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 the start of Fallout 3. In order to survive ten years here, take **1000 cp** to spend.

Location:

Roll 1d12 for location. May pay 50 cp to freely choose.

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. Although, 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 Wasteland, 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 defences. It has the most advanced technology found in the Capital Wasteland, and doesn't seem to take too kindly to mutants of any kind.

12) Free Choice: You may freely choose any location above.

Origins:

*Roll 1d8+17 for age, gender stays the same. You may pay 50 cp to freely choose both. Any of them can be considered **Drop-In** if you don't want to deal with 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.

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.

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.

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.

Super Mutant [200]: 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. For a discount, however, you may lower 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.

Undiscounted Perks:

Gun Nut [Free]: You cannot get very far in the Capital Wasteland without a firearm. With this, you are a decent shot, and can maintain a decent variety of weapons.

Rad Resistance [Free/100]: With two hundred years to adapt, humanity is better equipped to handle radiation than ever before! You are slightly resistant to radiation, and don't feel the effects of radiation poisoning as strongly. For 100 cp, this resistance is upgraded, allowing you to absorb half the radiation you normally would, can treat the symptoms of radiation sickness as various levels of debuffs, and it is much easier to flush your system of it than should be physically possible.

Almost Perfect [400]: On a scale of one to ten, your everything would be a nine! You could arm wrestle a Super Mutant and have a decent shot of winning, perceptive enough to put a few animals to shame, durable enough to take a few hits from a Super Mutant, charismatic enough to talk down an angry crowd, intelligent enough to understand complex problems, agile enough to dodge a good number of things headed your direction, and lucky enough to have been graced with these bonuses. There will always be room for improvement, but you can worry about that later. This also acts as a capstone booster, for those who have them.

Vault Dweller Perks:

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

Explorer [100]: The Wasteland is a big place, and it's easy to get lost among all the quiet desolation. You don't seem to have this problem, able to never get lost as well as having a good eye for interesting places that could be worth your time.

Scrounger [100]: There isn't a lot of ammo being made in Post-War America, so most resort to scrounging for them. You seem to come across more ammo than normal, but I'm sure you won't be complaining about that.

Fortune Finder [200]: Sometimes exploration of any kind will not lead to results other than wasted ammo. You do not seem to have this problem, as you seem to find worthwhile loot (especially currency) wherever you go.

Gunslinger [200]: Guns are very common weapons, from pistols to rifles to shotguns. You are much more accurate with these types of weapons, being a modern-day Anne Oakley in terms of your skill.

Mysterious Stranger [400]: When the chips are down, sometimes you might not have enough firepower to make it out of a situation. With this perk, you occasionally receive aid from a Mysterious Stranger that leaves just as quickly as he came, often in the form of a bullet to your unlucky opponent.

Warmonger [400]: In the Wasteland, there is nothing that can truly be considered 'new.' Scavenged, repaired, and cobbled together, most certainly. You are skilled in this, able to use what could be considered junk and making formidable weapons, armor, and structures out of it.

Nuclear Anomaly [600]: When you're back is against the wall, and you are about to kick the bucket, you can look your enemies in the eye and turn their victory into defeat. Only activated when you're about to die, you create an explosion of nuclear energy powerful enough to vaporize anyone within fifty feet of you. It even affects those who should be immune to radiation damage. Should be careful when companions are around, as even they are not safe.

Tough Perks:

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

Iron Fist [100]: When weapons fail, you can always rely on your God given fists. In addition in being skilled in unarmed combat, your punches and kicks seem to hit harder than should be possible.

Little Leaguer [100]: Past, present, or future, there will always be those who think hitting each other with slabs of wood or metal is a good idea. Evidently, you are one of them and skilled in the art of hitting things really hard. Melee attacks seem to do much more damage than they should.

Adamantium Skeleton [200]: People seem to think you indestructible, and they are partially right. As if you have been merged with metal, it is impossible for you or others to break your bones, and your hits seem to have more weight behind them. You could even withstand a headshot or two from a decent rifle.

Commando [200]: Not only do you know your way around conventional guns, you are also skilled in very big guns as well as explosives. Able to use them with frightening competence, what could hope to argue with a grenade or rocket to the face?

Rad Absorption [400]: Radiation is a cruel, uncaring force, killing most and damaging others with no one the wiser until it's too late. Luckily, you are well equipped to deal with it. Harmful radiation seems to gradually leave your system, until you get to the point where you are completely radiation free!

Solar Powered [400]: The sun is an amazing thing, giving nourishment to crops and spreading light to all. You just so happen to get a little something extra when under the sun's light, being much stronger and tougher than normal, and you seem to also heal quicker and need to eat less often. Praise the Sun!

Bloody Mess [600]: You do not rely on luck, not when you have this much skill. Your attacks do much more damage than they reasonably should, letting a 10mm bullet pierce through a Super Mutant's skin in one shot, or using a rusty machete to turn any enemy you meet into a bloody mess.

Nerd Perks:

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

Daddy's Boy / Girl [100]: Most parents would prefer their children pursuing more intelligent professions, and you've agreed wholeheartedly. You could make for a good programmer or nurse if you correctly applied your scientific and medicinal knowledge.

Swift Learner [100]: What's the use of a brain if not to learn, and boy is there a lot to learn! Luckily, you seem uniquely qualified to do so. You pick up scientific, medicinal, and mechanical skills and tricks relatively quickly, as well as an improved memory.

Chemist [200]: You have an in-depth knowledge of the periodic table, and with that the knowledge to combine them into cool things, like drugs! My, with the right ingredients, you might even be able to create Nuka-Cola!

Computer Whiz [200]: Ha! Look at that guy over there, not being able to hack a simple Hard level Terminal! You are a master hacker and can get through most programs you find with ease.

Nerd Rage [400]: Nobody ever treats the nerds right until they absolutely need them, and you can show them the error in that. When the chips are down and you're heavily injured, you can boost your strength immensely, letting you arm wrestle a Super Mutant and win!

Robotics Expert [400]: Who needs people friends when you build better ones! You have a thorough understanding of how robots work, and could reliably build a Sentry Bot within a week of finding it's schematics and getting the right materials.

Cyborg [600]: Science is how humanity has gotten to where it is today, for better or worse, and you are a testament to that fact. With a number of implants, you can access an automatic targeting system known as VATS that needs to recharge after use, and are also more resistant to radiation and poisoning. Along with these scientific upgrades, you are also much more skilled with Energy Weapons.

Socialite Perks:

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

Child at Heart [100]: Children are amazing things, but sometimes they can just be right assholes. Luckily, you can bring out your inner child, letting you easily connect with any children, especially when you act like one yourself.

Scoundrel [100]: You might as well have a silver tongue with how good you are at convincing others. Be it convincing someone that their often traveling husband is cheating on them, or getting a better discount, you know your way around people.

Infiltrator [200]: If you couldn't talk your way into someone's home, why couldn't you just break into it? You are very skilled in the art of picking locks, and no home or safe can keep its valuables safe from you for long.

Lady Killer / Black Widow [200]: You seem to have an irresistible charm to those that are open to your attempts at seduction. You deal extra damage to anyone who finds you attractive, and make them more open to your requests and 'requests.'

Animal Friend [400]: Animals are amazing, much better than people any day. And this perk helps enforce this mindset, with animals outright refusing to attack you and even coming to your aid at times, so long as you don't hurt one of their own. Animals are also more willing to follow your orders in general.

Nerves of Steel [400]: In the Capital Wasteland, one can't hesitate lest they risk death. You do not seem to have this problem, as you never seem to hesitate at anything when the moment calls for it, and your aim never wavers. Additionally, you now have an amazing poker face.

Ninja [600]: In old legends, there were warriors of the shadows from a distant land, assassins and actors of great renown. You've taken after their inspiration, and have great skill in moving without being seen and creating believable disguises and acts that few can see through. You can also deal twice as much damage against enemies who weren't expecting your attacks.

Undiscounted Items:

You may freely import items.

Clothing [Free]: A set of durable clothing, whether it be a Vault suit, a Pre-War outfit, or just some loose scraps of cloth sewn together.

Firearm [Free]: A 10mm pistol in good condition. The only notable thing about this weapon is it's seeming inability to jam. You get a replenishing stock of 120 bullets a week.

Galaxy News Radio [Free]: A good radio station with good music and a good host, Three Dog. Not only can you get this station wherever you go, it will also comment on how your actions are seen by others.

Pip-Boy 3000 [Free]: One of the best things to have in the Capital Wasteland, this serves a variety of functions. It has advanced biometrics for readout of wearer's status, a holo-disc slot, geiger counter, radio, analysis and tracking system, and others.

Aqua Pura [50]: A water bottle that is always full of clean water.

Bobblehead Collection [50]: A set of twenty bobbleheads, each corresponding with a different skill or attribute. They don't do anything, but they are fun to play with.

Comic Books [50]: A large stack of pristine comic books, with works of fiction like Grognak the Barbarian or the Silver Shroud! You get a new pile every Jump, filled with the local comic books or equivalents.

Radiation Kit [50]: A box filled with 25 Rad-Away and 50 Rad-X, for those moments where you went somewhere you really shouldn't have.

Vault Dweller Items:

Discounts for Vault Dweller Origin are 50% off, with [100] items being free. You may freely import items.

Lucky Shades [100]: A pair of stylish sunglasses that make anyone wearing them slightly luckier.

Sawed-off Shotgun [100]: A reliable close-quarters weapon that never seems to jam, and has a replenishing stock of 120 shells every week.

Radiation Suit [200]: For the times when you *need* to go somewhere you really shouldn't, this will protect you from the worst of any radiation, but it cannot do anything about heavy amounts of it.

Railway Rifle [200]: It may look like a pile of junk, but you won't hear anyone say that when it nails a Super Mutant to a wall with few shots. This one is extremely durable and does more damage than it should. Comes with a replenishing stock of 80 railway spikes every week.

Alien Blaster [400]: A strange weapon from beyond the stars, this powerful pistol runs off of alien power cells, which cannot be found normally. Luckily, you have enough to fire a hundred shots, but will need to look for more on your own.

Vault [400]: These are supposed to be the safe bastions of civilization when the bombs fell. This one was never put to use, never saved anyone from the apocalypse, but is surprisingly well kept. A large Vault of your own, it comes with a nuclear reactor, a water purifier, a recycler, hydroponics bay, and enough space to house a thousand people easily. Whether this is a livable Vault or one of the Social Experiments is up to you. Post-Jump you can import it anywhere near your starting location or have it as a Warehouse attachment.

Tough Items:

Discounts for Tough Origin are 50% off, with [100] items being free. You may freely import items.

Combat Armor [100]: A suit of personal body armor employed before the Great War, it was designed to offer great protection without hindering mobility. Even during the post-apocalypse it protects its wearer admirably from a number of threats. They come in green, white, or black.

Hunting Rifle [100]: A .32 caliber rifle with enough stopping power to make a hole in Power Armor, it never seems to jam. Comes with a replenishing stock of 50 rounds every week.

Discharge Hammer [200]: Once a self-powered engineering tool, this has been upgraded with some shocking capabilities. When hitting a target, it releases an electrical discharge that acts like a touch-based EMP, doing massive damage to electronics.

Eugene [200]: A reliable minigun, Eugene is a beautiful sight for anyone who wants to tear their enemies a fresh new one. More durable and doing more damage than any normal minigun, a girl couldn't ask for a better friend. Comes with a replenishing stock of 500 5mm rounds every week.

Medic Power Armor [400]: One of the best things you can have in the Wasteland, this set of T-45d Power Armor has a program that automatically injects the wearer with stimpacks and Med-X when they are injured, enough to keep them in fighting shape. You can't really tell where it gets them all from, and you certainly aren't putting any inside of it.

Vertibird [400]: Not a lot of people can claim to have air superiority in the Wasteland, but luckily you are one of them. A vertibird that effectively needs no fuel to fly, it comes with an onboard weapons system that, with enough time, could take down a Behemoth with relative ease. It also helps that it is easy to fly.

Nerd Items:

Discounts for Nerd Origin are 50% off, with [100] items being free. You may freely import items.

Lab Coat [100]: A white coat that never seems to get too dirty, it is perfect whether you wish to operate on an infected leg or build a robot army.

Laser Pistol [100]: A standard laser pistol made during the Great War, it can melt flesh easily with just a shot or two. If you get lucky, you might even turn your target into ash! Comes with a stock of replenishing ammo.

Chem Kit [200]: When there's time to do science, you don't want to be unprepared. This functional chemistry kit is ready to create whatever concoction you want, so long as you have the other materials needed.

Metal Blaster [200]: An modified AER9 Laser Rifle, this shoots nine lasers with only one shot, and you can definitely appreciate the stopping power that comes with it. Comes with a stock of replenishing ammo.

Tesla Cannon [400]: A powerful energy weapon, this shoulder-mounted gun discharges a large electrical impulse upon impact with a much larger area of effect that is very effective against all kinds of machinery and people. Comes with enough ammo to fire it a hundred times.

RobCo Schematics [400]: Mankind's true power is not in it's capacity to destroy, but to create. These ten holotapes hold the sum total of mechanical knowledge that humanity has created before the bombs fell, with schematics on energy weapons, vertibirds, sentry bots, efficient nuclear reactors, and even an incomplete schematic of Liberty Prime!

Socialite Items:

Discounts for Socialite Origin are 50% off, with [100] items being free. You may freely import items.

Naughty Nightwear [100]: A bit promiscuous looking, one cannot deny that they feel sexier wearing this, and it definitely gets all the right attention. While wearing this you gain a bonus to all seduction attempts.

Silencer [100]: An attachment for most pistols and rifles, this will ensure that your shots aren't heard by anyone you don't want to hear.

Blackhawk [200]: A powerful .44 magnum pistol, it has enough stopping power to even make a Deathclaw think twice before continuing it's attack. Comes with a stock of replenishing ammo.

General Chase's Overcoat [200]: The clothes make the man, and this pristine overcoat makes you look like a total badass. You could give impressive speeches while accurately hitting an enemy a few hundred yards away with a pistol.

Stealth Boys [400]: People can't stop what they can't see. This stock of 25 Stealth Boys can attach to a Pip Boy of any make, and turn its wearer completely invisible. It comes with notes on how to make more.

Tower [400]: Much of the Capital Wasteland is so… *dirty*. You cannot, in good conscience, let yourself continue to live in such an environment. With this purchase, you now own a pristine Pre-War Hotel much like Tenpenny Tower, except more fitting for your status as a Jumper. Clean water, great food, working electricity and plumbing (which means *warm showers*), and enough space to house a hundred people. That's nothing to say of your Penthouse, in which you could convince yourself that you *aren't* living in an absolute hellhole! Post-Jump you can import it into a setting or keep it as a Warehouse attachment.

Companions:

Best Friend [Free]: A loyal Australian Cattle Dog, this is the best friend a person could ever ask for. He is surprisingly durable, able to take a full clip from an Assault Rifle and can bite through Combat Armor with ease. You may optionally import a pet you own.

Dear Hearts and Gentle People [50/100/200]: Maybe you would much rather prefer people you know? With this, you may create or import one companion for 50, four companions for 100, or eight companions for 200. They each can choose their background and race freely, get 600 cp to spend on perks and items, and cannot choose any drawbacks. Alternatively, this can be used to recruit canon characters, with this ensuring that you will eventually meet them, and have a decent friendship by the end of the Jump.

Sparky [200]: Behold, one of the most dangerous automatons in the Capital Wasteland, and it follows you around like a lost puppy. This Sentry Bot is made out of some very high-grade and durable parts, it's weapons never seem to run out of ammo, and if broken or destroyed it will return to your Warehouse the next day in perfect condition! You may optionally import a robot you own.

Deathclaw [200]: This infant Deathclaw seems to have imprinted upon you, and is now your loyal pet. It will grow, and you will have to train some of the worst traits out of it, but when it reaches adulthood, you couldn't have a better companion. You may optionally import a pet you own.

Liberty Prime [400]: DEATH IS A PREFERABLE ALTERNATIVE TO COMMUNISM! You now own a 50-foot tall, patriotic murder bot that throws around nuclear warheads like a football, fires a powerful optical laser that can easily melt through steel, and is so durable it would take at least an orbital missile strike to bring him down! And if broken or destroyed it will return to your Warehouse the next day in perfect Commie-killing condition!

Scenarios:

You may take one, all, or none of these scenarios at your discretion.

Broken Steel [*Human Only*]: Your starting location is changed to Vault 101, and your age is 19, as you are now the Lone Wanderer. You awaken on the day that your father left the Vault for unknown reasons, and you have this need to follow him, if only to get answers as to why he abandoned you. The entirety of Vault Security will be after you, and you can't let yourself be caught. Upon exiting the Vault, you need to find your father, and go through the events of *Fallout 3* and the *Broken Steel DLC*. How you go about this is up to you, but by the end of it all the Enclave must be broken, Project Purity must be activated, and you must still be alive, despite all the odds against you.

Upon completion of this scenario you get three rewards. The first is a **Picture of You and Dad**, which always helps you calm yourself and focus your mind on happier times. Second is a **G.E.C.K.** of your very own to do with as you please. The *Garden of Eden Creation Kit* can turn even the most irradiated areas into lush, green paradises within months of activation. Finally, you can improve any armor or clothing you own with the **Vault 101 Upgrade**, greatly improving your skills with all kinds of weapons and vastly increasing your luck. It also has a 101 painted or stitched on the back of it, proudly proclaiming your origins to the world.

Operation: Anchorage: One day while travelling 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. Unfortunately a band of Super Mutants is holding them up, and you need to help. When that is all said and done, and they take notice of your Pip Boy, they take you to their outpost with a special 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 simple, as it is to get through the simulation in one piece. Be careful, though, as even through none of this is real, death in the simulation means death in real life.

Upon completion of this scenario you get your reward. A **Pre-War Armory**, filled with a number of cool toys in pristine condition, like trench knives, gauss rifles, plasma grenades, and a replenishing stock of all ammo needed, enough to equip a small army. But the crowning jewels are the Chinese Stealth Armor and the Winterized T-51b Power Armor. One makes you an invisible ghost, and the other an unstoppable tank.

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 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. You now 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 a newborn infant named Marie, and Ashur's daughter.

Your once simple job is now a difficult moral choice. You could side with Ashur and his raiders, letting Marie continue being the most loved and protected child in the wasteland with a cure in the making sometime in the future. Alternatively, you side Wernher and the slaves in their uprising, but at the cost of them doing anything they can to quicken the development of a cure, even at Marie's expense. Either way, one side must be beaten down so the other can take their place as rulers of The Pitt.

Upon completion of this scenario you get two rewards depending on who you sided with. In both cases, you receive a **Steel Refinery**, able to generate a hundred steel ingots a week to do with as you please. Fresh steel is a commodity in the Wasteland, so use it well.

If you side with Ashur, you receive a set of **Tribal Power Armor**, repurposed from when the Brotherhood of Steel passed through the Pitt. It might not offer as much protection as some other sets, but in return it makes you just a bit luckier, as well as letting any melee attacks do twice as much damage when you wear it.

If you side with Wernher on the other hand, you receive the **Man Opener**, a powerful auto axe that completely ignores most defences and damage resistances when ripping into an opponent, like Power Armor or Deathclaw hide. It is a weapon that certainly lives up to its name.

But if you said no to both sides? If you abandon this lose-lose situation altogether, you may take **Marie** to raise yourself. She's a quiet little thing, and she's immune to radiation and any mutagenic substances. Can you love her and keep her safe from all the horrors of the Wasteland?

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 do 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.

Upon completion of this scenario you get two rewards. The first is the **Grey Matters** perk, which decreases any damage to your head by half and makes you immune to the psychological effects of addiction. Your brain is your most important tool, and you really don't want it vulnerable again. Finally, you gain a **Punga Fruit Field**, a large garden filled with Refined Punga Fruit, amazing fruit that lowers radiation in a person's body and boosts their natural healing, but these ones aren't addictive. Post-Jump you can import it into a setting or keep it as a Warehouse attachment.

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, my friend, have just been abducted by aliens, and their plans for you are definitely not going to be an improvement. 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.

Upon completion of this scenario you get two rewards. The first is the **Xenotech Expert**, making all damage you deal using alien weapons do much more damage. The next is **Mothership Zeta** itself. This massive spaceship is filled with all kinds of advanced technology and the means to make more, like biogel that can heal injuries more efficiently than stimpacks, an epoxy that you just need to slather over equipment to repair them, or even the hard to find alien power cells for a certain weapon. You may also take anyone on the ship as a companion at your discretion.

Drawbacks:

Limit of +1200 cp

Tales of the Wasteland [+0]: You have been here before. 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 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 have in your adventures is a faithful dog.

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.

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 Raiders, they'll come after you with the best resources they can pool together.

Shunned [+200]: Wow, what did you do to warrant this kind of suspicion? People living in towns and settlements well 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. 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 lose all access to any perks or items not from any Fallout Jumpchain, as well as access to your Warehouse and non-imported companions.

Dawn of the End [+600, No Scenarios]: You are no longer starting in 2276. You are now starting in 2077, the day after the bombs fell and the Vaults closed themselves up tight. Radiation is heavier than it has ever been, the only kind of safe places being underground or far away, and everyone is willing to do whatever they can to survive this nuclear holocaust. Food is scarce and water is irradiated, and you can't tell who you can trust. This is especially bad if you are a Ghoul or Super Mutant, as since they aren't known factors yet, everyone will assume you're some kind of monster and attempt to kill you or drive you off.

Ending:

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

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.

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.

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:

-You may be a member of a faction in your starting location. If you land in **Paradise Falls** you may be a slaver or slave, and in the **The Citadel** you may be a member of the Brotherhood.

-**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.

-**Almost Perfect** Capstone Booster effects

- **Nuclear Anomaly:** You can create these explosions at will, but will be exhaustive, and it does not hurt those you consider friends or allies.
- **Bloody Mess:** You could kill a Deathclaw with a single headshot from a crappy Chinese Pistol, and damage scales with what weapon you're using.
- **Cyborg:** You can use VATS more often before recharging, and have gained immunity to radiation and poison.
- **Ninja:** You could hide in someone's shadow at noon and nobody would notice you were there, and could convince nearly anyone that you're their long-lost family member..

-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, all perks involving radiation resistance instead let you heal faster with more radiation.

-Ghouls who took the **Socialite** background and perks will be able to pass off as a very sick human for a time, but people will inevitably figure it out.

-**Super Mutant** Interactions with Origins and Perks

- All perks involving radiation resistance instead let you heal faster with more radiation.
- **Almost Perfect** makes you comparatively better to other Super Mutants in every way. As an olympian athlete is better than a lazy human, you are similarly better to your brethren.
- All items are scaled to your size and power, with the **Medic Power Armor** allowing a normal Super Mutant to stand against a Behemoth with a decent chance.
- The **Vault Dweller** background means that you have memories of Vault 81 and everything that happened there, meaning either memories of being experimented on or having your creations turn on you.
- With **Nuclear Anomaly**, you have the potential to turn into a Super Mutant Behemoth after absorbing enough radiation with no loss to your intelligence. With the discount however, you progressively lose your intelligence the larger you become. Items will scale to your new sizes.
- The **Tough** background and perk tree scale to give the equivalent boost to you as it would with humans and ghouls.
- With **Rad Absorption**, you instead generate your own radiation at a steady rate.

- The **Nerd** background and perk tree lets you become more knowledgeable in the applications of Radiation. With the discount, you might have rare moments of common sense, but the rest of the time you are simply a batshit insane scientist.
- With **Cyborg**, you can generate your own radiation to heal you.
- The **Socialite** background you are surprisingly eloquent for a Super Mutant, and find it a little easier for other settlements to accept you.
- With **Ninja**, you are instead a Nightkin, the only one on the East Coast, which are stronger and more agile than normal Super Mutants

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

-**Warmonger** lets you create all V3 Custom-Built Weapons and Raider Armor.

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

-**Solar Powered** gives you +2 to Strength and Endurance when under direct sunlight. Doesn't work indoors or under artificial sunlight.

-All items gained, both bought and rewarded, will return in perfect condition if lost, used, or broken.

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

-**RobCo Schematics** doesn't hold any schematics from Big MT in the Mojave.

-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.

-**Xenotech Expert** also improves any space-age weaponry, no matter if it came from **Mass Effect** or **Craftworld Eldar** jumps or anywhere in between.

-All items will scale with your size if taken with **Young** drawback.

-If you took the **Radical** drawback and **Super Mutant** race, ignore the list above until the Jump is over.

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

-You can absolutely hole up in your **Vault** or **Tower** if you want upon taking the **Dawn of the End**, but they won't have the limitless supplies until the Jump is over, meaning you will need to venture out for supplies within three years at the very latest.