The History of The Master is deeply tied with the history of the Wasteland itself, as the influence of The Master was so vast that it’s effects could be felt even after 126 years of his death.

**The Origins of The Master**

The man known as Richard Moreau was a resident of Vault 8 where he worked as a doctor until the year of 2092, when he was exiled after being accused of murder, although the circumstances regarding the crime where never fully revealed. After he left the vault, he changed his name to Richard Grey and headed South, he eventually settled on The Hub, there he found a man named Harold a successful trader. Following ever increasing attacks on Harold's caravans by mutated creatures, the pair teamed up on May 22, 2102, and led a team of scientists who mounted an expedition to the northwest to investigate the source of the mutated animals, which were attacking the survivors of the nuclear war. On June 23, 2102, Grey and his party stumbled upon the Mariposa Military Base, in which the U.S. government had been mass producing and experimenting with the Forced Evolutionary Virus (FEV).

With the exception of Richard, Harold, and Mark, the party was cut down by the mutated creatures and the base's internal defense systems. Richard and Harold made it to the central core, a room full of vats. Richard was plunged into a vat of FEV by a robotic arm. Floating in the vats for almost a month, the FEV transformed Grey into the amorphous, blob-like being that expanded its biological mass by absorbing other creatures and people that came near the base, and bionically merged itself with computer equipment from the base. After he became more comfortable and acquainted with his new form, he came up with idea to “unify” the Wasteland, by creating one unique “race” united by one unique “goal”. In January 2103, after several failures, the Master finally perfected his method of infection and thus, the first generation of Super Mutants where born. Unfortunately, even though the creatures would follow his every command they were not “perfect” like him, as the mutation process would turn them into “brutish” soldiers with deficient intellectual capacities, he quickly noted that only those with low radiation exposure would not “change” into imbecile beasts.

The Great winter of 2130 caused a scarcity human subjects for experimentation, making the process of expanding his army more difficult. From 2131 to 2135, The Master started abducting caravans and, by the year 2137, he was mas producing super mutant, with a success rate of 1 out of 6, and from those successful, only half joined as soldiers of the Unity. In the year of 2152, his influence was growing ever more throughout the Wasteland, and he came into contact with a group of cultists led by a man named Morpheus and decided that it would be profitable to have unaltered humans under his command, so he recruited the cultists into his service

**The prodigious child**

It was a common knowledge to The Master that only humans who had low total radiation count would have the chance to mutate into successful super mutants, so The Master began sending parties to the Wasteland to search for a source of “pure” non-irradiated subjects. In the year of 2153, during one of these parties, the mutants assaulted a small community of humans led by a man named **Vincent Baker**, the defenses of the small settlement were no match for the highly brutal and better equipped super mutants. They quickly slaughtered anyone who posed even a feeble resistance and even those who didn’t as well, as they were about to leave, one of the mutants heard a small noise which he thought it was a cry, he began searching a shack, he finally found a small boy, frail and scared, it was **William Baker**, the son of the village leader Vincent. He grabbed the child by the arm and violently bashed its head, knocking him unconscious and taking him as hostage. When they arrived at the base, The Master noticed a strange mental disruption within his field of perception, he then realized that the boy was the cause of this “interference”, he used his psionic powers to reach the boy telepathically and began talking to him, using his extreme charisma and extensive knowledge of the human nature, he was able to calm down the child and put him into a trance. During this time The Master analyzed the brain structure of the child and discovered that he was “unique”, he had, for some reason, an expanded intellectual capacity that made him psionic active, a trait that was only observed on humans that were injected by the FEV. The Master was both fascinated and intrigued by this peculiarity, he realized that this “subject” was much more valuable than any one he had ever encountered, he saw potential in this child, if he could further stimulate his abilities he would have an even more “perfect” specimen, this boy was the key to an apex evolutionary state. After this discovery, The Master made sure that the boy would grow in a healthy, secure and stimulant environment, so he could bring forth the full extent of his capacities, it was also ensured that the existence of the child remained confidential, a secret only know to The Master itself and his second in command **Lieutenant.**

**The Master's Destruction**

In the year of 2161, the Master’s plan was working flawlessly, until a strange wanderer began interfering with it, this individual was known as the Vault Dweller, a man that came from one of the pre-war vaults of America, specifically, Vault 13. Even though the Vault Dweller was a nuisance to The Master’s ultimate goal to unify the wasteland, he saw opportunity to convince the drifter into joining his cause, so he could learn the location of the vault and turn all of Its residents into mutants, however if he could not, he would simply kill him.

But the Master underestimated the Vault Dweller, as he began infiltrating into his lair, passing through his cult and his army, he realized that maybe this man could put an end to his ultimate goal. As his hideout was being invaded he again used his telepathic power to reach the prodigious child and instructed him to escape, as he was the only hope in case his plans would be terminated. He used all his psionic capacities to guide the child through the exit and then out into the wasteland, until, finally, The Master met his end when the Vault Dweller killed him in combat and successfully destroyed the FEV vats, ending his mission to unify the Wasteland

**The journey of William Baker**

The young teenager wandered the wasteland for days, even though he did not understand what was happening and, as he was getting weaker, he could not stop thinking about what happen, he walked aimlessly until he could not resist anymore and collapsed on the ground, his head facing the sand as he felt the life leaving his body. He woke up on a wooden bed covered by a blanked made from animal furs, he looked around and discovered he was in a stone hut, an old man approached him and introduced himself as **Razlo** and told him that he had been rescued by a caravan from the brink of death, he was then brought to **Shady Sands** where he was healed and putted to rest. The boy didn’t spoke a word, Razlo said that it was okay, he then asked him about his family which made the young teen broke down from his weakened state and remember all that happened and how he got there. He started crying, Razlo presumed that his parents were killed, he did not understand what just happened, so he decided it should be best to leave the boy alone. As the strange man left, William began trying to remember how he got out of the Master’s lair, however he could not recall anything but few flashes, everything was so surreal, he was confused and extremely sad, as he realized he had lost another “home”. In the next days he was able to fully recover physically and was slowly regaining his psychological strength back, so in order to help ease his mind, he began helping the people around town. His intellectual capacities were quickly noticed by the others in the village, as he was able to learn things at an astoundingly rapid rate and master any task with little to no difficult. In just a few days, the other people began to consider him valuable member of the community, so much that **Seth** decided it should be a good idea to teach the boy how to shoot and how to deal with the everyday threats and difficulties of the wasteland. The boy quickly learned how to survive in the wastes and how to handle any possible hostile entities that might threaten his life or the life of the villagers. After several months, William was beginning to feel happy again, he decided to start writing a journal to record all of his experiences and important memories. One day he was approached by a tall black-haired woman, that was none other than the leader of the village **Tandi**, she said that she was very pleased with his complete recover, she went on by saying that he had become a very import member of the community and decided that he would be one of the people selected to act as part of an ambassadorial party that would help the village grow by establishing trading routes with both **Junktown** and **The Hub.** William was really happy that he had actually been selected for a task so important, he was instructed to join the group and act as both a “protector” and “intermediary”. The project went pretty well and thanks to the effort of the ambassadors, a trade route was formed with Junktown, the notice quickly spread throughout the Wastes and when it was time to go to The Hub the people there had already heard about the recent agreements, so it was only coherent that they would accept it too. After that things began to quickly change, the village of Shady Sands that was once a small settlement was now growing into a successful city that attracted a lot of traders. William wrote everything about this great experience in his journal and was excited with what the future was holding for him.

One night, while quietly sleeping, William began to experience strange dreams, he would hear a voice talking with him he could recognized the voice as being familiar, however he could not tell who it was, but he felt like the voice was coming from “inside” him and not from outside his mind. The dreams became more and more frequent and vivid until one day he finally was able to recognize the voice, it was the voice of The Master, he could not believe what he was hearing, The Master was dead, he was sure of it, but he could not explain why this was happening. The voice told him that it was okay, that he would never be alone anymore, that he would guide him towards the greater goal, but William began to feel conflicted, he was finally happy again and he did not believe that it was necessary to unite the Wasteland into one race, his work was proof of it. But then the voice told him that it didn’t matter, that no matter how many people united or worked, violence would continue to spread and exist as long as difference exist. His conflict grew, he did not know in what to believe anymore, he began to feel strange, like he was in a trance, the Master’s voice told him that he was special, that no one could understand him like he did and that it was his duty to help humanity achieve the next evolutionary step. He was confused, he did not know what to do, the Master’s voice said that he would guide him, that he shouldn’t worry about this, he said he should first head to the West-Tek facility, a place now known as **The Glow**. The young man began preparing itself for the journey ahead, even though he had his doubts, he realized that the only way to set them was to do this journey. When fully equipped he said goodbye to his good friends, he was very sad that he was abandoning the only people he considered to be his “family” and the only place he considered to be his “home” however he knew what he had to do. He left Shady Sands and, even though he was feeling sorrowful, he was glad he had helped this community grow from a small village into a thriving city. When he was wandering the Wasteland, he felt like the first time he was out in the wasteland alone, the time when he almost died, but was rescued, he felt a bit scared, since it this was the time where he was truly experiencing the Wasteland in its entirety, however the fear began to dissipate with each step he would take closer to his destiny, being changed into determination. He soon discovered the evils of the Wasteland as he was ambushed by a group of raiders that tried to extort money out of him, thanks to his past experiences and better equipment he was able to quickly get rid of the threat, however each time he was ambushed, attacked or threatened he would better understand why people would never change, no matter what happens, he was finally convinced that the Master’s ultimate plan was the only hope to create a new world. After a long and arduous journey, he finally reached his destination, and discovered why it was called the Glow, the place was heavily irradiated, so much that it was almost impossible to enter without protection, he decided that it would be necessary to stock a good quantity of Rad-X and Radaway as well as equip a good radiation suit. He walked until he found a small community of ghouls that had settled close to the Glow, the settlement was called **Dayglow,** that was just recently founded in 2162. He was able to stock on supplies before venturing inside the facility, the ghouls there also said that they have settled near the Glow with the hope of being able to scavenge pre-war technology from the facility, they would make use of their immunity to radiation to do so. William was actually very fortunate to have found them, he said he needed to go there and asked if anyone would want to go with him, luckily for him they were just about to send a prospecting party there, so William joined them. When they finally entered the facility, they were attacked by pre-war robots that were protecting the place even after the war, the machines actually posed a powerful obstacle, it was not until William deactivate the security system that they were able to continuing exploring. Once they reached the lowest level of the facility, the ghouls began to scavenge anything that could be either useful or valuable, it was only then that William revealed to them that he was planning to stay and study the technology from there, which astonished the ghouls, they were concerned that William would not survive due to the radioactive environment, however he assured that it would be no problem, so they left the place with everything they could and the young man stayed there, as he had just started his work. He began his work by trying to restore the scientific research stations into working condition, it was during this time that he “met” the core of the facility, a powerful **ZAX** computer that was still “super visioning” the facility. He spent years studying the schematics and diagrams of the devices installed in the facility until, by the year of 2167, he was finally able to repair them and restore the laboratories into working condition again, he was even able to rebuild the components of the ZAX computer that were destroyed on the nuclear blast, thus earning the machine’s “Trust”. In order to prevent possible invaders, William restored the security system he had deactivated the first time he entered, so now the facility was totally under his control. After everything was settled and working, he finally began his research on the FEV. The ZAX explained all about how the FEV worked, including its flaws, so the first thing William needed to do was to prevent the FEV from sterilizing its subjects. He had the idea to use his genetic code in order to make alterations directly into the FEV, after years of modifications he was finally able to “correct” the programming of the FEV. However, William didn’t notice that the more time it passed, the more his personality would become blurred by the Master’s influence, he soon found his every move being dictated by his inner “voice” until it reached a point where there was no distinction between The Master and him. Finally, William Baker was no more, his “death” gave birth to a new entity of dual existence, together they were stronger than ever, they’ve become the symbol of everything that The Unity represents. After thousands of experiments, by the year of 2185, “their” work was finally rewarded, a **new strain of the FEV** was created, this “perfect” virus not only had all the undesired side effects removed but the advantages it brought to its host were heavily expanded. The “Master” injected his “new” body with this virus and underwent a powerful mutation, the already latent psychic abilities from the brain structure of William Baker were extended to absurd ways, his psionic powers grew so much that it was impossible to predict their full potential, not even the ZAX was able to fully read all the genetic enhancements, the supercomputer could only describe the new Baker as “The most perfect specimen, the apex of human evolution”. The readings on the tests also revealed that the genetic changes on the body of William Baker were constant, so that means that he was mutating “all the time”, his genetic structure was always adapting itself to the environment and to any external influences, so he would only get “better” the more time would pass. The Master has finally achieved a result that was above even his most positive expectations, the Unity will finally thrive, there is no force that could stand the potential of this new FEV.

**Rebuilding the Army**

After successfully rewriting the genetic programming of the FEV to create a new and evolved strain, The “Master” began the long process of rebuilding his army, the first step to do this was to create the foundation for the army, so he started to secretly abduct human subjects from various sources, even though it was easier to find more people on fixed settlements, it was very difficult to kidnap them without drawing attention, so it was safer to capture travelers and caravanners. Once inside the base the “Master” would proceed to inject the subjects with the new strain of the FEV and, once their mutation was complete, he would use his charisma and psychic influence to convince them of the righteousness of his cause, further establishing his control over his new “operators”. After years of work, in 2221, the base structure of the new army of The Unity was concluded, they had enough soldiers and workers to start the next step of the restoration process. The “Master” began sending small mutant parties to scavenge for resources, this procedure was done with extreme confidence, otherwise unwanted attention would be attracted, which would result in unnecessary conflicts with other factions, especially with the **NCR**. With enough assets it was now possible to start creating new technologies that would greatly enhance the Unity’s power, the first project initiated was to create a special device to amplify the reach and potency of the “Master’s” psionic abilities, this “machine” would allow him to project his influence on a wide area across the Wasteland. By the year of 2238, the instrument known as **(Give name!)** was completed by the researchers of the Unity , this powerful and versatile machine was connected to a specifically designed chair, once wired on the neural interface, the “Master” was able to spread his psychic powers all across the Wasteland, it also had a link with the entire system of the West-Tek facility and a in-build electrical signal interpreter, this would allow the **(Give name!)** to intercept, read and emit artificial frequencies, this would ensure that The “Master” could see all the possible channels of communications within specific ranges and would also give him the capacity to influence machines, computers and robots. While connected to the **(Give name!)** The “Master’s” power was almost limitless, he could give orders to his troops while remaining in a secured location and also neutralize the effect of the enemy robots and automated defenses, now with his leadership position being absolute, it was time to further improve the direct effectiveness of his army. While a team was working on the creation of the **(Give name!)**, the other mutant scientists of the Unity were researching on cybernetic enhancements and military technology to improve the combat capability of the mutant army. In order to obtain research material and resources, small **stealth trained mutants** were dispatched to scavenge pre-war military checkpoints and science stations. Even though The Unity’s influence was growing each day, the prospecting operations had to be ceased by the year of 2241, because of the **Enclave** forces that began acting on the southwest territory, during this time, the “Master” ordered his soldiers to stay alert and only protect the perimeter of the Glow, he would use this opportunity to try to decrypt the communications of the Enclave using the **(Give name!)** to see if he could learn any information that might be useful for the Unity’s purpose.

Even though the Enclave cryptography structure was considered the most advanced and secure, The Master was about to break it without much effort, further proving the superiority of both his intellect and his technology. The Master monitored the Enclave communications for months, trying to find important information regarding the Enclave operations and science development. The Enclave was capturing people from the wasteland to use as test subjects for the FEV, they also captured the residents of Vault 13, since the vault was closed for 200 years, these people would make for excellent subjects. The Master was able to extract the FEV research from the Enclave terminals and transfer the data to the West-Tek mainframe. After the download was complete, the Master carefully started analyzing this information and he was surprise with his discovery. The documents contained detailed notes on genetic modification experiments of the FEV, the Enclave was able to transform the FEV into an airborne disease, that would be used as an extermination weapon, that would eradicate any living being with mutated DNA. The Enclave was going to launch this supertoxin into the jet stream, this would kill any creature that was either exposed to radiation or had suffered the effects of the FEV particles on the atmosphere. The Master decided to use the information from this research **to modify his strain of the FEV,** so it could affect living beings through the air and turn them into evolved entities. The Master also found some very interesting experimentation notes regarding an individual identified as **Frank Horrigan**, apparently, Horrigan was injected with the FEV and putted into a coma like state, during this time the Enclave scientists conducted further experiments on him, that transformed him into an enhanced super mutant. The Horrigan experiment was a success and the Enclave created a special power suit to improve his resistance and combat efficiency, the armor would also act as an advanced form of life support, that would ensure that Frank would remain healthy and it would also provide chemical stimulants to further improve his capacities. The Master used this data to create a **special breed of third generation super mutants** that was specifically designed for combat, he also made use from the schematics of Horrigan’s suit **to create a special power armor to upgrade the defense of his mutants.**

The research obtained from the Enclave drastically improved the combat capacities of the super mutant army, it also gave the Unity the means to expand their influence using the atmosphere as a propagation agent.