



The Resource Wars

By Pokebrat_J

Long before the world was drowned in nuclear fire, it was a lush and vibrant place, with green grass and clear blue waters. It was Paradise. Or, at least, it should have been, if not for the greed and pride of man.

In the 21st century, war was waged over the resources that could be acquired. Only this time, the spoils of war were also its weapons: Petroleum and Uranium. For these resources, China would invade Alaska, the US would annex Canada, and the European Commonwealth would dissolve into quarreling, bickering nation-states, bent on controlling the last remaining resources on Earth.

Such a conflict will end in only one way, the complete and utter annihilation of the world as we know it, giving rise to the anarchic and horrifying Wastelands you have come to know.

You will arrive here on October 23, 2066, eleven years before the destructive capabilities of man cannot be contained any longer, plunging the world into a nuclear apocalypse.

You receive **1000 cp** to help you figure out your place in this world, and hopefully avert the coming armageddon.

Origins:

Age and gender can be chosen freely. Any can be considered Drop-In if you so choose.

Civilian: You aren't one of the movers or shakers of this time, but rather one of the average Janes and Joes walking the streets. Though you may not find yourself on the headlines of newspapers or the five o'clock news, there's something to be had in living alongside the common man.

Entertainer: Not everything should be all doom and gloom while a war is waging, as such things are extremely unhealthy. The importance of distractions cannot be understated, and neither should those in the industry like you. Be it as a music star or an actor, yours is a personality that many will remember.

Entrepreneur: If there is one thing that all sides of this conflict can agree on, it's that more money is never a bad thing. You are one of those who have dedicated yourself to the accumulation of wealth. Greed is one of the contributing factors to this conflict, but to change human nature would see you lose valuable revenue.

Politician: If there's anyone who's actually profiting from this entire conflict, it's those in charge who only ever exploit this mess to their own benefit. Whether you're one of these corrupt officials or someone desperately trying to change the current status quo before it's too late, you'll be who everyone will turn to when it all hits the fan, for good or ill.

Scientist: There is nothing that sparks innovation like war, and as such those bright minds are highly sought after for this nuclear arms race. You are one of the brightest minds of the 21st century, and your scientific knowledge could be what is needed to change the tide of war.

Soldier: In all conflicts, there are those who have to get down and dirty, actually doing the fighting while their leaders look on from their ivory towers. You are one of these poor souls, having been thrown into the metaphorical meat grinder of war. But we as a species thrive on conflict, so perhaps this may be a blessing for one such as you.

Spy: Not all battles are fought on the battlefield, or even in the markets. No, war takes people who are willing to get their hands dirty, and use every underhanded trick they know to pull info and victory right from under the opponent's nose. Where some will be remembered for their heroic deeds, it's unlikely such a fate awaits you in the shadows.

Allegiance:

Who have you sided with in this conflict?

United States of America: One of the only two superpowers remaining, I'm certain you're more than familiar with the USA. A democratic nation that is heavily entrenched within the ideology of capitalism, this sense of individual competition has pushed the nation to new heights, leading the world in many factors, such as robotics and power armor.

People's Republic of China: On the other side of the Pacific Ocean, there lies the only other nation who could stand against the US. The People's Republic of China, a nation dedicated to the ideology of communism. In order to combat America's favored brute strength way of doing things, they often take a stealthier approach, choosing for their battles to be already won through intelligence and planning.

Third Party: Between those two superpowers, it can be hard to remember that there were other nations in the world, though not as powerful as they once were. Be it from England, France, Russia, Japan, or some other country out in the world, you're just small fry compared to China and the US, and trying to get on the good side of whichever nation you think has the best chance of victory.



Locations:

You may choose where to begin freely, or roll a 1d6 to gain an additional [100].

1) United States of America: The good old US of A, the self-proclaimed greatest country in the world. This federal republic may be the setting for the stories told in the future, but for now it's still one of the preeminent superpowers of the world, rivaled only by China. You may start within any of the fifty states that make up this great nation.

2) Occupied Canada: Once a country all of its own, it was gradually annexed by the United States in order to gain access to the numerous resources found there. After years of exploitation and devastation of their natural resources, riots will break out across the country, giving the USA an excuse to take over by force.

3) United Mexican States: Mexico is actually quite important to the US, seeing as it has many oil fields that are still pumping out the vital substance. After being hit by multiple crises, such as a major earthquake hitting the capital in 2042 and political instability, America did what it did best and imposed itself onto the country.

4) Europe: Once the cornerstone of civilization, the various countries have devolved into bickering nation states, each only looking after themselves. Though they could hardly stand amongst the superpowers of this modern age, they still support one side or another in the hopes of benefiting from their success.

5) People's Republic of China: The rival of America, both in power and ideology. The communism to America's capitalism, the stealthful tact to their brute force. To stave off economic collapse, it annexed many of its neighbors, taking their resources in order to feed their war machine.

6) Free Choice: You may freely choose anywhere in the world to begin.

General Perks :

Old World Radio [50]: There are so many catchy tunes to listen to on the radio, it can be hard to go without. Never again will you be without those wonderful songs, as you now have a mental playlist filled with many of the songs found in these times. For some reason, most of them seem to be from the 1920s to the 1950s.

Party Person [50]: Even if the world is being devoured by war, with the constant threat of nuclear annihilation always looming just over the horizon, that isn't an excuse not to party! And party hard you shall, especially considering the fact that you'll never have to worry about any nasty hangovers or STDs, no matter how questionable your actions last night.

Core Values [100]: America was built on the premises of freedom, that every man was allowed to chart his own path, to shape his destiny with their own two hands. Time and outside influence, though, will eventually change the greatest of titans, but not you. The very core of who you are as a person will never change, not in the face of corporate corruption or the horrors of war. Even after a century of warfare and cruelty, a good and kind man will remain as such until the end of his days.

Rad Resistance [100]: Mankind has been working with the wonders of radiation for longer than a century at this point, and many have developed some level of resistance towards its harmful effects. Not many, and not to any extent to really be helpful. Well, except you, that is. You are nearly immune to the harmful effects of nuclear radiation, its poisonous touch simply sliding off you.

Friends With Benefits [200]: It's always worthwhile to go out there and make friends. They spice up your life, give you someone to have fun with and vent to about your poor day, and can give you an edge in case you find yourself in a scuffle. Friendship is a very real power you're willing to abuse, as you gain minor but noticeable perks based off of your Companion's own skills or abilities. For example, a sniper might highlight enemies when you're looking down a scope, while a doctor might make all of your healing more effective. You may only have eight of these companion perks activated at once, but you can switch them out as you see fit.

Mutative Experiments [200]: Just as mankind advances, so too does its understanding of the world around them. But often, there are those who look within, to begin the often dismissed process of understanding the human body, and more importantly to you, how to improve upon it. You were subjected to some questionable experiments, and now boast three new mutations, ranging from stronger muscles, improved intelligence, or shocking anything hostile that gets close to you. The drawbacks are miniscule, and physical alterations to yourself are entirely optional.

Psychic Awakening [400]: There are few dangers in this corrupt country than an open mind, especially when said mind is very, very literal. Due to some unique birth defect, a bizarre mutation, or messing around with some otherworldly device, you have gained phenomenal psychic powers. Your telepathy allows you to look into the minds of others, as well as communicate with them from a distance. Your telekinesis, meanwhile, is enough to wield a rifle from a distance effectively. Though they may not be as destructive as some of the tools mankind has developed, they will grow stronger the more you use them.



Civilian Perks:

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

Always Hiring [100]: The job market can be a surprisingly cut throat environment, as a good interview could be all that stands between a decent living and living off the streets. You don't seem to share those common worries, though, as there's just something about you that employers can trust. Why, you could walk into a random place of business, talk to the manager for a few minutes, and walk away with a new job, with your next shift starting on Monday.

The Little Guy [100]: History has long been focused on the men at the top of the social ladder, those kings and queens who run society, but often overlook those who actually lived under them. Not you, though, especially considering all you've had to live through. Your connection to those at the bottom allows you an in depth knowledge for the street smarts needed to make it through day to day, no matter what city you find yourself in or what country you travel to. These smarts of yours will also update when you go to new and exciting worlds.

Hard Work Pays Off [200]: It is a sad fact of the job industry that, when you actually put effort into doing your job, all you are rewarded with is even more work. This vicious cycle does not have to continue for you, however, as your superiors, surprisingly, acknowledge your diligence and are willing to give you actual rewards for it, often in the form of pay raises or actual promotions. The harder you work, the more often these will occur, until you may one day find yourself at the top of the corporate ladder.

Intense Training [200]: The most valuable employees are not often the most clever or those who kowtow to their betters, but those with a vast array of skills for all sorts of situations. After all, one skill may be good enough, but multiple can open just as many career paths. Then it should be great for you to know that when it comes to learning and gaining experience with new skills, you're a proverbial sponge, absorbing everything you can and improving upon it in record time.

Family First [400]: The world can be a cruel place, especially towards the innocent, those unable to properly defend themselves against the predators that wear smiling faces. But they do have a protector, someone to show them the proper way through this world, that being you. You would make a superb parent, capable of raising even multiple 'problematic' children to become healthy and emotionally stable adults, and proud, productive members of society. You also seem to give off a parental aura, making you more likable and appealing to others. There's nothing sexier than a man wearing an apron, after all.

Quiet Life [400]: In these turbulent times, when it seems like the world is trying it's best to rip itself apart, is it so much to ask for a quiet, peaceful life? This is especially true for you, someone who has undoubtedly collected numerous strange and otherworldly powers, which are sure to draw all sorts of unscrupulous eyes. So long as you try to live a quiet, peaceful life, or at least put up the facade, then all of those instances of your supernatural abilities shall be overlooked and ignored. Of course, if you go out of your way to flaunt your powers, then this field of normalcy is sure to break.

Blessing from Beyond [600]: For as much as science has advanced, for how far our understanding of the world has progressed, there will always be things just beyond our reach. Beings so far beyond us that we may as well be ants, but even a person may develop an interest in a simple insect. Through dreams and actions, you have been blessed by a powerful entity, granting you a portion of its power, related to what domains it rules over. Perhaps it is an eldritch entity like Ug-Qualtoth, granting you the power to alter the earth below. Or something more akin to a cryptid, like Mothman, will set your mind alight, granting you an improved intelligence and increased learning speed.

Sole Survivor [600]: Tragedy can strike all of us, as sudden and unexpected as anything else in life. For every sunny day, the rain must fall at some point, regardless of how you feel about it or your current position in life. Yet it isn't about how much life will kick you down, taking everything you know and love, but about how you get back up and keep trying. While you are blessed enough to avoid the worst of it, when you *do* run into the worst case scenarios, you will quickly adapt to whatever life throws at you with frightening speed. All you'll need is a few seconds, maybe a minute if life's feeling generous, and you'll be ready to charge in with gusto, ready to carve out a tunnel to the other side.



Entertainer Perks:

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

Old World Beauty [100]: Talent may be all well and good, but regardless of what people actually say, everyone will judge a book by its cover. It's why they're there, after all, to leave the best impressions, ones that will stick out in their mind, and boy howdy will you stick. You are incredibly easy on the eyes, like a piece of art made reality. Even your hair is airbrushed perfection, all without you having to do anything with it. No matter what you wear, you're sure to look amazing.

Stage Material [100]: Of course, you'll be needing some actual skill to back up your image. After all, even if something looks good, that layer of paint can only do so much to hide the ruse underneath. You, though, sound like an angel, your singing voice one of the best the world has to offer. Acting is also something that comes naturally to you, putting on as many masks as is needed for whatever role your manager needs you to fulfill.

Kama Sutra Master [200]: With stardom, you must admit, there are quite a few perks. Such as being able to go home with whatever dame tickles your fancy that night, intent on having a night you'll both hardly forget. Not only are you absolutely phenomenal in bed, satisfying even the most depraved and debaucherous in just a few minutes, let alone what you could do if you had the stamina to last hours, but you seem to deal extra damage to anyone that finds you attractive. Have to beat away the exes somehow.

Stunt Actor [200]: Some people are afraid of doing their own stunts, not willing to put themselves at risk for their art. You don't count yourself among one of those pansies, having put in the effort in order to qualify as a master gymnast, twisting, contorting, and flipping your way with such grace that your agility must be superhuman. They're correct, of course, but physical capability is nothing if you don't have the skill necessary to bring it out to its fullest potential.

All Star [400]: Despite how vivid and planned out the dreams of some waitress at a dingy diner may be, not everyone has the talent and, more importantly, the opportunities to become one of the big shots in entertainment. You, though, are one of the lucky ones, and you sure don't seem like you're going to be squandering it anytime soon. Not only will your reputation improve and inflate at a frightening rate, but the public, and especially your fans, will see you in the best light possible. Even if you were to make some... *questionable* decisions, you'll be sure to have a number of supporters in your corner.

Radio Host [400]: It's not enough to show that you're skilled or beautiful, you've got to ensure that the crowd actually *likes* you, preferring you to the fifty other starlets out there who are peddling all the same things as you. Thankfully, you've got a knack with swaying people to your side, all thanks to your personality. In addition to a silky smooth voice that could make reading the phonebook a joy, you're highly entertaining to listen to, projecting so much life and character into every scene you're in. Your comedic timing alone is sure to send some howling into laughter.

Heartfelt Act [600]: Even the best actors playing the best written characters in interesting scenarios can come across as a little flat if it's clear that they have no passion for the role they're playing. But you, you've got passion for days, and it more than shines through. On a sheer emotional level, you could sway the hearts and minds of others with a supernatural ease, needing only one scene on a talk show or holotape to convey just what you implore your wonderful audience. If you were to actually combine your passionate emotions with cold hard facts, then there's almost no one you can't wrap around your little finger.

Written Word [600]: Words are a special kind of magic all on their own, capable of sparking the imagination and swaying the populace in whichever way the author so desires. You are a master of the written word, writing screenplays that even the flattest of acting couldn't ruin. Even if you aren't in the movie business, your books and novels would easily be best sellers, your character writing as engrossing as your worldbuilding is intricate and sublime.



Entrepreneur Perks:

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

Cap Collector [100]: They may call you a penny pincher, a greedy scoundrel more interested in wealth than humanity, and they're only mostly right. But in order to get money, you need to start from somewhere, and squeezing out as much as you can in every deal you make is a great starting point. No matter how you collect it, through trade deals or selling family heirlooms to a pawn shop or finding it in between the couch cushions, you'll be getting more money than you otherwise should, with none commenting on it.

Fortune Finder [100]: It isn't just enough to say that you've got a product and start pawning it off on the street corner, you've got to know what the crowd actually wants and needs, something you've got quite the nose for. You have a great sense for what will be profitable in an area, and what isn't. As an added bonus, you'd be amazing at the stock market, if you tried applying your skills there.

Friendly Work Environment [200]: You can't exactly run a successful business if you don't have any employees, now can you? They may leave you for any number of reasons, from better career opportunities to light sexual harassment, but you can't have that, now can you? You are great at implementing changes to the workplace environment and policies that are sure to keep your employees satisfied and content with their career without compromising the company's efficiency.

Copyright Laws [200]: Branding is important, binding your company and its image to a specific good or service, keeping them combined in the back of the consumer's mind to ensure that they always correlate the two. And if you think some two-bit copycat is going to come in and steal your thunder, they've got another thing coming. Your brand identity is iron clad, with no one even willing to try copying or plagiarizing it without suffering some serious consequences, which usually end up making you even richer.

Corporate Espionage [400]: People, you've discovered, are simple creatures of greed, with those content and satisfied with what they currently have being few and far between, and it only gets worse the more they have. Corporations are no strangers to sabotage and slander, doing what they can to get the edge over their competitors for just the slightest increases in profit margins. You, and all companies and businesses under you, will find themselves damn near immune to such underhanded actions, all the while being quite the expert at such methods yourself. All is fair in war and wealth, after all.

Joint Venture [400]: Everybody has their own niche to slot themselves into, some environment in which they thrive, but what if you wish to branch out of that niche, to venture into new, and already claimed areas? Well, simply make some friends, bound together for the promises of mutual wealth. You are an expert when it comes to setting up collaborative projects and partnerships with other companies, combining your wealth and expertise to create something wonderful, as well as ensuring if something goes poorly, that your assets won't be the ones to blame.

Economic Powerhouse [600]: At its core, business is all about selling a product at the highest cost for the lowest amount of effort put into it, something you're no doubt experienced in. When it comes to efficiency, there's no one better than you, running your businesses, factories, mines, all of it like a well oiled machine, getting the most amount of productivity possible, all for the lowest cost to you. And that's just you having a loose hand in those operations, to say nothing of if you decided to micromanage all of your economic empire.

Midas Touch [600]: In ancient myths, King Midas was a man who wished for everything he touched to turn to gold, but gave it all up when it impacted his ability to eat. Though it can be said that there is a lesson about the dangers of wealth in the story, it doesn't stop others from desiring a similar power. You may be the closest to such a dream, as even in the worst scenarios, when your businesses have run dry and running on fumes, you're going to manage to break even, to say nothing of the vast amounts of wealth you'll accrue when things are going well.



Politician Perks:

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

Favors Among Friends [100]: Politics may be seen as a convoluted mess, nothing but a pit of snakes trapped in a neverending orgy of plots and corruption, but at its core, it's about having as many people behind you in order to enforce your actions. And there's no better way to make friends than through money, and lots of it. Bribery is second nature to you, knowing just how much will be needed to get you your way, and who would actually be open to such persuasion techniques.

Scoundrel [100]: The masses are easily corralled beasts, following whoever screams the loudest and whose words strike a chord with the majority, the rest soon following in their example. Thankfully, you're well prepared to deal with them, an expert when it comes to writing speeches, as well as the tone in which to present them. It's not enough to simply read a piece of paper, but putting in the passion needed to stir the hearts of those listening.

Ad Hominem [200]: Democracy is, at its heart, a popularity contest, with the victors being able to change the course of the country. One of the best ways to prove why you should be the one the people vote for is through debates, where both parties can poke holes into each other's arguments and supposed intentions. You're, quite frankly, amazing when it comes to winning arguments and debates, as all but the most bullheaded will eventually come to see your side as the correct one.

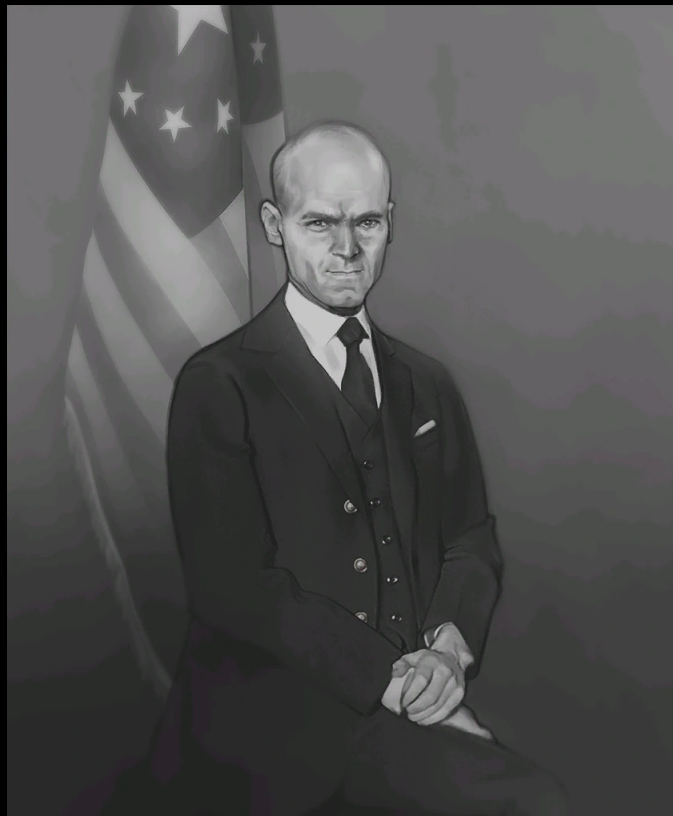
We The People [200]: You can't help but love those loyal citizens, all of whom believe themselves free to choose their own destinies, but are in actuality sheep being guided whichever way you want, all because you know a handy little trick. You are excellent when it comes to playing on the biases and desires of others, something that is more effective the larger a group of people are. After all, people are always willing to go along with those who seem to agree with them and give them what they think they want.

Local Leader [400]: No matter how much we attempt to streamline the system, politics can get very messy very quickly for anything outside of the local level, but thankfully, you know just how to game the system. When it comes to navigating the complex web of bureaucracy that is sure to bog down the government, you have few competitors, using the system to benefit yourself greatly while knowing just how to use the very same system to screw over your political enemies.

Repaid In Kind [400]: Some people may see kindness as a weakness, and while those black hearted individuals may be right every once in a while, going out of your way to show a bit of basic human empathy can go a long way. When you do something for someone, like a small favor or getting back a family home that had been repoed, those who benefit from your good deeds will feel inclined to go above and beyond in order to repay you for your kindness. Whether that takes the form of a monetary reward or their undying loyalty, it will always scale to what exactly you did for them.

Cult of Personality [600]: Charisma is a very tricky thing to define, essentially a quality of oneself that gives them a greater ability to entice, convince, and control people. And when it comes to charisma, there's few people with more of it than you. The air of integrity and consistency that surrounds you, that unshakable confidence in yourself and your plans, and the apparent competence to back it all up. If you were to actually reinforce your natural charisma with actions, then all are sure to flock to your banner.

President For Life [600]: Do you really expect a mere four years to be enough to make any meaningful change? Especially when half of that time is spent on preparing to get elected once more. You don't suffer from this flaw, as once you gain hold of a position, regardless of what it may be, from paper pusher to president, you won't be leaving that position unless you die or resign willingly. Even if you were to act like a complete tyrant, any attempts to remove you from power legally will be met with failure.



Scientist Perks:

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

Educated [100]: As mankind advances, so too does its knowledge of the universe, and the level of education needed to continue where your predecessors left off rises ever higher. The best way to do this is by attending a university, which you did with gusto. You have achieved a masters degree in any field of your choosing, and can get more by paying an additional [100] per degree.

Hacker [100]: In this new high-tech age, you need those who can program the technological marvels, ensuring that they run properly. You are one of those people, a very talented programmer whose codes often contain less bugs and errors than should be possible. You could turn your skills towards more nefarious purposes as well, making you skilled at hacking into things like terminals.

Chemist [200]: The art of chemistry is quite the complicated thing, as with a deep enough understanding, your modern alchemy could create things once only in the realm of myths and fantasy. Your knowledge has turned towards another avenue, though, and it is one that's sure to get you a lot of profits. Being as skilled as you are in the creation of drugs and pharmaceuticals, both medicinal and recreational, you are capable of enhancing their potency, while reducing all of their drawbacks. You don't want to end up killing off your clientele easily, now do you?

Medic [200]: It is not just in technology that we have advanced beyond what our forefathers ever thought possible, but within the medical field as well. Where men could only wish to make it past fifty, and disease was thought to be caused by bad humors and not enough prayer, we know better now, and can stave off the reaper better than ever before. You are one of these fully trained and experienced medical professionals, qualified for all sorts of fields, from pediatrics to dental hygienics to open heart surgery. Under your talented hands, your patients are sure to prosper.

Vault-Tec Certified [400]: As a company, Vault-Tec is known for a wide variety of things, but one of the most obvious is the sheer durability and shelf life of their products, regardless of what they are. Reliability is quite the attractive quality to consumers, after all. Much like that most infamous of companies, all of your creations, whether designed or manually built, will be far more durable than should be physically possible, as well as being able to go centuries without maintenance, functioning at peak efficiency all the while.

Think Tank [400]: All throughout history, you can point to certain people and identify them as talented inventors, men and women whose creations helped advance us to where we are today. But if one person could revolutionize the world, then what would happen if you put the smartest people of the modern era together? Typically a lot of ego clashing, but not so with you. When you work with other brilliant minds and talented scientists, the chances of innovation and successful experiments skyrockets.

SCIENCE! [600]: Every once in a blue moon, there are those born with the potential to change the world, whose mind is a beacon towards a better future. As one of these rare, true geniuses, there can be no understating your worth in the academic fields. Your greatly improved intelligence, as well as problem solving capabilities, are among the greatest in human history, pushing against human limits. No matter what field of study you dedicate yourself to, you are sure to create and perform modern miracles, all through your understanding of the world around you and the sciences that govern it.

Xenotech Expert [600]: Though all governments try to hide the truth as much as possible, it is an undeniable fact that there is life out there amongst the stars, whose technology even now outstrips what is possible on Earth. Yet like our own species, sometimes they mess up, allowing their tech to get into the hands of geniuses like you. You have spent years studying this alien technology, and are an absolute master of it, being able to recreate restorative biogel to energy weapons and anti-grav tech with ease. With you at the helm, incorporating this celestial technology into humanity's, will be sure to change how we wage warfare as we know it.



Soldier Perks:

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

Gun Nut [100]: Since mankind first learned of the killing potential of rock and stone, blood has been spilled in the name of everything under the sun, their weapons becoming more deadly as time moves ever onward. Nowadays, the best way to kill people is with a gun, something you're very skilled with. When it comes to the usage and maintenance of firearms, you were among the best in the armed forces.

Demolitions Expert [100]: If you want to get rid of the bastards firing on your position, there are few ways better than blasting them to kingdom come. This healthy appreciation for explosions is quite useful, as any explosives you use will deal more damage than before. Additionally, their blast radius is now doubled, ensuring that even more of the enemy ends up heading up to the pearly gates.

Drill Sergeant [200]: If there's one person that everyone hates in the armed forces, it's most assuredly the drill sergeant, those wonderful people that are in charge of whipping new recruits into an actual fighting force. Whether you use those same methods, or take a softer approach, you are an excellent trainer, allowing you to quickly pass along any skills you may possess to those under your care, even those beyond what may be usually considered mundane, regardless of if they should even be capable of it.

Toughness [200]: War is a cruel thing, taking good men and women and pushing them into a meat grinder of violence and terror, and it takes one tough son of a bitch to not be affected by any of it. Someone much like you. Not only are you much sturdier than any before, more akin to an action hero than a normal person, but your mental strength is something to admire. You could experience all the horrors that war has to offer, and just shrug, moving along with your day. Everyone may have a breaking point, but not you.

Slayer [400]: With the reintroduction of trench warfare on the modern battlefield, so too has melee combat seen a rise in usage, something you're no doubt familiar with. When you close the distance in combat, using either a melee weapon or your own fists, you deal even more damage than before, more than should be normal as a matter of fact, as well as having developed a sixth sense that helps you dodge most incoming projectiles. Can't get close to the enemy if you're shot dozens of feet away from your target first, now can you?

Sniper [400]: Why get close to the enemy, risking harm to yourself when you could just get rid of them from hundreds of feet, maybe even a mile away? When utilizing any kind of ranged weapon, you will find yourself dealing more damage with them than should otherwise be possible. In order to help you strike your targets, however, you will also find that your eyes have been greatly enhanced, allowing you to look farther away and with more clarity than before, enough to spot minute differences from dozens of feet away. You're sure to be the last thing they never see.

Forced Evolution [600]: No matter how advanced the weapons, no matter how efficiently they have been designed, it is all ignoring the most vital component of combat; the actual person. So should it come to anyone's surprise that there have been many attempts to create the perfect soldier? You are the pinnacle of their dreams, having been subjected to two different processes in order to turn you into a monster on the battlefield. First is by being introduced to an experimental substance known as the FEV, turning you into a giant of muscle and immune to many of the dangers plaguing humanity. The second is by being enhanced with cybernetics, pushing your already impressive physique to the extremes.

Proper Warfare [600]: For all that soldiers are needed to win battles, wars are won by generals, those who look at the larger picture and plot the course to victory. You are the ideal, being a master of both battlefield tactics and large-scale strategy, more than able to win all but the most hopeless of battles. But an army is not about how well you can fight, but how well prepared they actually are, as such they need a master of logistics and resource management like you. When you take command, victory will surely be close behind.



Spy Perks:

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

Covert Ops [100]: More than the force of arms and soldiers, one of the most important battles are won through cunning, by knowing more than the enemy and exploiting that to hell and back. To that end, you were trained to gather as much info as possible, going undetected as best as you can. You know all the proper ways to go around undetected, how to cushion your falls, and make as little noise as possible. You won't be an undetectable ghost, but you are good enough.

Thief [100]: Before getting to wherever you are today, you seem to have had a less than reputable past, one that has given you a certain set of skills that have actually found some use. You are an able hand when it comes to picking locks, requiring nothing more than a screwdriver and bobby pins, though it will be much easier with dedicated tools. You're also a very good pickpocket, swiping wallets and keys with none the wiser, so long as they haven't taken precautions against it, at least.

Awareness [200]: It can be very easy to get laser focused on a single target, ignoring everything else around you, a mistake that can end fatally for someone in your profession. You know better, and have endeavored to become better. Your situational awareness is quite exceptional, keeping track of nearly everything around you with inhuman accuracy. A random piece of junk on the floor, the sound of someone walking past a door, strange scents wafting through the area, few things could escape your perceptive notice.

Light Step [200]: People often leave traps lying about in order to catch those who think themselves undetectable, as stealth is meaningless in the face of a land mine. Well, not for you, anyway. You never set off any floor traps, be they mines, bear traps, pressure plates, or anything else like that. This also has the added benefit of muffling your footsteps, regardless of what you wear or what you're walking on.

Locksmith [400]: Picking a lock might be a useful skill, sure, but it can get pretty hard when you don't have the correct tools or skills. Well, you don't have to worry about that anymore, as when you encounter a locked anything but don't have the key to it, you can just pull out a bobby pin and screwdriver in order to play a little mini game in order to get it open! You need to attempt to find the correct position for the pin, which is checked by turning the screwdriver as if it were a key. The further the screwdriver turns the lock, the closer the pin is to the correct position. Once the screwdriver can turn the lock a full 90 degrees, the lock will open.

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.

Mister Sandman [600]: When it comes to getting rid of unwanted people quietly and without notice, there's no one better suited to the job than you. Your mundane skills with assassination, such as avoiding the target's line of sight and making the crime scene look like an accident, seem to be supplemented by some less than mundane benefits. Not only do you deal more damage when unnoticed, but any and all weapons you use will be completely silenced, regardless of if they're a pistol or a rocket launcher.

Web of Information [600]: All your gifts and talents may be turned towards getting to and eliminating your targets as efficiently as possible, it all means nothing if you don't actually have any information on them. But boy are you good at gathering it, especially when you put your mind to it. You are easily capable of creating a country-spanning spy network, full of all manner of informants from all walks of life. Though, such a network is only useful so long as those you're spying on don't know about them, so you also know how to keep such an extensive network well hidden from all but the most thorough and paranoid investigations.



America Perks:

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

Second Amendment [100]: Many countries have commented about how difficult it would be to invade the United States, as behind every blade of grass would be a waiting gun. You are a big believer in the possession of firearms, as you seem to have a, quite frankly, absurd affinity for crafting them from spare parts and junk. Making guns out of pipes and grenades out of Nuka-cola are only some of what you'd be capable of. And if you find that your offense is acceptable enough, you could easily turn this skill towards defense in the creation of armor.

Rugged Design [200]: If it ain't broke, don't fix it, and boy howdy does your stuff never seem to break. Anything you use or build, from firearms to buildings, seems to be much more durable than before. Chuck an assault rifle onto the ground, stomp on it, cover it in dirt, hell you could run it over and it would still work just as well as before, if slightly dirtier looking.

American Exceptionalism [400]: It's no secret that the United States of America is the best goddamn country on God's green earth, and its people are well aware of that fact, more than willing to defend it to the bitter end. Such patriotism has filled you, manifesting in a very useful manner. So long as you are currently in your country, or in an ally's territory, you will see an increase to both your damage output as well as your survivability. You sure as hell aren't going to fall while on American soil, but you're going to bleed a gallon from those damn commies for every inch they take.



China Perks:

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

Terracotta Warrior [100]: Those savages from across the sea hold delusions of exceptionalism, believing each and every man can become a great hero, all the while being herded around like sheep. Your people know that it is not the single man who can change the world, but all people working together in harmony. You have a natural affinity towards teamwork, synergizing your skills and abilities with others quite easily.

Streamlined Design [200]: The quality of an object depends entirely on how well it is capable of completing its designated tasks, for something that cannot do that is as worthless as garbage. As such, anything you use or build will be more streamlined than before, operating at its maximum efficiency for much longer than should be possible. After all, what use is three moving parts when one can work just as well?

Red Dragon [400]: For as much as your country emphasizes every person working towards a singular goal, there are times when a single person will blaze a trail forward, becoming a paragon for everything that the People's China holds dear. You have the potential to be that paragon, as the more storied your reputation becomes, the larger the legend surrounding you, the more skilled and powerful you will be. The boosts you receive will improve what you are known for, so a talented warrior may see an increase in physicality while a diligent factory worker would increase production rates.



Third Party Perks:

Discounts for Third Party are 50% off, with the [100] perks being free.

Acclimated [100]: There are more places in the world than just America and China, no matter how much they try to ignore it. Those places have all manner of environments, each one as varied as there are ideologies to be fought over. Having come from one of these, you can very easily handle that type of environment, knowing all sorts of tips and tricks in addition to your natural ease. Even in a place like Siberia, you could carve out quite the cozy little place for yourself.

Efficient Design [200]: Your country didn't have the power to muscle into any of the resource rich areas like America or China could, so you had to make do with what you had. No matter what you use or build, you will find them being much more efficient in its energy usage. From vehicles getting the most out of those last few drops of gasoline to that energy rifle having a few extra shots in it than is normal.

Peaceful Solutions [400]: It's not too late, you know. It may be a long shot, with such greed fueled people running the show, egging on this conflict that is sure to end in annihilation, but peace is possible. You have to believe it, need to believe it. You are one of the few well suited towards finding peaceful solutions that, even if they don't make both sides happy, they'll at least be content with the outcome. Of course, the larger the scale in which you try and enforce this peace, the harder it will become. It will be an uphill battle to end these world-spanning conflicts, but nothing worth doing has ever been easy.



General Items:

You will receive an additional [300] to spend on items only. You may freely import any related items you own at your discretion.

Starting Gear [Free]: You can't very well call yourself an upstanding member of society if you're running around buck naked, now can you? Not only do you have a set of clothes that fit you comfortably, but you'll also have a 10mm pistol as well. A polite society is an armed society, after all.

Comic Books [50]: With how grim things are, constant war and the threat of nuclear armageddon over everyone's head, we could all use a bit of escapism. You now own a collection of comic books, ranging from Grogna the Barbarian to Jangles the Moon Monkey. Not only will you receive monthly shipments of comics, both familiar and new, but reading them will find your stress being relieved, lost in fantasy as you are.

Holotape Recorder [50]: Holotapes are laser-readable media storage devices, capable of storing all kinds of information safely for extended periods of time, ranging from music to movies to diary entries, to more. You've managed to acquire an entire set up just for recording these holotapes, as well as being able to transfer them into other forms of media storage, or vice versa.

Nuclear Entertainment [50]: It may be a bit morbid, but the state of this world after nuclear armageddon is quite popular, and has quite the amount of merchandise. Not only do you now own all of the Fallout games, playable on any system, but also various merchandise like jackets, mugs, and lunch boxes. But best of all are the patented Vault-Tec Bobbleheads made in the likeness of you and all your companions. You will also get a new bobblehead for each future companion you pick up.

Stress Relief [50]: Some people find their relaxation originating from less than savory sources, such as those smelly cigarettes. You can't really fault them for it, though, considering the state of everything nowadays. What you've got here is quite the collection of cigarettes, cigars, and condoms, which will replenish weekly if used or broken.

Vending Machine [50]: After a hard day's work, you just need something to help quench that thirst you've worked up, and there's nothing better than this here vending machine. It's filled with all manner of soft drinks that can be found in America, from the classic Nuka-Cola to Sunset Sarsaparilla, even some of the rarer ones like Quantum. Best part is, you don't have to pay anything to get them. Simply press the button and a drink will fall to your waiting hands.

Legendary Gear [100/50]: Despite all of the science and hard facts, there are some things that just cannot be explained. Like why some guns grant regular bullets explosive properties, or why some pairs of pants make you immune to fall damage when you land on your feet. With each purchase you may add one legendary effect found in the games to a single piece of gear that you own. This includes both what is purchased here as well as what you already have with you. You may take this multiple times, discounted after the first purchase.

Medicine Collection [100]: No matter how much you try to protect you and those around you, it is inevitable that everyone will someday get hurt. To help you prepare for those days, you have this collection of medicine, containing stimpacks, super stimpaks, med-x, rad-x, and rad-away. There are fifty doses of each, all of which will replenish weekly.

Pint-Sized Gear [100]: The Pint-Sized Slasher was a notorious serial killer, one that terrorized Washington DC. Now they sell costumes for children based on him, one of which you have now. Though, they are more than they appear, as the clown mask will inspire fear and dread in others, while the seemingly mundane kitchen knife deals more damage to human targets, butting through their flesh and bones like hot butter.

Skill Books [100]: Knowledge is power, which is very unfortunate considering how few institutions of learning are still functioning. 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.

Super-Duper Mart [200]: The only place to go to for all your one-stop shop needs! This supermarket has all manner of products lining its various shelves, from foodstuffs like Sugar Bombs and raw beef to furniture and TVs. As the owner of this fine establishment, not only do you receive a steady stream of profits befitting a manager role, but you can also take whatever you want in the store at your leisure, all at the low low price of completely free! Thankfully, the store will replenish its wares daily.

VR Pods [200]: When real life gets a bit too much, and you just need a way to escape everything, there are few better ways than virtual reality. You have your very own pods dedicated to immersing you in a number of virtual reality simulations, allowing you to take an active role in a number of events, both historical and fictional. Safety can be turned on and off at your leisure, and there are even instructions detailing how you can create your own simulations.

Alien Blaster [400]: This weapon is totally out of this world, in a very literal sense. This strange energy pistol is especially potent, as it tends to disintegrate anyone should it touch flesh, and even then there's a good chance that it can punch straight through their armor with minimal resistance. The only downsides are its relatively short range compared to other firearms, but as you can see, the benefits greatly outweigh such a minor drawback.

Lorenzo's Crown [400]: A bizarre and otherworldly artifact discovered by Lorenzo Cabot during an archaeological dig for the lost city of Ubar in the Rub' al Khali desert in 1894. Placing it upon your head will see your aging completely halted, your physical strength and durability increased, as well as granting you a new set of psychic abilities. Should you already be a psyker yourself, then you will see your powers double in potency.

War Machine [600]: A titan of steel, created through the brilliant minds all working together to create the greatest engine of war the world has ever seen. Standing at forty feet tall, this automaton possesses armor thick enough to ignore anything less than tank shells, with all the strength to launch one for hundreds of feet. The weapons it carries are nothing to scoff at either, possessing deadly laser beams originating from the eyes and throwing around miniature nuclear bombs like they were footballs, erasing the enemy from existence. The hands are also capable of siphoning off energy, should the need arise. With this dreaded machine by your side, you can't possibly lose!

Wonderful World [1600]: This is a beautiful planet, our Earth. Teeming with life of every variety, covered in so much natural splendor, is it any wonder why humanity always fights over the barest scraps it can offer? Never again, though, will you need to fight tooth and nail for land already claimed by another. You now own a perfect copy of the planet Earth in all its glory, one that is completely untouched by human hands. Being an untapped source of numerous valuable resources, which all seems to replenish themselves every ten years, you would be a fool to not take it. If you wish to develop it, however, you can selectively ignore certain areas, should you find yourself incorporating the structures of civilization.

Civilian Items:

Discounts for Civilian are 50% off, with the [100] item being free.

Parkstroller Outfit [100]: A set of clothes for when you just have to go outside and smell the roses. Though it may seem a bit basic, wearing them will fill you with more energy than before, allowing you to run around and play longer than even the most rambunctious of children. At the very least, you'll be able to run away from danger faster than before as well.

Sanctuary Hills [200]: A lovely little suburban neighborhood, built on a small island to make it feel just that bit more separated from the world, connected only by a wooden bridge. There are fourteen houses here, each fully furnished, an independent system for electricity and plumbing, and more than capable of housing large families within. You live in one, and can rent out the others to whomever you want, or could have some of your Companions move in. Who wouldn't want to live close to their friends?

Krivbeknih [400]: A black, evil book, one that no god fearing man should possess. But your curiosity has overwritten your fear, pushing you towards gazing into the eldritch pages, absorbing the knowledge within. 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.

Underground 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.

Entertainer Items:

Discounts for Entertainer are 50% off, with the [100] item being free.

Starlet Outfit [100]: A beautiful black and red outfit, more fitting for high-class society than a random diner in town. It is perfectly fitted to you, being both comfortable and emphasizing your physique in the most appealing way possible. This has the added bonus of making you more appealing and persuasive to others. You're the star of this show, and you certainly look the part.

Hot Rod [200]: Being a high-profile entertainer has a number of advantages, most prominently the money needed to buy this bad boy. A fully upgraded Highwayman sportscar, one that doesn't seem to need any fuel in order to take you across the country. It is surprisingly durable, and the anti-grav plates you can attach allows it to zoom around at ludicrous speeds.

Movie Studio [400]: In order to be an entertainer, you'll need something to entertain people with. You'll never have to worry about the means, because you are now the proud owner of an entire studio dedicated towards making whatever movie you want. Not only is it manned by a number of employees, each one highly trained in their roles, but it's got the highest quality props, sets, and editing software. Whether it's romance, action, thriller, horror, the only thing that will hold you back is marketing and writing quality.

Casino Resort [600]: Has your life taken a turn? Do troubles beset you? Has fortune left you behind? If so, then this marvelous casino and resort, in all its glory, is inviting you to Begin Again. Though it's exact style remains up to you, it comes with a town fit for both your workers as well as any guests. Dotted around are kiosks that can convert casino tokens into prizes, ranging from luxury items to weapons and more. The casino itself is built like a fortress, complete with sturdy walls that would put a Vault to shame, as well as a holographic guard system. All this, including the passive income it will generate just by existing, will give you the perfect chance to begin again.

Entrepreneur Items:

Discounts for Entrepreneur are 50% off, with the [100] item being free.

Fixed Income [100]: As with all things, greed is a driving factor in nearly every avenue of society, with the most obvious being the acquisition of financial wealth. That is not something you'll have to worry about in the short term, as you will receive a monthly stipend of \$60,000, which can be converted to other currency types depending on your needs and location. The amount will change based on things like inflation, ensuring the amount is just as relevant as it would be now.

Private Bunker [200]: This is not one of those massive Vaults, meant to safeguard and experiment on the masses, but a nuclear fallout shelter fit for the elite. Filled with all manner of high-class amenities and restocking supplies, you and a dozen others could survive a nuclear apocalypse quite comfortably. You may miss the feel of the wind or the warmth of the sun, but that's a small price to pay for ensuring one's safety.

Amusement Park [400]: There are two things needed to control people, to keep them happy. Food and entertainment. So long as these two things are met, they are often content for the most part. Entertainment is something you don't need to worry about, as this amusement park, one the size of a large town, is an excellent source of patron entertainment. Filled with rides, games, VR lounges, and so much more, it is filled with an air of fun and enjoyment that affects anyone who enters. Though the exact aesthetics may be entirely up to you, this is a sure source of passive income, as well as entertainment for all.

Jumper Industries [600]: It is through wealth that one is capable of gaining power in this day and age, for money can open just about any door. By that metric, you are now one of the most powerful people in the world, as you now control a megacorporation of your very own creation. Though many things are up in the air about it, from aesthetics to what it is your corporation actually does and produces, it can easily stand alongside RobCo, Vault-Tec, and many others in terms of productivity and influence. Even without the staggering passive income you will receive from this, arguably its most important attribute is that it can quickly adapt to new markets, meeting whatever demands you may encounter in any new worlds you may encounter.

Politician Items:

Discounts for Politician are 50% off, with the [100] item being free.

Clean Suit [100]: It always pays to give a good impression, and not a lot can give as good an impression as a fine suit and beatific smile. The smile is a bit iffy, but this fine italian-made suit is as high-quality as it is good looking. Not only does it never seem to get dirty or stained, but you never seem to look less than slightly ruffled while wearing it. You won't be subjected to sweat, dirty hands, even your hair will be in perfect condition.

Priceless Collection [200]: In order to cultivate an air of sophistication and intellectualism, there are many who collect art for no other reason than they can. You may have art, but it's definitely for a reason. This large stockpile of art pieces and statues are of fine quality, and can be sold for large amounts of money, only for you to receive another piece a week later. Should you hold onto them, though, any place you decorate with them will appear that much more grand and important.

Stately Manor [400]: Being a successful politician typically leads to large amounts of money being sent your way, legal or otherwise, and there's no better way to use it than by purchasing a mansion. With all amenities you'd expect from such a large building, as well as a daily restocking of food stores and water, it comes with over one hundred acres of land, leaving you with quite a lot of room for whatever project or activity strikes your fancy. Strangely enough, there also seems to be a sizable cave system underneath that connects directly to the mansion.

Orbital Station [600]: All the higher echelons of the governments around the world know one important fact. The world will soon end in a destructive wave of nuclear fire. In order to protect themselves from the inevitable apocalypse, they have created space stations such as this one. Capable of comfortably housing five hundred people, it is suspended in space, and completely cut off from all other systems. Special tech renders it invisible to all but the most sophisticated devices, while energy shielding protects it from incoming danger. It has all the resources it needs, such as food, water, and oxygen, and will rapidly replenish anything that was used up or destroyed. Though it can be accessed through space shuttles, you can teleport directly to it though a handheld device, but only when outside.

Scientist Items:

Discounts for Scientist are 50% off, with the [100] item being free.

Lab Coat [100]: Though it may be a stereotype for all great scientists to wear sterile, white lab coats, you can't help but admit that it looks good on you. Not only does it protect you from minor backlash from whatever you're experimenting on, but wearing it will see that your skill with the sciences and all things mechanical have risen. Not by much, but it is definitely noticeable.

MPLX Novasurge [200]: Developed by Dr Aldwin Morely utilizing scavenged alien technology, what appears like a simple plasma pistol is so much more. This is the finalized product of a prototype stolen by a group of conspiracists, capable of dishing out a similar amount of damage as a plasma rifle, as well as having a higher chance of turning the target into goo.

Robotic Workbench [400]: This complex device is a matter transformation device, able to turn any raw materials you insert into the car-sized locker on the side into robots! And not only does it create robots, it can also improve them with a variety of upgrades. You can build and upgrade any common robots found in America, but the terminal that you use to manage all of this can also have schematics of robots from future worlds inserted, allowing you to create and upgrade them as well. Any robots created with this are of a higher quality than they otherwise would be.

Clandestine Laboratory [600]: In order to advance mankind's understanding of the sciences, one must have the perfect environment meant to cultivate such intellectual pursuits. As such, you have been given complete ownership and freedom of a hollowed out mountain, filled with all manner of facilities in order to better support your research. No matter what field you are an expert in, it comes with all the state-of-the-art tools one would need, as well as the resources to conduct your experiments. Amazingly, any research and experiments done within these facilities will be greatly improved, allowing you to develop space age marvels in just a few years.

Soldier Items:

Discounts for Soldier are 50% off, with the [100] item being free.

Combat Armor [100]: When one goes into combat, it is best to wear some form of protection, and this is probably the best that the grunts will have access to. This set of armor is standard issue across the US military, and for good reason, as 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.

Super Sledge [200]: This type of sledgehammer was created with the return of trench warfare, necessitating the creation of a tool superior to regular large hammers for engineering work and breaching concrete fortifications. It stores kinetic energy in order to increase the force of impact, making anyone hit by this wish they hadn't. It's not unheard of to install small rockets to the back of the head in order to further increase its power.

Vertibird [400]: There is a reason why this aircraft has become a staple for most modern militaries, due in part to how comparatively cheap it is for its effectiveness. 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 of all this is that you'll never have to worry about refueling or reloading.

Military Outpost [600]: War is not all about who has the largest armies or who has the most advanced weaponry. It's about how long one can outlast the other side before they give up. In order to help with the war effort, you have been given command of this military outpost, possessing barracks for a large number of soldiers, a mess hall with replenishing food and drinks, garages for all the vehicles brought onto the premises, as well as a large training yard, which will rapidly improve the rate of improvement for combat skills as well as physical training. It is highly defended, with an extensive surveillance system and a minefield surrounding it.

Spy Items :

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

Forged Identification [100]: One of the first things any long-term infiltration requires are forgeries of any legal paperwork needed to prove yourself as an authentic citizen. Within this folder are those exact documents, from birth certificate to high school diploma to tax forms. There's even things like state IDs and driver's licenses. These will update for every country and or world you visit.

Ballistic Weave [200]: As good as armor is, sometimes it doesn't have the same flair as a nice suit or dress. You can fix that with this high-quality ballistic weave, granting any clothes you desire the same protective properties as a full set of combat armor without the weight or inflexibility. You start off with enough for a three piece suit, though it does replenish weekly, as well as there being notes on how to make more.

Safe House [400]: Everyone needs a place they can call home, somewhere safe to relax, and you are no different, only that your requirements before being considered 'safe' are much higher. This location is large enough to house eight people, filled with a replenishing supply of food and water, as well as ammo. It is well hidden, difficult to access for anyone who isn't you or knows the trick needed to do so, and is completely disconnected from any existing network. The perfect place to lay low.

Hidden Sidearm [600]: The only thing worse than being thrust into a dangerous situation is being thrust into one unarmed, but never again. This handgun may be small, but that only works to its advantage, making it supernaturally easy to hide on your person, with only the most thorough of searches being able to detect it. Not only that, but it is completely silenced, and it can ignore a target's armor. No matter who they are or what sorts of protections they may have, you're sure to get your target.

America Items:

Discounts for America are 50% off, with the [100] item being free.

World Series Bat [100]: While this commemorative oak baseball bat may seem like it isn't a very effective weapon, you would be wrong. Not only does this hit with more force than it should, it has a powerful knockback effect that is sure to stagger even the biggest of bullies. This knockback effect can send lighter enemies flying away, like what this bat would have done to baseballs.

Red Glare [200]: Behold, the most patriotic weapon you'll probably ever run into! This prototype rocket launcher packs quite a punch, as it can fire all thirteen rockets in a manner of seconds in order to blow up your enemies in a most beautiful way. This one is fully modified, making it so your rockets fire across the battlefield before your targets have any idea what's happening. God bless America!

Power Armor [400]: Unveiled to the world in 2066, power armor of any make and model represents the pinnacle of personal defensive technology, combining excellent protection from small arms with the ability to carry heavy weapons into combat with ease, turning anyone into a person-sized tank. This set can be of any model you desire, fully upgraded and will never run out of energy. The classic T-45, the iconic T-51, the advanced T-60, or the rare X-01.

Statue of Liberty [600]: A gift to America from France, a symbol of the dreams of freedom and liberty that this country aspires to. Such is the potency of that dream that it has manifested within the spirits of all who are proud to have this statue within their home. No matter who they are or what walk of life they originate from, all soldiers and citizens who serve under your flag will find that their morality, loyalty, and competency will have all greatly improved. With Lady Liberty on your side, how could you ever hope to lose? Of course, should you not be a fan of her current looks, strange as it may seem, you are free to change the design of the statue at your leisure.

China Items:

Discounts for China are 50% off, with the [100] item being free.

Officer's Sword [100]: One of the dress swords used by the officers of the People's Liberation Army, this one has been honed into being a legitimately deadly weapon, one that you could proudly wear on your side. This one has been upgraded with a self-charging shock pack in the hilt, allowing you to coat the blade in electricity, enough to stun your target for a time.

Xuanlong 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. This upgraded version hits harder than is standard, allowing you to get rid of all in your path with even more efficiency.

Stealth Suit [400]: 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, resulting in near-perfect active camouflage. 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.

Great Wall [600]: One of the greatest structures of the ancient world, it may have been ineffectual in those archaic times, but no longer. Now a symbol of mankind's technological advancement, this twenty foot wall can now span the entire border of a country. Made from a highly durable variant of concrete, it possesses an energy barrier system, one that could theoretically stretch a mile into the sky, as well as having anti-aircraft weaponry mounted every quarter mile.

Third Party Items:

Discounts for Third Party are 50% off, with the [100] item being free.

Ceremonial Mace [100]: A weapon that looks so ostentatious as to the point of unusability, this gold and jewel encrusted mace is just as much a symbol as it is a deadly tool for your arsenal. Beyond it being easy to use, it is extremely durable, and tends to deal twice as much damage when it strikes a target's head, often leaving them concussed and confused.

H&K P90c [200]: Made by the German firearms manufacturer Heckler and Koch, this submachine gun is a very effective reminder of the quality of German engineering. Prized for its ease of control, due in part to its bullpup layout and compact design, its durability and high firepower, you won't find a more reliable firearm to keep by your side.

National Embassy [400]: Despite the two major players of this war being America and China, they were not alone in the world, and hopefully this building will prove useful in reminding them of that. It acts as a neutral space, one where most people would find it difficult even summoning up the thought of drawing weapons, as well as being a great place to make international deals that will benefit both sides.

Wonder of the World [600]: The world is filled with all manner of remarkable locations and landmarks, both natural and man-made. Yet in these turbulent times, even those long adored monuments must be made relevant in the modern day. You now claim ownership of one of these upgraded wonders, with such examples being the Eiffel Tower, converted to a radio tower that can send its signal all across the globe, or the Pyramids of Giza housing deadly weapon arrays capable of wiping an entire city. Regardless of what you choose, it is sure to be the envy of many across the world.

Companions :

Cabinet Members [50/100/200]: In such a corrupt society, and an increasingly dangerous world, you need people you can count on as friends. As such, you may now import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on perks and items. You could alternatively use this to ensure that canon characters become companions.

Congressional Committee [300]: These are not the times when a single exceptional person can change everything, but entire groups of exceptional people. As such, you are now free to import as many companions as you so desire. Each companion receives 800 cp to spend on perks and items.

Follower's Union [Free]: All leaders must have those who follow them, and none are more loyal than your own. You can reward their loyalty by importing them into the world, giving them their own background and history. They will also receive the skills needed to thrive in whatever environment they chose, be it on the battlefield or in the courtroom.

Family Pet [Optionally Free]: You can never go wrong with man's best friend, especially one as well trained as this lovable pup. Belonging to whatever breed of dog you want, they are as well behaved as they are ready to protect you and yours. They're durable enough to survive an entire assault rifle clip being fired at them, with teeth that seem to punch through most kinds of armor.

Hardy Engineer [50, Free Civilian]: An engineer from the Navy, he's quite the determined and resourceful fellow with experience in the supernatural, supposedly. Quickly adapting to any situation he finds himself in, you can be assured that he'll try his best to make sure that as many people survive the ordeal as possible.

Anarchist Rocker [50, Free Entertainer]: A man so filled with rage and hatred towards the corrupt systems that have a stranglehold on the people's freedom, this rock star will try his damndest to ensure that the messages in his songs will never fade away. He isn't just great at music, being an experienced hand on the battlefield as well.

Business Partner [50, Free Entrepreneur]: Money is power, capable of opening many doors that were thought out of reach. This bald man understands this very well, having used his incredible intelligence to build a financial empire from nothing. He sees the opportunity that you present, and has wormed his way into your good graces.

Loyal Second [50, Free Politician]: A tall woman who has dedicated herself to you and your cause, she is very willing to do anything you might require of her. For as much of a neatfreak she is and how much she appreciates organization, she can be a whirlwind of deadly grace in combat utilizing only spears.

Medical Practitioner [50, Free Scientist]: Though he may no longer possess his medical license, you can be assured that this German man will not have his patients die during an operation, for good or ill. A consummate mad scientist, given enough resources he could churn out medical miracles, at the cost of ignoring all ethics.

Ruthless Commander [50, Free Soldier]: When it comes to battle, nothing matters more than completing the mission, and if you want it done, you send this soldier. Possessing a cruel pragmatism, she will eliminate all targets in her path and overcome all obstacles. If only she were as competent on the dancefloor as in battle.

Black Widow [50, Free Spy]: A former agent of the KGB hoping to make a new life, she has a very particular set of talents that make her invaluable when it comes to covert operations and assassinations, as much as she may dislike it. She still holds onto the dream of being a hero and helping people, but her methods are unheroic by nature.

Patriotic Senator [50, Free America]: A true red-blooded American, this senator dreams of a world where every man and woman is free to choose their own paths, to create their own destiny, and has the talent and insanity to see it come to fruition. All he needs are those willing to make his dream a reality, like you.

Draconic Warrior [50, Free China]: A member of the army, she took the place of her father in conscription, and has become an icon of Chinese might, a warrior few could match. Her dedication to honor and duty give her an iron will to match her skill in combat. When she enters the field, victory is sure to follow.

Phoenix Princess [50, Free Third Party]: The daughter of an important Japanese politician, this ruthless woman is as cunning as she is deadly. Striving for perfection in all things she does, it would be wise to never make an enemy of her. She does have an odd fascination with fire and lightning.

Metal Enforcer [100]: Flesh is weak, easily sliced open and pulverized when compared to the certainty of steel. Having cast aside all his flesh, this titan of steel is a sociopath that only cares about murder and carnage. He is bound by a contract, unwilling to go against any of your orders, but will be content so long as he is given the opportunity to kill some annoying meatbags.

Nuclear Family [100]: A seemingly normal family, you'd be surprised by what they could do when pushed into a corner. Nate was a member of the US Armed Forces, while Nora has earned a degree in law. Their son Shaun may be young, but has an affinity with the sciences, and their Mr Handy, Codsworth, is eager to serve them however he can. Their true strength is in their adaptability and potential, turning into deadly survivors if given the chance.

Private Military Company [200]: In this age of war, it is only natural that there are those who sell their expertise for money, be it on the battlefield or protecting corporate interests. You now find yourself at the head of your own mercenary company, composed of nearly five hundred soldiers, each one highly trained and skilled in their fields. They come armed with their own gear and ammunition, which they are perfectly capable of maintaining and replacing on their own. They will follow you from world to world, and each can be made into a legitimate Companion at your discretion.

Think Tank [200]: A collection of some of the brightest minds of America, combined into one team that has been made to do one thing; devise a solution to end this war. Mechanical, biological, mineralogy, soundwaves, and so many more fields of study are open to them. Give them enough resources as well as space to perform their experiments, and they are sure to give you technological wonders straight out of a science fiction feature in just a few years.

Scenarios:

The Resource Wars

This war only has one conclusion, where nuclear armageddon wipes out civilization as we know it, burning away the garish coating that hides the base ugliness of humanity. But what if that weren't the case at all? What if there was a way to avert the end of the world? It will be difficult, as it is in human nature to strike out at others for no other reason than they are others, but to avoid the destructive holocaust, any alternative would be preferable. Your goal is to put an end to the Resource Wars, no matter what side you back or how you go about it, but it must not end with nuclear weapons being fired on either side. War never changes, but can people?

Rewards:

If there is one thing you have learned earning your title of **War Veteran**, it's that at its core, war will never change. Still, that means that though the motivations and objectives may change with the times, the goal of victory does not. You are talented at achieving victory, regardless of what you are attempting, a sort of sixth sense guides you towards an ending where you stand as the victor. You may not enjoy what you'll have to go through, or who you may have to lose, but victory shall always be yours in the end.

Your actions are sure to go down in history across the world, a figure who managed to avert the end of the world by human hands, and nowhere is that more true than within the borders of this **World Power**. Yes, you will be able to take your country with you, complete with all of its properties, citizens, and institutions intact. Even the natural resources shall come with you, replenishing themselves on a monthly basis. Should you have sided with either America or China, it should be obvious which one you can receive, but should you dislike both options, or pledge allegiance to a different flag, than the land you claim will be just as large as those two giants, with a similar amount of resources, and people who call this land their home.

Drawbacks :

Destiny Manifest [+0]: What have you accomplished during your time here? Did you manage to dramatically advance the technology used here, create a financial empire, or did you live a quiet life with those you care for? No matter what you've done, your actions will be remembered, and their consequences will be carried into future Fallout settings you visit, if you so desire.

Chem Reliant [+100]: Maybe you were introduced to them by a friend, or you stumbled upon them by accident, or you are at rock bottom. Either way, you have a serious problem. You are addicted to some sort of recreational substance, like alcohol or chems. It will be difficult to overcome, but you'll always have some part of you craving them, no matter how small.

Kamikaze [+100]: Some people think through things before acting, ensuring that they approach a situation with the calmness needed to get through it efficiently. You are not one of those people, being quite the hothead. Charging in head first without thinking of the consequences is your MO, and you'll find it difficult to rein yourself in at times, especially when you get really heated.

Patriotic Fool [+100]: There is one thing you know for certain in these desperate times; the government most assuredly has your best interests at heart! You are the type of person who would actually put your trust in the government, unwilling to even entertain the idea that they only see you as yet another mouse in a maze. When they ask you to jump, you'll just jump.

Watch List [+100]: Due to your otherworldly origins and potential abilities, is it any wonder that those in power would like to keep an eye on you? You seem to have become one of the most important targets of the government watch lists, being constantly watched even in your own home. You will scarcely get a moment of privacy, and should you do something that validates such surveillance? Good luck.

Youngster [+100]: War affects everyone, but none more so than the young and innocent. You are one of these unfortunate children, only being ten years old. Few adults will ever take you seriously, and nothing important ever seems to be made in your size. In time, you will grow, but do you have the time to wait?

Crippled [+200]: War takes its toll on everyone, even those safe at home and far from the actual fighting. This manifests very literally with you, seeing as you have been physically crippled, something you just can't seem to fix or reverse. You are missing one of your limbs, or one of your eyes, your choice. This can be taken up to six times, for a different injury each time.

Muddled Sources [+200]: It would not be surprising if you have some knowledge as to the true nature of the world powers, having information on all their darkest and well hidden secrets. Now, though? All that is gone, having been stripped from you, leaving only what someone in your position would naturally know. This doesn't stop you from looking for it yourself, but how would you even know what to look for?

Not Very SPECIAL [+200]: Everybody has something that makes them special and unique, but for you it seems how bad you are. One of your seven attributes, strength, perception, endurance, charisma, intelligence, agility, or luck, are absolutely abysmal, the bare minimum of human potential. You can take this seven times, though it is definitely not recommended.

Unavoidable Tragedy [+200]: Did you really believe that one person could avert the fate that mankind made for itself? That you could be the one to avert the incoming nuclear holocaust? Don't make me laugh. It was inevitable, ever since they discovered the destructive powers of the atom, that they would blow themselves all to kingdom come in waves of radioactive fire. Sorry to say, but no matter what you attempt, you simply won't be able to stop the incoming destruction.

Walking Stereotype [+200]: People are complex creatures, each one having unique experiences and mannerisms, though there are many similarities between certain demographics. You, however, seem to be a physical embodiment of the worst stereotype of your homeland. Should you be an American, for example, expect to be loud, arrogant, greedy, and have a penchant for eating anything deep fried.

Alien Involvement [+300]: The governments may try to hide it, but they are out there. Otherworldly life. Aliens. You know this as an absolute fact. How? Why it's simple; you're going to be abducted by them and experimented on. Escape from them is possible, if an uphill battle, but you will have been changed by the horrors inflicted on you, whether that be physically or mentally.

Cryptozoology [+300]: The thought that there are supernatural creatures running around is quite an insane one, something that no real intellectual would entertain. Unfortunately, they are wrong, and you'll be seeing plenty of proof on the matter. You seem to run into these bizarre and supernatural entities with alarming frequency, often at the cost of danger towards your own life.

Eldritch Truth [+300]: There are things that mankind was never meant to know, things so far beyond our ken that it often shatters one's mind. To some, though, they see things that deserve reverence, creating secret cults and societies meant to worship them and carry out their will. You have gained the attention of one of these cults, who are eager to get a hold of you for what are sure to be nefarious reasons.

Resource Scarcity [+300]: The weapons of this war are also the prizes, those valuable resources that society has built itself upon. From gasoline to uranium, all of it valuable to any country and heavily fought over. It's especially valuable to you, as you never have enough. You are constantly running out of the resources you actually need, and have difficulty finding more. This also affects your purchases, like weapons coming with limited ammo and needing to go out shopping for food.

Survival Mode [+300]: For as strange and zany it may appear at times, this world is very grounded in reality, with very few exceptions. Sorry to say, but you are most assuredly not one of them. 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:

Your time here has come to an end, and you are now left with a choice.

Stay: Despite everything wrong with the world, you have found a place to call home.

Go Home: Such conflicts have left you with a desire to return home, but are you still the same person that left so long ago?

Continue: Mankind moves ever onward, stumbling at times but always getting back up onto its feet, just like you.

Notes :

-A big thanks to u/100masks1life for a number of perk ideas.

-**[Mutative Experiments]** gives you any three mutations from Fallout 76, though with their drawbacks lessened, but not removed.

-**[Written Word]** will let you make worlds like LotR or ASOIAF with minimal effort, just to put it into perspective.

-All gear purchased is in pristine condition and will be replaced in a day should they be lost or destroyed. All firearms will also have unlimited ammunition.

-There won't be any side-effects from the drinks in the **[Vending Machine]**. Except Nuka-Cola Quantum. That still makes your urine glow.

-The **[Super-Duper Mart]** is essentially a Walmart that restocks daily.

-Companions are based on Isaac Clarke, Johnny Silverhand, Lex Luther, Pearl (Steven Universe), Medic (TF2), Commander Shepard, Natasha Romanoff "Black Widow," Senator Steven Armstrong, Mulan, Princess Azula, and Adam Smasher.

-The effects that **[Resource Scarcity]** has on your purchased items will be undone after your time here is over.

-When in doubt, fanwank. It just works.

-Have the day that you deserve~