Purity**, a massive water purifier made out of the old Jefferson Memorial that can generate millions of gallons of perfectly clean water each hour when activated. You will bring along their legacy with you, finding it connected to your Warehouse when you do not wish to import it into a setting.



Broken Steel

[Requires Following His Footsteps]

After activating the Project Purity water purifier, you had expected to die from all of the radiation within the chamber. Luckily, it seems like that isn't the case, because two weeks later you're waking up in the Citadel to Elder Lyons. He explains that the Brotherhood of Steel has been successfully pushing back the Enclave, and would like your support on their next operation, should you feel up to the task. Finish what you started, and end the threat of the Enclave in the Capital Wasteland for good.

Rewards:

Thanks to all of the trials and tribulations you've undergone since coming out of the Vault, you have adopted a **Heart of Steel** to better survive whatever the Wasteland throws your way. This isn't metaphorical either, as you are much more resilient than before. You ignore a quarter of all damage thrown your way, as well as ignoring an additional ten percent from energy weapons.

Perhaps you managed to retain access afterwards, maybe you reconstructed it, or maybe you simply received it from your Benefactor. Regardless, you now possess your very own **Orbital Weapons Platform** suspended up in the exosphere. Once per day, you can call down an orbital strike powerful enough to level an entire mountain, with scarily good accuracy.



Operation: Anchorage

One day while traveling through the DC Ruins, you receive a distress signal. When you finally track down the source, a group of Brotherhood Outcasts who, ironically, are following the original BoS code of collecting all technology they can get their hands on. And when they notice your Pip-Boy, they'll have a job for you. You are to go through a virtual reality training simulation that recreates the most famous battle of the Old World, the Liberation of Anchorage, Alaska! Your goal here is to get through the simulation in one piece. Be careful, though, as death in the simulation means death in real life.

Rewards:

The simulation's main purpose was to train soldiers to be the best of the best without actually endangering them, and now you've got that **Covert Ops** training all jammed into your head. Your military training is equal to that of the Navy Seals of 2077, with all that entails. Modern firearm and laser weaponry usage and maintenance, explosives training, stealth and subterfuge experience, extensive knowledge of military protocols, and much more. You'd be counted among the best of the best, if the military was still around.

The main goal of the Brotherhood Outcasts was to get inside the **Winterized Armory** of the military facility, and now it's all yours to do with as you see fit. It's got enough firearms and laser weaponry to outfit an entire battalion, a weekly replenishing stock of ammo, and many sets of high quality combat armors, including a set of winterized T-51b power armor. You can also use the VR to replay the Anchorage campaign, though thankfully the safeties will be reinstalled and activated.



The Pitt

After receiving a transmission in the Northern Capital Wasteland, you come face to face with a man named Wernher, an ex-slave from a place called The Pitt, who is looking for someone who can help him start up a revolution. You agree, and are taken into the irradiated and mutated hellhole of what was once the city of Pittsburg. You need to impersonate as a slave for weeks until the time comes to enter an arena deathmatch to earn your freedom and join the ranks of slavers and raiders. After winning, you'll need to go to the top of Ashur's Headquarters, and steal the cure for the rampant mutation in The Pitt for the slaves, and begin the uprising. Except Wernher left out one key detail. The 'cure' is an infant named Marie, and Ashur's daughter. Now the question becomes, will you side with the slaves, tearing Marie away from her home to be experimented on, or will you side with the Slavers, and ensure that she gets to grow up with loving parents?

Reward:

After such a grueling time here, you have proven yourself as a true **Pitt Fighter**. Not only are you more resistant to pain, disease, and radiation, but you find your combat prowess dramatically increased, and you'll have a much easier time finding all of your enemies' weak points. Show them that only the strong survive in the Pitt.

Of course, you will also gain your very own **Steel Mill** attached to your Warehouse. Not only will this generate one hundred steel ingots daily, but you can use it to create your very own ammo for any weapon you want, using a fraction of the materials needed.

Optionally, you may take **Marie** with you as your own daughter, should you have sided with the slaves. A little girl who is immune to radiation and mutative substances, can you give her the proper love a child so desperately needs?



Point Lookout

When wandering through a settlement one day, you notice an interesting poster stuck on a wall, advertising a place known as Point Lookout. Being the curious person you are, you head off to investigate the only boat that ferries people to the remote peninsula that is run by an almost unsettlingly friendly man named Tobar the Ferryman. You are momentarily stopped by a woman who is looking for the whereabouts of her daughter, Nadine. When you arrive at Point Lookout, you see smoke rising from a mansion in the distance, and decide that that's a good place to start your search. Your mission here is a bit more complex than usual, as even when you find Nadine it's not the end. No, you are now stuck in the middle of a centuries old feud that involves cults, drug fruits, mutated and inbred hillbillies, and an egotistical brain in a jar. Shit gets real weird on Point Lookout, and you need to get to the bottom of it.

Rewards:

Well, you made it out of Point Lookout alive, if not as whole as before, and have proven that your **Gray Matters** are more resilient than even you originally thought. Thanks to your thick skull, all damage to your head is reduced by a quarter, while you are resistant to addictions and completely immune to concussions. If only you had this when a piece of your brain was cut out.

Attached to your Warehouse, you will find a **Punga Fruit Field**. This ten acre garden will grow Refined Punga Fruit without any assistance, the fruit replenishing a day after being harvested. These fruits will purge the body of radiation, as well as granting a minor and temporary healing effect. The best part is that these ones aren't addictive in the slightest, only tasting delicious.



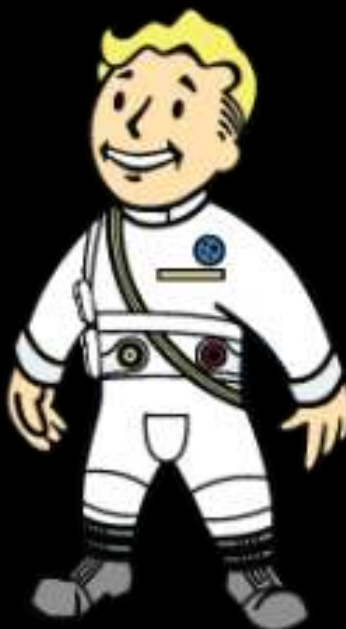
Mothership Zeta

You can't accurately say when you came across the strange transmission of pure gibberish, but you can't shake the feeling that it's somehow important. When you go to investigate the source of the signal, you are enveloped in a beam of blue light and taken upwards. You have just been abducted by aliens, and their plans for you are definitely not going to be beneficial for you. Your goal here is to escape captivity with your fellow prisoners, and gain control of this ship in the name of humanity. This is much harder than it sounds, but I have complete faith in you.

Rewards:

When you pulled that **Space Suit** off the poor, unlucky astronaut, you managed to find a way to use it beyond surviving space. Not only will it give you a never ending supply of clean oxygen, it will protect your body from both high and low pressure environments. It will also help protect you from the effects of radiation.

By taking over **Mothership Zeta** from the aliens that abducted you, you will be allowed to take it with you. It's fully functional, filled with all sorts of otherworldly technology, and has an alien crew to take care of it, all of whom are scared shitless by you. They will take care of everything from maintaining it to performing whatever experiments you need them to.



Drawbacks:

Tales of the Wasteland [+0]: You are very familiar with the Wasteland at this point. Maybe not the Capital Wasteland, exactly, but if you have traveled through this post-apocalypse America, then the world and people still remember you and what you have done.

Wild Wasteland [+0]: The Capital Wasteland is usually a strange place, but now it seems to have become even stranger. You may choose to have any Fallout 3 mods included in this Jump. Whether that be strange new weapons or you awaken to find you have a sister, it is up to you.

Addicted [+100]: You, my friend, have a problem. You are addicted to your bottle or your inhaler, always looking for your next fix. Even if you were to perfectly flush all of it out of your system, you'll always feel the need in the back of your mind, and it will be difficult to deny yourself it when given the chance.

Clunky [+100]: It feels like any weapon you get a hold of will constantly be unsteady. You need to put in much more effort into making sure your aim with guns is true than others, and you never seem to improve.

Lone Wanderer [+100]: Along your travels you will meet many amazing and quirky people, but you are fated to not have them by your side for very long, whether that means them leaving or dying. The Capital Wasteland is large, empty, and quiet, and the only true companion you'll have in your adventures is a faithful pet.

Soft-Hearted [+100]: You were raised with good morals, and you seem to have taken them to heart. You simply cannot help but assist people out of the kindness of your heart, even if there is no chance of a reward. Be careful, as some people will gladly take advantage of your naive tendencies.

Young [+100]: Ignore your age roll. You are now a 10 year old child wandering through the Wasteland. Because of this, even at your best your attributes will be *slightly* better than a normal person, and some of the best weapons in the Wasteland you simply won't be able to use. And good luck getting anyone to take you seriously. You will eventually grow into your full power, but that will take the majority of your time here.

Crippled [+200]: You have to admit, the dilemma of traveling the Wastes with a missing limb leaves you stumped on what to do. You are missing either an arm or a leg, and can't seem to replace it with anything without it being uncomfortable or breaking shortly after getting it. This can be taken multiple times.

Jinxed [+200]: Anything that can go wrong, will go wrong. Guns seem to jam, loot doesn't seem to be as plentiful or useful, and your enemies get lucky shots more often against you. You'll also probably run into dangerous situations more often than you reasonably should.

Hunted [+200]: There seems to be a faction out there that really hates your guts. Whether it's the Enclave, Brotherhood of Steel, even the Super Mutants or Regulators, they'll come after you with what they can gather. This can be taken multiple times for multiple factions.

Shunned [+200]: Wow, what did you do to warrant this kind of suspicion? People living in towns and settlements will feel suspicious of you, and this feeling will continue to grow the longer you stay there, until it gets to the point where you might need to get through an entire mob just to go grocery shopping after a week. This only affects groups of people, not individuals or companions.

Tragedy [+200]: An old widow all alone in a distant cabin, a child who lost everything to monsters, a pair of skeletons holding onto each other as their world ended. Your life seems to always be filled with tragedy no matter where you go or what you do. Even when there's a good ending to your actions, there will always be some sort of cost.

Hardcore [+300]: Life in the Capital Wasteland is hard enough already, this just makes it harder on you. Enemies are tougher, attacks seem to do more damage to you, there seems to be more of them, and nothing you do can make it better.

Radical [+300]: Humanity has evolved to better survive in this irradiated world. You, however, are not. Even if you have perks or races that make you immune, you have no special protection from the harmful effects of radiation. It doesn't help that it's everywhere in the Capital Wasteland.

Survival Mode [+300]: The Capital Wasteland is a harsh place, and your very nature as a Jumper might mean that you could steamroll any opposition you meet. You will be stripped of all outside powers and abilities, leaving only your mundane skills, what you bought here, and anything else you've gained in the Fallout universe.

Ending:

At the end of your time here in the Capital Wasteland, you are greeted with a choice.

Crazy He Calls Me: It seems like you just can't bring yourself to leave the Wasteland, the charm of it all keeping you here. Gain an additional **[500 cp]** to spend freely.

Way Back Home: The chaos of the Wasteland has made you realize just how much you miss home, your original home. You receive a Lucky 8 ball.

Happy Times: You've had your fun here, but it's time to move onto greener pastures. And you mean that literally. You receive a stitched portrait of Revelations 21: 6.



Notes :

-If you so desire, you may belong to any faction you want within your starting area.

-**Almost Perfect** Origin effects

- **Vault Dweller:** Luck 10, Everything Else 9
- **Tough:** Strength 10, Endurance 10, Intelligence 8, Everything Else 9
- **Nerd:** Intelligence 10, Perception 10, Charisma 8, Everything Else 9
- **Socialite:** Charisma 10, Agility 10, Endurance 8, Everything Else 9

With the **Young** drawback, all of these are lowered by 4 (Meaning they will all be 6, 4, and 5 respectively), and they will all gain 1 point back every two years.

-For now, an easy way to treat zombifying as a Ghoul would be to treat it like Hollowing from Dark Souls. Keep a goal or way of life in mind, stick to it as long as you can, and you should be fine.

-For Ghouls and Mutants, all perks involving radiation resistance instead let you heal faster with more radiation.

-You can improve beyond **Almost Perfect** by training, or traveling to the Mojave and getting implants

-**Nuclear Anomaly** does not give you any radiation poisoning.

-The **Medic Power Armor** has infinite stimpacks and Med-X that is injected into you when your health is below 50%, but never enough to overdose on.

-You can reprogram **Liberty Prime** to have a different personality if you want, but why ever would you do that? *Gasp* Are *you* a communist?

-All the scenarios are basically the events of the Game or DLCs. Follow the main quest lines and you should be able to complete them.

-All items you have purchased here will scale with your size if taken with **Young** drawback.

-The **Hardcore** drawback makes it to where all enemies are the same as if on the hardest difficulty of Fallout 3. This does scale with your power level.

-Have the day that you deserve~!