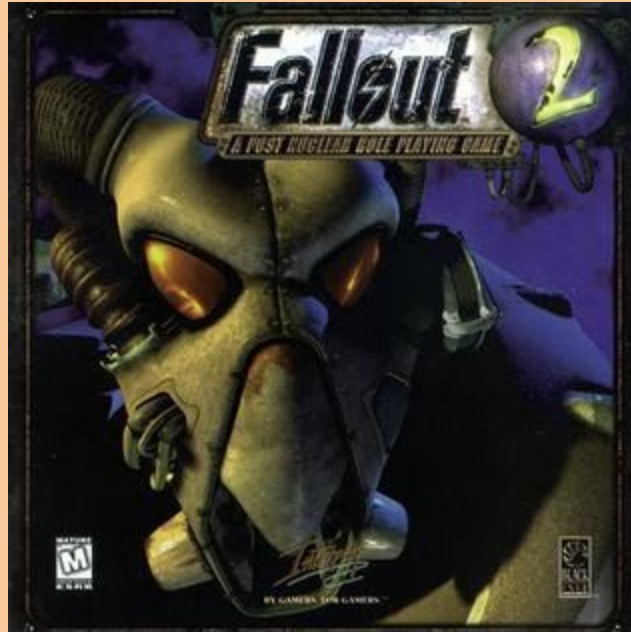


Fallout 2 Jump
By Fallout10mm
Version 1.04



War. War never changes.

The end of the world occurred pretty much as we had predicted. Too many humans, not enough space or resources to go around. The details are trivial and pointless; the reasons, as always, purely human ones.

On October 23rd 2077 the earth was nearly wiped clean of life. A great cleansing, an atomic spark struck by human hands, quickly raged out of control. Spears of nuclear fire rained from the skies. Continents were swallowed in flames and fell beneath the boiling oceans. Humanity was almost extinguished, their spirits becoming part of the background radiation that blanketed the earth.

A quiet darkness fell across the planet, lasting many years. Few survived the devastation. Some had been fortunate enough to reach safety, taking shelter in great underground vaults. When the great darkness passed, these vaults opened, and their inhabitants emerged to begin their lives again.

One of the northern tribes claims they are descended from one such Vault. They hold that their founder and ancestor, one known as the "Vault Dweller," once saved the world from a great evil. According to their legend, this evil arose in the far south. It corrupted all it touched, twisting men inside, turning them into beasts. Only through the bravery of this Vault Dweller was the evil destroyed. But in so doing, he lost many of his friends and suffered greatly, sacrificing much of himself to save the world.

When at last he returned to the home he had fought so hard to protect, he was cast out. Exiled.
In confronting that which they feared, he had become something else in their eyes...and no longer their champion.

Forsaken by his people, he strode into the wasteland. He traveled far to the north, until he came to the great canyons. There, he founded a small village, Arroyo, where he lived out the rest of his years. And so, for a generation since its founding, Arroyo has lived in peace, its canyons sheltering it from the outside world.

You begin the jump in 2241, the day a tribal from Arroyo leaves his village to save it, and in the process, the world.

You Start with 1000 cp

Location:

Roll 1d10 or choose, I don't care. Your choice of age between 16-60 and may choose to be either sex.

1 Arroyo: A village founded by the Vaultdweller who saved the wasteland by defeating the master.

2 Klamath: A small town built out of smoldering ruins of the old world. Home mostly to Ranchers and Gecko trappers. Bit of a rat problem, maybe you could help?

3 The Den: Drug infested hell hole, Headquarters to a band of Slavers. That said there are some decent folks in town.

4 Modoc: Small farming town between the den and vault city. In the middle of a drought and has problems with 'ghosts'.

5 New Reno: If you thought the Den was bad, this place is worse. Overrun with mobsters, and druggies. Try not to look like an easy mark.

6 Vault City: Finally some civilization! Too bad they enslave non-citizens. Have an issue of raiders and a ghoulish nuclear reactor to the north.

7 Broken Hills: Quiet little mining community, large population of friendly ghouls and super mutants.

8 NCR: Formerly Shady Sands, this is the Capital city of the New California Republic. Everything south of here is their territory and they don't take kindly to raiders or slavers.

9 San Francisco: While most of the city is still ruins, the crew of a chinese sub and the locals have banded together and rebuilt Chinatown.

10 Free Choice: Well aren't you a lucky one. You may choose any of the above, or any other Canon location in Fallout 2, with the exception of the Enclave main base or Navarro.

Races:

Human 0cp: You're human.

Ghoul +100cp: You're a ghoul, long lived, immune to radiation and look like someone took a cheese grater to your body.

Super Mutant -200cp: Super mutants are mutated humans, products of infection by the Forced Evolutionary Virus (FEV). They are much taller, bulkier and more muscular than pure strain humans, have (mostly) green, gray, or yellowish skin, are immune to disease and radiation and are gifted with superhuman strength and endurance. Although they are completely sterile, the rapid regeneration of their cells caused by FEV makes them virtually biologically immortal (but not immune to death from injury) But since you're paying for it you don't have to be sterile, though finding a willing partner might be a challenge.

Intelligent Deathclaw -300cp: Deathclaws are a 20 foot (6 meter) long carnivorous bipedal reptile species, designed for maximum lethality. Incredibly resistant to most damage types, particularly energy damage and poison. They are immune to radiation and their hides have been known to reflect lasers. You are part of a variety of deathclaws in New California that were experimented on by the Enclave, which gave them higher intelligence and the ability to speak, your intelligence is on par with a human being.

Backgrounds:

Drop In: No memories, no history.

Tribal: You grew up in a primitive village descended from survivors of the nuclear war.

Mercenary: A gun for hire who grew up in one of the few 'civilized' towns that dot the landscape.

Vault Dweller: Descendant of one of the lucky few who made it to the 'safety' of the vaults and survived.



Perks:

You get one 50% discount on every tier with 100cp perks becoming free



Nightvision (100cp): You see as well in the dark as you do in broad daylight.



Bonus Ranged Damage (100cp): In your hands ranged weapons eke out more damage than they would otherwise.



Kama Sutra Master (100cp): When it comes to pleasing sexually, you wrote the book. Seduction is as easy as a few words and batting your eyes or flashing your muscles.



Survivalist (100cp): Life in the wastes comes easy to you, you're able to find food, water and shelter where others would only find sand and radiation. You also know how to skin and treat any wasteland critters you come across.



Scrounger (100cp): Ammo is expensive, but you always seem to come up with more and the correct caliber for any weapons you use.



Swift Learner (100cp): Unlike some folks, you paid attention in school, and now learn at twice the rate.



Weapon Handling (200cp): Any weapon you pick up you instinctively know how to use, maintain and repair properly. Also makes weapon recoil much more manageable.



Scout (200cp): Your senses are sharp, making it very difficult for anyone to sneak up on you and you can track targets easier.



Rad Resistance (200cp): You are much more resistant to radiation and when not actively being irradiated you slowly lose any rads you've accumulated.



Snake eater (200cp): Yum! Tastes like chicken. You have gained an immunity to poison and venoms.



Faster Healing (200cp): Whether through genetics or a beneficial mutation, your wounds close much quicker than normal. Note this speeds up natural healing and will not regenerate missing limbs.



Demolition Expert (200cp): You are an expert when it comes to the fine art of handling explosives. They always go off when they're supposed to, as well as causing extra damage.



Strong Back (200cp): What are you, part pack mule? You can move at full speed even when hauling hundreds of pounds of gear. As a side effect your back will never get strained again.



Living Anatomy (400cp): With a glance you can tell how wounded and how resistant to damage a target is. You also gain a professional doctor and veterinarian's knowledge of anatomy.



Pathfinder (400cp): While traveling long distances, you tire less quickly and the trip takes 25% less time.



Mental Block (400cp): Mental Block is the ability to tune out any outside mental interference. You must have learned this talent from a passing guru, or from a really late night at a bar. Prevents mind control, unwanted psychic messaging and possession.



Toughness (400cp): If nothing else, you can take a beating! Assuming you'll be dealing with more than simple foul language hurled in your direction just like having a thick skin of armor.



Slayer (600cp): The Slayer walks the earth! You find your melee and unarmed attacks are leaving devastating wounds, bypassing defenses natural or otherwise. Remember if it bleeds, you can kill it.



Cult of personality (600cp): Your reputation is always positive to people. Without this Perk, a large negative reputation would have a bad effect on good natured people. Works with a good rep and bad people, too.



Sniper (600cp): The last thing they never see, you're a near mythical shot with a gun, able to not only hit enemies from extreme distances, but find the weak points in their armor with every shot.



Mr Fix It (600cp): Thanks to vault training, you can now take apart and repair any device you come across, even able to get machines working with the bare minimum parts made from trash.

Items:

You get one 50cp and one 100 CP item free and a 50% discount on one 200, 300, and 600 CP item each. You may spend discounts on upgrades. Higher tier may be spent on a lesser tier (ie getting a second 300cp item at discount by using the 600cp coupon on it)



Basic Weapons (2 free melee weapons for Tribal, 1 free everyone) 50cp: Your choice basic (non-powered) melee weapon. Strong, sharp and never needs maintenance.



Leather Armor (free Mercenary) 50cp: Suit of treated leather, your choice of style. Breathes just like normal clothing (a godsend in the blasted wastes)



Jimmy hats (50cp, free kama sutra master): An infinite supply of jimmy hat condoms, a very reliable prewar condom, they are still very reliable even 200 years after the Great War. The ones in blue package are ribbed for her pleasure, the ones in green package contain phosphorus green dye #2 and are slathered in spermicidal lubricant for added protection, and the ones in red package contain phosphorus red dye #5 and have a yummy cinnamon bun flavor... or so you heard



Antidote bottle (50cp): A bottle containing a home-brewed antidote for poison. A milky solution with floating pieces of radscorpion flesh. Drinking this will neutralize any venoms or poisons. Refills every hour.



Vault Suit and Pip Boy 2000 (Free Vault Dweller, discount Tribal, upgrades discounted for Vault Dweller, 100cp): Blue jumpsuit and a wrist mounted computer, that can record and play back audio/video, a calendar, alarm, a automapping system via satellite uplink (where available), health monitoring, radio, personal log system, reading material storage, and even a couple of simple games.



-Motion Tracker Upgrade (50cp): A Wattz Electronics C-U model motion sensor, can detect movement within 200 meters of your location.



-Geiger Counter Upgrade (50cp): normally a built in feature of the pip boy 3000+ series this upgrade detects the presence and strength of radiation fields



Water flask (50cp, one free with vault suit item): A 8oz blue flask with a yellow 13 emblazoned on the side. Refills completely with pure water every time the cap is screwed back on.



Stimpacks (100cp): This small pouch produces 10 stimpacks a day, perfect for the adventuring wastelander.



Rad-X and RadAway (100cp): Another small pouch that restocks 10 doses of Rad-x and RadAway daily



Slug Thrower (100cp, one free Mercenary, upgrades and additional discount Mercenary): Hunting rifle, 10mm pistol, 10mm SMG, Desert eagle, 44. Magnum revolver, sawed off shotgun, double barrel shotgun, Assault rifle. Comes with 5 reloads that regenerate weekly



-Better Slug Thrower (100cp) : Combat shotgun, P-90, FN-Fal, H&K CAWS, H&K G-11, Sniper rifle.



Solar Scorcher (200cp): A small one handed energy pistol that comes with a solar charger and a built in rechargeable battery. Short range but devastating firepower.



Party Favors (200cp): A small backpack that has enough drugs to string out an entire raider gang. Restocks weekly.



Highwayman (200cp): Chrysler Motors Highwayman, seats up to 9 adult humans...somehow. May Import a car to receive these upgrades for no additional cost. Microfusion cells recharge slowly while the car is not running

-Upgrades(100cp) :Fuel Cell regulator, Blower, speed/capacity upgrades and a set of Fuzzy novelty dice to hang from the rearview mirror

-Grav-plates (600cp): Hover off the ground and get great mileage and is fast as heck. Just don't crash.



Advanced Weapons (300 CP): More advanced weapons, suitable for more experienced adventures. You can pick two of the following: Mega Power Fist, Ripper, Super Sledge, the .223 pistol, Red Ryder LE BB gun, Turbo plasma rifle, Pulse weapon, Gauss weapon. Each weapon will come with 3 reloads that regenerate weekly, and additional ammunition will be less difficult to find than it would normally.



Heavy Weapon (300cp): One choice from Miniguns, rocket launcher, flamer, Bonzar, M60 machine gun. Comes with weekly regenerating 3 reloads worth of ammo and additional ammunition will be less difficult to find than it would normally.



Combat Armor (300cp): Combat armor is the epitome of non-powered armor in the wastes and was much favored by police and military forces for their outstanding durability coupled with their high level of maneuverability. The armor itself consists of a large chest plate and helmet constructed out of high-level defensive polymers. It is highly effective armor, as it provides good resistance against small arms fire, laser beams and blasts of plasma energy alike.



Advanced Armor (600cp): The T-51[1] is the apex of pre-War powered combat infantry development. Developed over a decade of war by West-Tek, it incorporates many of the lessons gleaned from the T-45 power armor service history. The exterior shell is made from a poly-laminate composite capable of absorbing over 2.5 kilojoules of energy without damage. The strength of the material is further enhanced by the organic, rounded profile of the shell, improving the chances of deflecting projectiles and explosions compared to the older steel plating present on the T-45. The shell is coated in a 10 micron silver ablative layer that allows for reflecting laser blasts and radiation emissions without damaging the composite surface directly. Comes with infinite fuel and self repairs to perfect condition over a week.



-Advanced Power armor mkII (100cp) : The advanced power armor Mk II is a model of power armor used exclusively by the Enclave military forces, developed after the Great War. Like its older brother, the standard advanced power armor, its matte black with a menacing appearance, but with a few significant differences - it appears to be composed entirely of lightweight ceramic composites rather than the usual combination of metal and ceramic plates



GECK (600cp): One *as advertised* Garden of Eden Creation Kit. Terraformers a 10km² radius, and up to 10km² a per year of operation, centered on the device. Removes radiation, toxins and pollutants from both land and atmosphere while

fertilizing and spreading unmutated (and mutation and radiation immune) plant life, in range of the device. Also comes with a separate Cold Fusion powersource, a mutation/radiation resistant selection of seeds, the entire library of congress, codes and instructions to repurpose vault materials and equipment and a pen light. Respawns in the warehouse once per jump/10 years, whichever is first, when used and in 24 hours if lost/stolen.

Companions:

Companion Import/Create (50/100/200cp) 1/4/8 with 600cp each may pick any origin and race for free.

Canon companion 0cp: you may recruit any canon characters, so long as they agree to come with you.

Drawbacks:

Take as many as you can handle.

War Never Changes +0cp: Got a history in this verse already? Choose this and your choices in previous jumps now part of history here.

Wild Wasteland +0cp: During your 10 years you'll encounter every one of the strange encounters in fallout 2 such as The guardian of forever, King arthur and his knights, a impact crater from a blue whale, The Cafe of broken dreams, and the stone monument of the vault dweller.

Forward Into The Past +0cp: Haven't done the fallout 1 jump yet? Well, take this to proceed directly there.

I liked bethesda better anyway +0cp: or instead you can take this to go to one of the other fallout jumps.

Killap's Fallout 2 Restoration Project +0cp: adds several cut locations and quests to the fallout 2 area. You'll also have to disable the shi nuclear sub or it will sink any ships entering or leaving the harbor.

No Fence Sitting +100cp: Pick between good and evil, you now are a paragon of your chosen ethos and will always choose that option, even if its stupid and counter productive.

Unhappily married +100cp: At some point you'll end up in a shotgun marriage to Miria or Davin in modoc. They're attractive but utterly useless at everything and nothing you do will get rid of them, they'll show up again within 24 hours of their death/imprisonment/abandonment, loudly complaining and generally making your life miserable. May import a companion to take their place.

I just shot Marvin in the face +100cp: Unfortunately for you and your allies, if someone is between you or your allies and the enemy you have a good chance of accidentally hitting them instead of the target. Please don't give anyone automatic.

Enclave attention +200cp: The enclave has noticed your out of universe origin and are hell bent on capturing and experimenting on your body dead or alive. Things will start out small, bounty hunters, slavers with your description, escalating to veteran mercenary platoons and vertibird supported enclave assault teams.

Wee man +200cp: You are now a much smaller height for your species, with a corresponding drop in strength and stamina. Humans and ghouls are roughly four foot tall dwarfs, while super mutants could almost pass for human if they weren't green, and Deathclaws never seem to grow out of the juvenile phase.

Addicted +200cp: You've become addicted to one of the many drugs available in the wasteland. You'll never get over this addiction for the length of your stay.

You're SPECIAL +300cp: Disables any out of universe perks (other fallout jump perks are still available), warehouse and items are still available.

-Extra Special (requires You're SPECIAL) +300cp: Now you are (and your companions) reduced to body mod, whatever you bought here and lose access to your warehouse and any items.

Low Intelligence Run +400cp: You sure you want this? Alright. Now you're as sharp as playdough. While some will take pity, most can't stand putting up with you.

I Don't Want to Set the World On Fire +600cp: This world is not how it should be, the master overran southern california, crushing the brotherhood and wiping out the NCR before it was even born. In northern California the enclave has expanded beyond Navarro and has been wiping out settlements, and if that's not enough China has rebuilt and is primed to finish the war, invading the west coast via alaska. Incompatible with the scenario.

Scenario and Quests

You may take as many quests as you want, they're not required, just something to do.

Chosen One scenario (restricted human only): You are now the descendant of the Vault Dweller, founder of Arroyo and savior of humanity (or at least Southern California). you start the game just before you enter the temple of trials. You have 10 years to find a GECK and defeat the enclave.

Rewards: One as advertised **Garden of Eden Creation Kit (GECK)**.

EPA (requires Killap's Fallout 2 Restoration Project): Like many things in the fallout universe, the Environmental Protection Agency is a sad parody of the real thing. Carnivorous plants, Giant insects, Poison gas, cannibals, and faulty or insane holograms are some of the things you'll find here. Your goal here is to find the secret level and access the computers inside.

Rewards: **Solar Scorcher, A verbal cure for epilepsy, a talking toaster with an iq of 6000, and one of the cryogenically frozen companions**: Jules who is a american soldier with feline features due to a genetic experiment, Kitsune a chinese spy captured by the military, Dex a serial killer.

Sierra Army depot: An abandoned and forgotten base somewhere near New Reno, this place holds several secrets. Your goal here is to reach the lower levels and help the base AI build a mobile platform for it to explore the wastes with.

Reward: **Skynet companion, Red Ryder BB gun, 3 suits of combat armor** (and Private dobbs if you can somehow save him).

Mariposa Military Base: This base was once the place where the Master and his super mutant army converted humans into more super mutants and also the forgotten birthplace of the Brotherhood of steel. Destroyed by the Vault Dweller years ago, the Enclave recently excavated the ruins to acquire a sample of the FEV. Your goal is to reach the vats and get a sample for yourself.

Reward: **Pure FEV sample**, this virus was originally named the Pan immunity virus is responsible for many of the mutants you find in the wastes. What you have here is a completely pure sample that will let you recreate any of the various mutants or with some research, perfect it into the original vision.

Vault City/Gecko: Vault city, a powerful community in the area, has a problem with a prewar nuclear power plant irradiating the local water table, they want the problem fixed, and the power plant cleared out of ghouls. Gecko, a ghouel settlement built around said nuclear power plant, is

unaware of the radiation leakage and mostly just wants to be left alone. Your mission is to pick a side or set up a deal between the factions.

Reward: **H&K G-11E**, an enhanced version of the G-11, that does more damage. If siding with Gecko you also get a **small fusion generator** that puts out as much energy as a full sized nuclear power plant. If siding with Vault City you get **Captain of the Guard perk** once a month you can summon a 10 person squad of vault city security to do your bidding. They come equipped with various assault weapons and wearing combat armor. After 24 hours they will disappear. If you manage to work out a deal between vault city and gecko you get all the rewards.

New Reno: The partially rebuilt ruins of New Reno are host to several mafia families running the various vice trades. Your mission is to pick a family and become a made man (or woman).

Reward: **Made (Wo)man perk:** minor criminals know better then to target you, and all criminals respect you more and treat you with at least some courtesy.

Ending

After 10 years you have a choice but first a little slideshow (narrated by ron pearlman) of how all your choices changed the wasteland.

Go Home: You've had enough of the wasteland, have an extra 1000cp to spend here.

Stay: Or maybe you'd rather keep exploring the wastes, have an extra 1000cp

Continue jumping: Onward to new sights

Notes:

1: Yes I am aware some of the perk pictures aren't correct or are from a different fallout game, this was a intentional choice as the ones I found either didn't fit right or seemed stupid. Most were taken from google or one of the fallout wikis.

2: Yes the rewards for the scenario and quests are slightly OP

3: Jumpchain, jumpchain never changes.

4: the geck is a combination of the fallout 2 geck and fallout 3 geck (which is why its "as advertised")

- 5: Upgrades require the base item, you may spend discounts on the upgrades and they follow the same rules (50/100cp upgrades become free, everything else is 50% off) You may spend a discount on an already discounted item (Such as the vault suit and pipboy for tribal).
- 6: Yes the faster healing perk's picture doesnt really fit well with that stupid white background but everytime I tried uploading the correct one it would error.
- 7: Killap's Fallout 2 restoration project walkthrough: http://hem.bredband.net/darek1/f2rp_wt.htm

Versions

- V1.04: Minor colon fixes. Removed Peak human cap from You're Special, clarified items and warehouse are still available. Changed rules for item discounts.
- V1.03: Added water flask item and bolded the scenario title I missed, added Create option to companion import
- V1.021 justified most of the document, changed geck 'sphere' to radius.
- V1.02 added regenerating ammo to slugthrower, highwayman fuel recharges, clarification on quests, intelligent deathclaw description amended, added jimmy hat and antidote items, Faster healing and snake eater perks. Minor spelling errors fixed and format changes. One 50cp discount added to items.
- V1.01 minor spelling and grammar errors fixed
- V1.0 first public release

War, War Never Changes.