By TheHyperDymond
With help from original Fallout: Equestria Jump author Pokebrat_J

CONTENT WARNING: THIS JUMP TOUCHES ON TOPICS IN THE ORIGINAL STORY SUCH AS RAPE, TORTURE, MUTILATION, AND PEDOPHILIA

This Supplement has been adjusted for the Updated version of the Fallout: Equestria Jump but it is still compatible with the old one with minor changes. Check the second Note in the Notes section for details.

Once upon a time, on the mundane planet of Equus…

…a star sung an ancient necromantic note of pure evil into the void, and crash landed into Equus, releasing an incredible amount of soul energy on the planet and jump starting life on the planet-

That's a bit abstract though isn't it… well how about:

…Luna, the Princess of the Moon, struggled with the sudden power thrust upon her by her sister. In her time of need, she calls upon a trusted geology teacher named Goldenblood to work with her. In time, his help evolved and spun out into more and more complex conspiracies-

Though I suppose more relevantly:

…six friends travel across the cursed city of Hoofington, trying their best to make the world a better place in their own way. Soon, they split up and formed their own factions. In the modern day, the politics between these factions are coming to a boiling point, and-

God I haven't even mentioned the protagonists:

…a security mare from Stable 99, gets drunk, fucked (in both senses), mutilated, exploded (so many times), and dies (she's fine) in her adventures across Hoofington with her wacky band of ~~enemies~~ friends in her goal of ~~finding out what EC-1101 is for~~ ~~resolving wars~~ ~~discovering what happened to the Maurauders~~ ~~unravelling the political plot of Goldenblood and his OIA's Projects~~ ~~killing herself~~

Okay listen, this story is like if you took the original story, doubled the lore, tripled the mystery, multiplied by anime, and then doubled the word count. It's not exactly easy to summarize. If you've read it before, you know how it is. Let's just get into it shall we?

This supplement is for if you took the **World Building** Drawback in the original Fallout Equestria Jump by Pokebrat_J. You may use CP from the Main Jump in this one but not vice versa. Since Project Horizons is a bit… higher power than the Main Story, have **+600 CP** on the house.

Species:

Age and gender may be chosen freely. In addition to the Species in the Main Jump, Project Horizons introduces a few new ones:

Zony: Zonies are the hybrids between **Ponies** and **Zebras**. They were never popular during the war, not accepted by Zebras or Ponies. Despite the many years since, this stigma still remains in many places.

*Choose one of the three pony races. Gain Discounts and Perks as if you were both the pony race you chose and a Zebra. Take the **First Impressions** drawback for no CP.*

Thestral: Also known as Bat Ponies thanks to their bat-like wings and special eyes, these creatures are much like pegasi with a few differences. They lived in the Shadow Cathedral within the Shadow Realm for centuries, unaffected by the war. Thestrals have incredibly high pitched and small voices. They require special talismans to speak at normal volume and pitch which you will get one of for free. You can decide not to take it for [+50 CP] but this may make communication difficult.

*Thestrals can have **Special Talent** and **High Flier** for free and can purchase **Advanced Talent**.*

Minotaur [100]: Minotaurs are a rare breed in the Equestrian Wasteland but of course Hoofington attracts the strangest folk. The first instinct of most is to assume that the Minotaur is a dumb brute, or worse, an animalistic monster. However, this is of course, not necessarily true. What is true is that you are strong and you've got hands.

Robot [400, Cannot be taken with Alicorn, Ghoul, Cyborg, or Blank]: Robot can be taken as a modifier to other species. There are several robots in the world of Equestria, and you have joined the ranks of sentient ones (including a soul). You can choose how this manifests aesthetically (maybe a base at the center and hologram for your features or more like Sweetiebot instead). This makes you immune to enervation, radiation, poison, and disease. It also means you have no need for food, water, or sleep. However this also leaves you vulnerable to EMP and hacking, as well as not letting you heal normally or use the many drugs in the Wasteland.

*You gain an extra [+100 CP] to spend in the **Cybernetic Enhancements** section. Your first purchase of **Cyborg Integration** is free.*

Blank [100, Cannot be taken with Alicorn or Robot]: Blank can be taken as a modifier to other species. You are a product of Project Chimera's Tree of Life, made from Flux, the essence of Discord. But whereas others of your kind are mindless and soulless things, reflected in their pure white coloration, you will optionally retain yours.

*Take the **Spirit Magnet** drawback for no CP.*

Locations:

Choose freely from the Main Jump's Location section or this one. Instead, you could roll 1d12 in either Location section for [+100 CP]. This is the only CP that can be gained in this Jump and used in the Main Jump. You can also gain an additional [+50 CP] to flip a coin for which Location section to roll. Rolling Free Choice in either Jump will allow you to choose from either Jump's Location section.

1) **Stable 99**: Stable 99 was one of the least messed up Stable experiments with one of the most messed up outcomes. The Stable was built with top of the line recyclers which can turn almost any biological material into edible (if not very tasty) food. Currently, there is strict population control, each mare expected to be a mother of one (who takes their job when they pass away), or perhaps two if there are too many deaths. The 'males' are treated as breeding equipment from the moment they can reproduce. Their population is kept at ~20, and they are ~~killed~~ ~~put down~~ retired after they produce 21 children. Good luck if you're male. See **Stable Sensibilities** to see some of the other stuff mares believe in that wacky Stable. The Overmare's will is absolute, even if she is a little brat and nopony actually respects her. The Stable was also where the megaspell EC-1101 ended up becoming trapped after external connections to the rest of the Stable-Tec network were damaged.

2) **Chapel:** Home of the all-orphan faction, the Crusaders, this small "town" is one of the closer settlements to the Core. The settlement has a chapel (obviously) run by Priest, one of the only adults and the founder of the town. When "pilgrims" come in to cross the bridge to the Core, Priest will try to talk them out of it, but ultimately guide them to the bridge if they are sure that they want to be put out of their misery by the Core's energy defenses. There is also "Charity's, Where We Ain't!", a store run by Charity the Crusader. She'll nickel and dime you out of all of your caps unless she feels you truly need the help and/or she trusts/respects you (though that part is rather difficult. The Star House is here as well.

3) **Megamart:** One of the three main trading hubs in the Hoof, run by one of the Finders Sisters: Bottlecap. As well as being a nice place to trade any number of items, they also have a quest wall with various bounties and tasks. And, if you're worried about safety, you'll be happy to know that there is a massive cannon lovingly named "Gun" attached to the ceiling which fires at anyone using a weapon. A bit overkill maybe but damn if it doesn't work, and it hardly needs to be used considering not many are stupid enough to get themselves killed.

4) **Riverside:** A small fishing town and probably the most normal place in the Wasteland or at least in the Hoof. One of the only notable things about them is that they (if events unfold as they should) have consistent trade with the Sand Dogs (non-mutated cyber-diamond dogs).

5) **Hoofington University:** Currently occupied by the Collegiate, a mostly neutral group consisting of doctors and scientists, who try to help using their limited medical technology and resources to help ponies. Some find them cruel based on the many they refuse to help, but unfortunately, as their lead doctor Triage would tell you, they only have so many resources. This

is also the home of the Zodiac Clan, a group of twelve(-ish) mercenaries hired to protect the faction by the enigmatic leader of the Collegiate: Dr. Zodiac.

6) **Meatlocker:** A large group of ghouls operate out of this old Hoofington Memorial Hospital, which they have… charmingly renamed "Meatlocker". Led by Mayor Windclop, the group provide refuge for Hoofington Ghouls who frequently face persecution from the local populace. The settlement is reasonably well defended and welcomes trade from those open-minded enough to visit. It's also directly south of the just fucking awful Hightower Jail. Don't go there. Trust me.

7) **Thunderhead:** The pegasus city above Hoofington, this torus-shaped civilization is slightly set apart politically from the rest of the Neighvarro Enclave, being in contact with the surface and actively trading for metal and food. They are much more forward thinking than the rest of the Enclave (much to the ire of Neighvarro). They also have access to Unicorns untainted by the wasteland since they were in their powerful military outpost (and former Ministry of Awesome Hub) Shadowbolt Tower before the bombs fell. Their surface operations are spear-headed by the first volunteer corps; though they are purposefully underfunded. If you can't fly you'll start on one of the few locations made safe for unicorns to stand on.

8) **Elysium Country Club:** One of the (physically) cleanest places in the Hoof, and home of the Society: a group of raiders taught just enough manners by King Awesome and the ghoul Hoity Toity to at least *pretend* to be civil. Now they act like high society, and run under a monarchy. They produce the best food in the Wasteland and trade it to keep their supremacy. They aren't exactly harmless though. To produce this much food, they employ the use of serfs. These are Technically Not Slaves™ who have signed into indentured servitude (sometimes under duress from some fringe parts of the Society). The serfs are taken care of… *somewhat* and there isn't… *much* direct abuse of power by their aritstopony caretakers but it's not exactly a great system no matter how you slice it. You can start off as a serf in this location if you want to for some reason (planning a revolt perhaps?).

9) **Hoofington Sports Arena:** The Hoofington Reapers (an old hoofball league) had a huge stadium pre-war complete with a massive domed roof, which has been converted into a proper arena for a different kind of sport in the modern day. Now, the faction with their namesake (the Reapers) occupy the Arena. These were the best of the best raiders who proved themselves to the number one Reaper and leader of the Reapers: Big Daddy. He is an aging (but still incredibly capable and deadly) earth pony who united the top 100 raiders and got them to mostly fight each other over who's the biggest badass rather than going out and killing everypony else. The only way to ascend the ranks is to beat the Reaper above. This system keeps the numerous gangs and tribals from getting too out of hand as their toughest and meanest warriors are always trying to get into the Reapers. They also frequently engage in bloodsports in their arena in case you want in on that (or are forced in…).

10) **HMS Celestia:** A contingent of Steel Rangers based out of the battleship 'The Celestia'. This battleship has powerful weaponry that they are trying their best to repair and fire. For now it

is merely a well defended base of operations. Their elder, Crunchy Carrots, has more traditional views on the Steel Ranger's oath and priorities. As such (most of) these Steel Rangers are the asshole type who don't care what they have to do to get at your tech. It even consists of extremist's out for power like Steel Rain.

11) **The Hoofington Tunnels:** Nothing good is under Hoofington. Whether it be screaming flesh walls, ultra-sentinels, rabid robo-dogs, or even unstable prototype megaspell undead skeleton ghost unicorns with bone-shattering laser beams. You'll start off about a 20 minute walk from an exit… that is, a 20 minute walk if you know where you're going.

12) **Free Choice:** Lucky you.

Starkatteri Knowledge [100/300]:

This knowledge is forbidden for a reason. This is the knowledge on how to contact and harness the power of the stars. There are many abilities that can be gained through star power, all of them dangerous. There are three specialties to choose from below. You can get the basic level below for [100 CP] or more in depth abilities for [300 CP]. Both levels will give you a basic understanding of stars, starmetal, and dark magics, such that you can recognize these things even if you don't have a specialty for it yourself. You can take multiple basic level specialities but only one advanced specialty. If you have the ***Star Gazer*** *Perk, you can (but don't have to) gain basic* ***Future Mapping*** *for [Free] and you are allowed to take more than one advanced specialty. Taking this Perk gives you the* ***Starkatteri Markings*** *drawback for no CP, but you can pay [100 CP] to get rid of it.*

Future Mapping: You can ask the stars to tell you things about the future, though it gets more vague the further into the future you peer. Far enough ahead, the future will be communicated to you in riddles. These riddles are still accurate of course but it may be harder to figure out. You can also commune directly with the stars for much greater specificity. This is even more forbidden if you can believe it, and requires direct line of sight with the stars so use sparingly or in private.

At the advanced level, you can now use the power of the stars and suitable focus (such as projecting lights on a surface) to create a pattern that you can interpret into the immediate future with great specificity. These events can be up to 20 minutes in the future and can help you avoid danger. The star's predictions are always right (with a few rare exceptions) so while you cannot avoid the future they show, you can prepare for it.

Necromancy: Perhaps the most famous, and dangerous, of the Starkatteri's abilities. You can now use necromantic magic. If you don't have a horn or some other method of direct spellcasting, you can use runes, scrolls, and fetiches instead. You can revive corpses as zombies and skeletons that you control with magical strings. You're also able to enchant mirrors to show one's true self back at them.

At the advanced level, you can do more direct manipulation of the soul. This includes catching and manipulating loose souls and of course, making Soul Jars. Unless you have a loose soul lying around to make a Soul Jar with, you'll need to either have a willing participant or a sedated one. The process will be very painful and it will take approximately 30 minutes to properly complete. A truly despicable ability.

Star Channeling: Arguably the most versatile of the star powers, though also requiring the most devotion in return. You can now make contracts, pacts, and deals with the mysterious and mischievous stars. These can be casual and temporary deals, made off the cuff, or written formal agreements, deliberated over time, though all of these deals are binding (cold magic painfully gripping your soul and forcing you to comply if

necessary). What you gain from this is a number of potential magical abilities and powers. Depending on the star, you can gain the ability to produce various magical powders (with effects like cryomancy, summoning magic constructs, or even balefire blasts), various levels of longevity, and dark knowledge. On the star's end of the bargain, while their goals are unknowable, their immediate wants have a consistent pattern. They will want you to do things which directly or indirectly fuck over those around you and the general population. The greater the despair and the more people affected, the more power will be granted to you. Of course, this will be easier for those who care less about others, but know that the stars tend to take advantage of hubris, and make you pay the price for your power by unknowingly/indirectly causing your *own* downfall. Don't make a habit of making deals in desperation or deals which seem too good to be true.

At the basic level, even the greatest powers the stars would allow you to wield would be enough to defeat something like a super alicorn or a weakened dragon. The greatest price they would ever ask of you would be the death of a loved one or the ruining of a small town. Now, the powers you gain are only limited by the immense strength of the stars and the terrible prices that you would be willing to pay. You could hypothetically reproduce effects from the other Starkatteri specialties above using this, though at quite high prices, especially for the advanced levels. Note that the higher the price, the more value is placed on things you personally wouldn't like. So someone malicious wishing for regenerative immortality would find the price resulting in a staggering amount of their own suffering, while someone kindhearted wishing for the health of a loved one would find a price more likely to result in the suffering of others they care about. Also note that the stars cannot grant the impossible and that they can only channel their magic through you and starmetal.

Perks:

You get two discounts per price tier, and you can use your discounts from the Main Jump here as well. Both [50 CP] and [100 CP] Perks are free.

King/Queen of Whiskey [50]: Prepare to put a crown on your head and be called “your drunkenness” because you’re about to do something stupid. While you are drunk or drinking, you do increased damage and have significantly more intimidation than you really should for a drunk lunatic.

Mutant Eyes [50]: Choose a color. The whites of your eyes have now mutated to give a slight glow in that color which increases in low light and in the presence of radiation. Unlike the original mutation, you can toggle this as you please, though the discoloration of your eyes will remain. At the end of the Jump you can choose to toggle that too.

The Stronghoof Family Technique [50]: Style! You’ve got tons of it. You get your choice of harmless special fx that appear at will (such as sparkles, a halo, or backing drums from nowhere). Your charisma increases by 50% while doing this, no matter how distractingly nonsensical the effect is.

The Loremaster [50]: Well, maybe not the master but you definitely try your best. You are now many times more likely to discover important memory orbs, terminal entries, holotapes, and basically anything else which could contain that sweet sweet lore. You’re also much better at memorizing and organizing events and trivia in your head.

Egghead [50]: You are now versed in local metaphysics, mostly pertaining to magical frequencies and technology. This can be helpful especially with the right tools and a bit of experimenting.

A Pony Everypony Should Know [50]: You’re as popular as popular can be. You now know all the ins and outs of high society (or at least what passes as high society these days). Additionally, if you are noble, your grace causes most to be inspired by your presence. If you are instead cruel, then your poise will make people more inclined to speak of you in hushed tones behind your back rather than confronting you. Those who are scared of you are more likely to be scared into submission rather than into action.

Enervation Resistance [Free/100]: Hoofington is home to a special kind of radiation called “Enervation” which slows healing, saps life force, and (at high enough potency), will melt you into an unrotting biological goo. Not great stuff. You are now slightly resistant to Enervation and its effects. For [100 CP] extra, you are now greatly resistant, taking half as much damage from Enervation, with even the most concentrated stuff giving you a grace period of 1 to 2 minutes before you insta-melt. Highly recommended for **Alicorns**, whose telepathic abilities cause extreme pain when affected by Enervation.

Toilet Cutie Mark [100]: Plumbing is the foundation of a functioning society! Okay maybe it's not that important, but architectural engineering sure is. You now have knowledge pertaining to architecture, mechanical machinery, construction-related logistics, and (of course) plumbing.

Barters Keepers [100]: You are not going to be swindled anytime soon. You have a wonderful intuition on exactly how much something is worth if you know enough about it. You've also got much better haggling in general, being able to sell things for 20% more and buy them for 20% less.

Conflicting Resolve [100]: Er, you mean conflict resolution. You have an increased ability to get warring factions to set aside their differences, especially through intimidation. You could achieve something truly incredible if you are strong enough compared to those you're trying to de-escalate, such as uniting disparate raider tribes together, even if some may find your means a bit… unorthodox.

Heavy Armor Specialist [100]: Heavy armor always protects the most, but it also becomes a pain to try to move around in this stuff. Now armor hinders you as if it weighed less than half as much. This also gives you the expertise to repair and maintain your armor.

A Prophet [100]: You are especially good at spreading spiritual or religious ideas, whether that be for the purpose of manipulating vulnerable ponies or helping them feel safe and comfortable. You can become a prominent figure in somepony's life with a little effort, and with some more reach and effort on your part, you could start quite the little community. Though some may call it a cult…

"Died" Like Three Times... [Free/200]: Jumpchain relies on a few base rules in order to function. One of those rules is that if you die (after running out of 1-Ups at least) then you lose. You'd think that'd be pretty simple to figure out but in this story… "death" is a fuzzy word. Does it mean when your soul is out of your body? When your mind is erased? When your heart is stopped? All of these things can and do get reversed during the story, and so it'd be a bit unfair to hold you to a different standard. During your stay here (or in future Jumps as well for [200 CP]), you can redefine what Jumpchain's standard for dying is to whatever is most convenient for you at the time. This happens automatically so you don't have to activate it consciously, and even if you have a different soul/mind in you, this ability will trigger according to what you would want if you were intact and sober.

Zebra Augments [100/200]: Zebra alchemy is an ancient art, so it should not be surprising to know that they have used it to enhance their warriors. Your physical attributes are at the peak of your race, and your bones do not break easily. In addition, you are also more resistant to poisons and diseases. When upgraded, not only are your bones unbreakable, your skin is as durable as reinforced leather and your physical attributes are further enhanced to be twice as effective as before. You're also very resistant to poisons and diseases, along with minor resistance to radiation and magic in general.

A Future Best Avoided [200]: While Blackjack was legless and dying on the Seahorse, she had a strange nightmare of the future in which Morning Glory saves her by giving EC-1101 to Sanguine. She then wakes from this and avoids that awful future, and never gets an explanation on why she had the vision. While it could just be her muddled mind imagining what the future held for her, there were many details in the dream that didn't seem to make sense for her to extrapolate (such as the actions of the Lightbringer, the fact that Sanguine would make a Blank body for her, etc). Regardless, you also have the ability to pull a vision out of your ass to avoid an awful future. Specifically, once a year, before you make a potentially world-altering choice, you will have a vivid 24 hour vision of your future if you made the choice you were planning on. This only activates if the future your choice would make would be one you regret. Since this power functions by placing your consciousness in your future self's body, this wouldn't work if you wouldn't be able to live long enough to regret your decision.

Mental Fortitude [200]: Not many are able to withstand this much trauma. But much like the Goddess' emotional dumpster, Lacunae, or the ever strong Rarity, you have immense capacity to endure anguish. You still feel sadness and other negative emotions, but their effects (especially outwardly) are a lot less painful and problematic. Even Lacunae had a limit before she broke down sobbing like the rest of the cast however. This also gives you a slight resistance to mental intrusions.

Old Souls [400]: Near the end of this story, Luna's soul is found and absorbed into Blackjack's body. It is shown to be incredibly powerful, morphing BJ's body and changing her items, which Blackjack assumes is because she is an alicorn. In reality, it was mostly due to her soul's age. Now your soul also has this property. As you age, your soul will naturally grow more and more powerful. If you are 50 years old, the effect is mild but detectable, increasing the output of your magic and other soul-based abilities slightly. If you're 200 years old, your soul will be noticeably more powerful, and the items and equipment you use most often will naturally evolve to be more to your liking, aesthetically and mechanically. After 1000 years your soul will cause your magic to skyrocket in power, allowing even a normal unicorn to cast building shattering attacks with ease. Even your physical abilities will increase significantly (this is also the point at which you can gain the magical flowy princess hair if you'd like). Results start to give diminishing returns after 1000 but will continue to grow noticeably regardless.

Pony Battle Hymns [400]: For some reason, when ponies sing, their competency in whatever they're doing becomes many times higher. You have this ability as well, and enough skill to sing half decently too. This can make you and your allies fight at least ~~20% cooler~~ two times more effectively, swaying the tide of battle.

Formfluid [400]: Often in this story you'll find yourself changing form (via cybernetics or poison joke or switching out your soul for an ancient one which transforms your body) and this can often be traumatizing. Not anymore though, you are now free from all adverse mental effects resulting from physical transformations. To be clear, an injury like getting your legs chopped off is not a "physical transformation" but having your legs removed and replaced surgically would count.

Trade Will Save The Wasteland [600]: To avoid conflict between factions who want each other's resources, establishing mutually beneficial trade is the best solution, strengthening the bond between groups rather than devolving relations into war. This could have stopped the Great War so long ago, and it's exactly what the Wasteland needs two centuries later. With this Perk, you become an expert in resolving conflict with trade. For example, if one country goes to war for the resources of another and you get into contact with the leaders of both, you can establish a deal where instead the country gives its own rare resources in exchange for the ones they were going to take in a way that is mutually beneficial. This works on a large scale or even on the smallest scale, if a bandit tries to rob you of a hundred caps, you can instead convince him to be your bodyguard for an hour and be paid a hundred caps. This won't work on conflict started for ideological reasons most of the time (so don't expect to convince Dawn to leave Cognitum by offering her money or something) or other reasons which could not be reasonably resolved via trade.

Macintosh Might [600]: With a heart as strong as a horse, you are now as mighty as Big Macintosh himself. At base level, this increases your strength as much as the Applejack Statuette (see the **My Little Ponies** scenario). That may not be a lot, but your strength boost increases in proportion with how noble and selfless you are being. If you are protecting someone from harm then your boost is twice as strong. If you are protecting a town then your boost is enough that a normal pony could be almost bulletproof. If you were protecting, say, Princess Celestia, or if you were saving the world, then your strength would be truly legendary, physically strong enough to wrestle a Behemoth Alicorn into the ground.

Plans Within Plans [600]: You have truly become quite the enigma. You have such skill in hiding your true intentions that you can be with someone clever for decades and they wouldn't know a thing about your true self unless you wanted them to. Additionally, the higher up you are in an organization, the more you can get away with. Your skill at maneuvering around bureaucracy is so astronomical that if you were suitably high up in an organization you could, say, allocate and launch into space enough resources to secretly build a base on the moon and no one would be the wiser. This skill translates into covering other things up, though don't expect to get away with a genocide or something. You also get a huge increase in planning skill and in thinking about multiple things at once. You can have plenty of irons in the fire now Director.

The Nightmare of Hoofington [600]: Some people are made to fight. You can now fight as well as the best of them: Blackjack, Big Daddy, Littlepip, Rampage, etc. This Perk does not give you any specific fighting style, but rather increases your skill in fighting in general. No matter what your style of fighting is, you'll be able to kick people's asses, easily killing several raiders on your own, or a whole town of them if you're pissed. Legends will spread of your murderous abilities until rumors start making you sound like Doomguy (and they aren't that far off). Even a pony right out of the Stable with this Perk could make news on DJ Pon3's broadcast for clearing Ponyville of raiders with nothing but a scavenged pistol and a PipBuck.

Winning Hand [600]: 21 means victory. From now on, you will almost always find some path to emerge victorious in your goal, so long as you walk down that path. It may not always be a satisfying victory, and it may end up being a pyrrhic victory, but it will be a victory nonetheless. This doesn't work on more than one goal at a time (ie you can launch yourself to the moon *or* save your girlfriend). Get used to prioritizing if you're going up against particularly insurmountable odds.

Racial Perks:

These Perks are only available for the species mentioned, with some having upgrades.

Bizarre Dexterity [Free for Earth Pony]: Earth Ponies have this bizarre way with their hooves, able to aim weapons, throw things, and even pick locks despite the lack of fingers.

Improvisation [200 for Unicorn or Artificial Alicorn]: Even if you don't know many spells or aren't a very strong caster, you have an equally incredible skill: pulling things out of your ass. You can, in the heat of battle or with experimentation on your own, make up or figure out spells on the fly. They definitely won't be great the first time you use them, and may come with limitations that you can't overcome, but facing you when you could have anything up your sleeve is gonna be a lot harder.

Cybernetic Enhancements [Free for Cyborg or Robot]: Cybernetics in Project Horizons are quite prominent, so if you want, you can get quite the upgrades here. You get [+100 CP] to spend in this section. Be careful not to lose too much of yourself with all these upgrades though.

> **Cyborg Integration [50/100 each]:** Allows you to integrate something that you purchased in the Items section for [50 CP]. This is especially useful for integrating talismans and the like. Obviously doesn't work for things like the **Underground Stable** or the **Sky Wagon**. Integrating a **Repair Talisman** optionally gives you the ability to eat metal like Blackjack does. For [100 CP] you can also import your own Items to integrate them into yourself.
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> **Voice Modulator [50]:** Your vocal cords are torn away in favor of an artificial substitute. This substitute can perfectly replicate your voice as well as the voice of anypony who you've heard before. It can also add various simple audio filters to whatever voice you are using.
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> **Eyes Forward Sparkle [50]:** You are given an EFS like what Pip-Bucks or Power Armor have, which is an in-built compass that tracks lifeforms and their hostility.
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> **Opposable Thumbs [50]:** Truly inspiring design. For races which lack them, this gives you extendable fingers from your forelimbs. They don't give very fine control over what you are holding and their grip strength is limited by your own strength but they are more handy (heh) than you'd think especially if/when you don't have access to telekinesis.
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> **Enhanced Microphones [50/100]:** Your ears' internals are converted into advanced microphones which are several times better than your normal ears (and they're adjustable). For an extra [50 CP], you are also installed with the skill of echolocation.
>
> **Enhanced Vision [100]:** Your eyes have been replaced completely, granting you the power of a far greater sight. This gives you the ability to toggle between infrared vision,

telescopic vision (up to 20x zoom), thaumaturgic vision (allowing you to see magic within about a couple hundred feet), and night vision.

High Efficiency Oxygen Filters [100]: Your lungs are replaced with filters capable of removing most airborne toxins from what you breathe as well as being able to absorb oxygen from water. It's high efficiency also gives you more oxygen for less breathing.

Interfacing [100]: You are fitted with a built-in **Matrix Key** plug similar to that of a PipBuck on a location of your choice on your body. It can extend from you a meter out and plug into any technology you wish in order to interface with it seamlessly. Although unlike the actual Item which would automatically hack things for you, this simply allows you to hack it if you have the skills to do so and for it to run diagnostics on you if it's designed to do that. Your Matrix Key can be used on any technology, even if it does not have a place to plug into. Using **Cyborg Integration** on the **Matrix Key** Item will reproduce the effects of this Perk while retaining the ability to hack automatically.

Extra Limbs [200 each]: You can add an arm, a tail, a pair of wings, or a pair of legs to your body for each purchase of this option. Although the wings function as well as pegasus wings, they probably won't make up for their own weight without the help of **Hovering Talisman**s or some other help. You'll be able to glide at least, assuming you haven't gone so far into cybernetics that you weigh several tons now.

Muffled Movement [200/300]: Your body is modified to reduce the noise it makes significantly. This goes for everything your body does from breathing to walking, but not on-purpose noises like talking. For an extra [100 CP] your body is as close to completely silent as cybernetics can get you (again, not counting talking and other on-purpose noises) which means only creatures with the best ears will be able to hear you as a whisper on the wind.

Tanky [300]: Your cybernetic body was already strong before, but now you are truly built like a tank. Almost literally, since anything short of the highest-caliber personal firepower will do almost nothing to you now. Your strength is also many times what it once was such that you could (barely) rip the top off of a Zebra Tank.

Sonic Wave [Free for Thestral]: Using your special vocal chords allows you to yell out a sonic attack. This is especially effective on those with sensitive hearing like dogs, and not as effective on robots.

Shadowport [100]: You have a special ability which allows you to teleport a short distance with a dark purple flash. You can do this many times in short succession including during combat. This teleportation also doesn't get affected by antimagic effects.

Shadow Magic [400]: You now have access to an incredibly powerful ability taught only to Thestral nobility. You can fire out shadow magic bolts which create obliteration spheres where they strike. These spheres can destroy almost anything, leaving no trace.

Toughness of Minos [Free for Minotuars]: You're tough as a bull, and it shows. Your durability increases at least enough to resist small caliber firearms. Your strength is enough to ram through walls and crush skulls.

Blank Biology [Free for Blanks]: Due to your origin, you are no longer negatively affected by Flux aka Taint. Instead, Flux heals you and makes you stronger. Careful not to absorb too much of it while you are at full health or you may find yourself bloating up and mutating as anypony else would. Additionally, you are immortal and your body will change over time to be more in accordance with your soul. Or at least whatever soul currently occupies your body…

Blank Slate [200]: Your Blank body is very receptive to souls, spirits, and memory fragments, which can cause problems for many of them. But not for you. You allow these others to pass through you, leaving behind only what you want from them. Skills, talents, and memories that can help you are left with you, allowing you to slowly accumulate expertise in a number of topics. Of course, you can still lose yourself over time if you aren't careful (your body's shapeshifting acting as a physical measurement of your changes) but it may be worth it, especially if you allow a particularly powerful spirit to pass through you, such as Discord or (oh dear Luna don't do this but) a Star Spirit.

Items:

You gain [+200 CP] for this section. You choose any three items to discount with discounted [50 CP] and [100 CP] items being free. For each price tier, you can use spare discounts from the Main Jump. [500 CP] items count as either [600 CP] tier or [400 CP] tier, your choice.
You can freely import items if you so wish.

Iconic Eyewear [Free]: Whether it be an eyepatch, sunglasses, or some other eyewear, you are now in possession of a rad bit of eyewear. Though this can be any accessory if you'd like. It's slightly resistant to damage (in case you plan on getting rammed by any boats and don't want your cool glasses to break).

Cloudwalking Spell [50]: You choose when you buy this if it is a scroll which can teach you the spell which allows non-pegasi to walk on clouds, or a talisman which can apply the effect to the creature who wears it. The spell requires that you can spellcast or have an ally who could. The talisman is easier for anyone to use but only works on one person at a time and is more vulnerable to being stolen/disabled

PipBuck Delta [100, Requires PipBuck 3000]: This upgrade to the PipBuck adds a few new features and a cool blue color scheme. It can tell you the name and price of things in your inventory in the most convenient currency for you. It can add quests to your data log automatically depending on your goals, as well as waypoints which can direct you to those quests. It's also equipped with a broadcaster which allows it to broadcast across any and all radio frequencies (including private military channels), connect with terminals from a distance, and tell everypony that you cheated on your girlfriend. Maybe avoid that last one though.

IF-88 Ironpony [100, Requires Combat Shotgun]: This isn't just any old drum-fed combat shotgun, this is THE definitive drum-fed combat shotgun. The famed and highly exclusive product of Irondshod Firearms: the IF-88 Ironpony drum-fed rapidfire combat shotgun. Capable of shredding through even the most over the top of enemies you'll face here, and can be enhanced to further levels of deadliness by special ammo types. This is basically the best close-range gun you can have in this wasteland. Quite the sexy gun indeed.

Special Ammo Stock [100]: You now have a random assortment of ammunition for applicable weapons you purchased here or in the Main Jump. These will have special bands to distinguish them from each other. The types of ammo you can get are: Armor Piercing, Hollow Point, Explosive, Radioactive, Electric, Acid, and Freezing. Each week, your stock of each weapon's special ammo will restock with a random ratio of each type.

Power Hooves [200]: These power hooves (or fists for applicable species) are powerful gauntlets which will enhance your blows, punching through armor and doing significant damage. Maybe you should superheat it. Someone should make balefire power hooves…

Enervation Rings [200]: You get a set of a dozen small Starmetal rings that were once used for pest control. These rings have a number of uses which are all less than pleasant. When things die near the ring while it has electricity running through it, it will produce Enervation. The more people who die nearby, the more Enervation is produced, often leading to a vicious cycle. Another use is attaching the ring to a spell matrix or other magical item. Instead of just producing Enervation, the souls being slurped up by the ring will power the attached magical item. This can also cause a vicious cycle if you attach it to something like a Pink Cloud Talisman.

Moonstone [200, Discounted with The Moon]: This gives you a large chunk of Moonstone, filled with immense spirit energy. This chunk of Moonstone resets to full once a week. You can use pieces of this Moonstone to ward off Enervation or to violently destroy Starmetal. You can also grind some of it into the chakra blitzing Moondust drug if you wanted, but it's not exactly one of the more helpful drugs. The discount from having **The Moon** stacks with the discount you can use on this Item making it [Free].

Perceptitron [200]: This clunky device is made to fit on your head, and can interface with a PipBuck which will automatically pull up a menu. This menu will contain the tag of every PipBuck within range (this range being roughly a continent). By selecting one of these tags you can view a live feed of whoever is wearing that PipBuck as if through a memory orb. You can end this feed at will. The original caused migraines with excessive use but yours will not. In future Jumps, this device works on any worn technology which monitors the health of its user, even if it clearly doesn't have access to its user's senses.

Regeneration Talisman [200]: You get 3 talismans from this purchase. This is an advanced healing talisman which, when powered, provides healing similar to drinking a slightly weak health potion. This may not seem very good, but remember that this healing is continuous, more akin to chugging this weak health potion constantly. Great for stabilization, surgeries, and accelerated personal healing. Plus it stacks.

Repair Talisman [200]: You get 3 talismans from this purchase. This is a very helpful type of talisman used in most heavy machinery and armors, though you can put it in whatever you'd like of course. The talisman is placed in contact with or entirely within an object and is programmed with the layout and workings of the machine. Once it detects that the object does not match its internal blueprint (usually due to damage), it will activate and repair it. If it's simply deformed in some manner or internally damaged, the talisman will cause the materials to move back into the correct spots so it can continue to function. If parts are destroyed or removed (or disintegrated or exploded or…) then it will require excess materials to function, like scrap metal being placed in contact with damaged armor. It will accept most suitable materials though some work better than others and computer parts will require copper and gold and the like to replace properly. Your talismans specifically will automatically program themselves with the blueprints of whatever item you put it into/onto for the first time, though you'll need the tools and expertise to reprogram it later as you normally would.

Hovering Talisman [200]: You get 4 talismans from this purchase. These talismans can be used to decrease the weight of an object or pony similar to the telekinesis field of a unicorn. This will allow a normal pony to be completely weightless while it is active, and significantly reduces the weight of someone with the weight of a cyberpony. Two would make even the cyberpony weightless. Unlike unicorn telekinesis, force is maintained despite your weightlessness so you could kick off the ground at incredible speed and kick somepony in the face with the full force of your mass behind you. This causes the talisman to require more power draw than most talismans, though with a reliable power source, you could move like the wind, not to mention what you could do as a flier.

FADE Talisman [400]: You get 6 personal sized FADE Talismans or 2 large scale ones as well as the knowledge of how to make more. By running a small amount of energy through the Talisman to power it, it will generate a field of protection. This field excels in stopping energy based attacks of almost any intensity. The real benefit of this shield is that it absorbs a large portion of the energy that it protects you from, strengthening the shield and powering itself. You can also hook up the FADE Talisman to something you want to power in case you'd like the excess energy from people shooting you with laser beams to power your heart or something.

Flux Tank [400]: You get a large tank of Flux, the essence of Discord. This tank refills each week. This substance is incredibly dangerous but is also a wonderful chemical to use in various magical devices and potions. Just make sure you know what you're doing before you use it on anything important. If you're smart enough you could even make something as powerful and complex as the I.M.P.

Starmetal [400]: This gives you a large cube of Starmetal, a cursed material which yearns to kill. This cube resets to full once a week. This cube can be either Eater Starmetal which excels in soul capture and enervation, Abadsol's Starmetal which excels in projection of souls, or Domnan's Starmetal (the material which makes up the **Starmetal Weapon** Item) which gets stronger as it kills and imbues deadly skill. You choose which flavor of Starmetal it is when you buy it. You can buy the other two flavors for an additional undiscounted [100 CP] each. All Starmetal is antimagic, highly reshapable, very strong/durable, and wants to kill.

Mark IV Mare-Do-Well Power Armor [400]: This Power Armor is modeled after a certain mysterious stranger. Roughly equivalent to Enclave Power Armor in durability and maneuverability, but without the built-in energy weapons. Instead. It is equipped with a built-in self-recharging stealthbuck matrix allowing the user to become invisible at will, for a minute at a time. It also has a short-range teleportation ability which can be used up to 6 times in quick succession, each use recharging after a few seconds.

Zebra Tank [500]: This huge tank is huge and a tank. It has a massive cannon on it, as well as smaller turrets, both of which magically restock ammo. It contains many stacking and redundant repair talisman systems in case you do manage to damage it. If the hatch to the controls are locked from the inside, even a stubborn cyberpony would have trouble ripping it open, especially

with the repair talismans. Speaking of which, the inside is big enough to hold a few ponies comfortably. Truly impressive military technology.

Shadow Crown [500]: The Shadow Citadel is the home of the Bat Ponies. It has remained undiscovered and safe from the horrors of the Wasteland due to one simple fact: it resides in the Shadow World. This purchase gives you a crown (or other accessory of your choice) with the magical ability to shift you into and out of this world which resides in the shadow of Equestria. This world's spatial features become inaccurate at large distances and (to a lesser degree) time seems to pass at irregular paces. The souls of the living cast echoes on this place, faintly visible and audible in roughly their real location. And the screams of the dead echo out into dangerous beasts which roam the land. However, as long as you only stay for a few moments at a time there is no real danger. Additionally, with extra power, it can bring even more into the Shadow Realm, like an extra passenger, a small vehicle, or with megaspell level energy it could even bring in a whole castle such as the Citadel. Note that if the Crown is broken, everything that it had ever brought into the Shadow Realm would return, no matter how big or small.

Mechasprites [600]: Goddesses, these freaking things. These small golf ball-sized robots can be programmed to consume materials to reproduce (much like the parasprites they are modeled after) or to construct objects and structures of varying complexity. It is limited by its materials and your ability to provide properly formatted and detailed blueprints but other than that, you can do most anything. They are weak to electricity and aren't particularly durable but they are small and fast. If you managed to hack the sprites into disabling their safety lock and send them to attack someone, they would be a terrifying gory mess of gnashing teeth. However, most small swarms can be fought off by somepony with the right equipment, and due to their lack of any strategy, are easily dispatched by a prepared group. Still, terrifying and/or helpful. You start off with one but they famously reproduce so you'll have plenty more in no time if you want.

Phoenix Talisman [600]: A product of Project Eternity, an attempt by Rarity to use the magic of the Black Book to protect her friends from danger, the Phoenix Talisman is a special regeneration talisman covered in necromantic runes. Whenever someone dies while in contact with the talisman, their soul will pass into it. The talisman will be boosted by the effects of being a Soul Jar. This process repeats and increases in power with each added soul. By the time there are 4 souls, the user is essentially unkillable from conventional weaponry, their wounds regenerating in seconds, limbs regenerating in minutes. At 5 souls, gun wounds are minor inconveniences and you can regenerate to full in at most two minutes from just about any injury short of complete disintegration, including decapitation. At 6 souls you are as immortal as the legendary Rampage, recovering from even disintegration in less than a minute, meaning the talisman itself must be destroyed for you to die. Considering that the talisman increases in durability as well (requiring a Balefire Egg to destroy by 5 souls) this would be quite the feat. After 6 souls, the talisman suffers from diminishing returns.

You can take this talisman as it is, but you'd have to charge it with souls yourself and deal with the Dissociative Identity Disorder-like side effects of having so many souls within you (especially once Enervation gets involved). However you can choose when you buy it to instead get a

special version of the talisman. It will not absorb new souls like it's supposed to, instead it starts in your chest already filled with your soul and will function as if it has 5 souls. Not only is it no longer able to gain more soul power, it also no longer scales with the power of your own soul(s).

Trottenheimer's Folly [600]: The product of Project Starfall, an attempt by the OIA to create a non-magical Megaspell level weapon, Trottenheimer's Folly is large single shot pistol which fires special Silver Bullets which take advantage of the Moonstone-Starmetal reaction, with Flux as a separation between the materials, and magical fields to direct the blast, to fire an incredibly powerful white beam attack of unbelievable range and destruction. This weapon usually requires SATS to fire and infects its user with Taint when it fires, but both of these restrictions are optionally lifted for your copy. This Item comes with a case that contains a single Silver Bullet. It refills once every two weeks.

Project Chimera [600]: You now have access to a room in your warehouse which has your very own Tree of Life and a chamber for the procedure. Both will function without need for a supply of Flux, creating the Flux inside them as they use it instead. You can use the Tree of Life to produce Blanks, including Blanks of specific people or creatures if you have a DNA Sample to provide the Tree. As stated before Blanks are soulless and mindless. This Tree will never produce a Blank like Boo who has or develops a personality. The Chimera Chamber itself can combine two creatures in an extremely painful procedure to create a stronger creature with the abilities of both. Your specific chamber is only optionally painful and can guarantee that one of the creature's minds and/or the other are unaffected and/or dominant after the merge. You gain the knowledge of how they function and how to make more if you wanted (though these *would* require Flux would not have the special features these provide). This also optionally comes with EC-1101 level permission to access/activate the actual Project in this Jump.

Project Steelpony [600]: You now have access to a room in your warehouse which has a device which can be used to create cyberponies and cyberzebras. These can give cybernetics similar to those seen in the story (like Blackjack's first revival, or the Brood) which can counteract the effects of age for over 200 years. It can also give cybernetics similar to those seen in the **Cybernetic Enhancements** Perks. It produces materials for these cybernetics as they are needed. If given better materials or other technology, it can also integrate these, though the more complex the additions are, the more expertise you're going to need to make the machine understand how to integrate them. Try not to overdo it, too much cybernetics is bad for the psyche. You gain the knowledge of how the machine functions and how to make more if you wanted (though these *would* require a supply of materials). This also optionally comes with EC-1101 level permission to access/activate the actual Project in this Jump.

Companions:

Dear Hearts *can be used as a Companion export for characters from Project Horizons that aren't listed below (****Gentle Ponies*** *cannot be used this way) although you have to actually convince them to come with you and they don't get extra CP they just get what they have in the story.*

New Horizons [Free]: Every Companion you imported or created in the Main Jump gets [+400 CP] to spend here and the ability to import CP from the Main Jump like you can.

Robo-Brain Dog [50]: This pupper's brain is placed within a container connected to a robotic chassis. This grants your doge super strength, speed, and dexterity, plus being hypothetically immortal. This good boy or girl comes with a name tag on it. If you can't decide on a name, it defaults to the tried and true: Rex.

The Dealer [50]: The Dealer was a hallucination of Blackjack's that manifested as a gray earth pony stallion in a cowboy hat in various states of disrepair (at his best, looking like a fine older gentlestallion, progressively older as he feels weaker, all the way to being a skeleton). Well, except he isn't actually a hallucination except he is except he isn't except he is… maybe. Regardless, you take the non-Echo-related Dealer with you into future Jumps, not so much as a Companion as much as a helpful spirit guide/guardian angel. Well, "helpful" in that he'll give you advice sometimes when you need it, not that he'll be especially friendly. In fact, he'll tend to berate you for your bad decisions and give you moral judgments using card-based metaphors. Most annoyingly, he's usually right.

You can instead spend these [50 cp] to give your body a special property: if you come into contact with EC-1101 while Echo is alive (""""alive"""") then Echo's soul will pass out of EC-1101 and into your body (*technically* making your body a Soul Jar, though without the usual benefits). This will undo the curse placed upon him, restoring his soul to full. He will be grateful for this and help you in your journey (not betraying you like he did BJ). While he isn't weirdly knowledgeable about things that you don't know about like the 2nd Dealer Entity is, he does retain his hacking abilities which manifest as a mid ranged technopathy power. Maybe if you found a way one day, you could give Echo a body back, in which case he will become a fully importable Companion (though he won't blame you if you don't go out of your way to help him like that). You can technically purchase this twice to get both of them in which case Echo will look like Echo and the 2nd Entity (you can name as you please) will keep the Dealer's appearance.

Sweetie Bot [100]: Oh, oh my. Well, it seems as though you have found a pony-shaped, sentient robot with the mind of a young filly, either the one built by Dr. Horse or a duplicate. Sweetie Bot is essentially a tiny autonomous set of Power Armor with a powerful magical energy weapon in her horn. She has a **Repair Talisman** to slowly recover from any injuries she faces. She can also survive with just her head for a couple hours depending on how much she exerts herself. She can also interface wirelessly with most tech within range, and hack much better

than your average pony. As for her personality you have three options: a loyal blank slate which will develop a personality over time, a Sweetie Belle-like personality which views you as her older sibling, or a similar relationship to what Dr. Horse and his Sweetie Bot had.

Applebot [100]: Applebot was a robot filly with a hologram spell to make herself seem like Apple Bloom. Her capabilities are much like that of **Sweetie Bot** but less combat oriented (though she can still kick ass of course) and more utility oriented. She's got many integrated tools for manipulating machinery, learning the mechanics of even your more alien technology with a little explanation and/or experimentation. She has several specialized **Repair Talismans** she can reprogram on the fly, allowing her to repair anything she thoroughly understands. She also has broadcasters to hack and contact things remotely at longer range. She can start out with Apple Bloom's personality, Goldenblood's torture machine's personality, or a blank personality that grows depending on how you treat her. If you take **Applebot** and **Sweetie Bot** then you also get a free discount to purchase a **Zebra Tank**. This tank specifically is the specially painted "**Scootaloo**". The three of them would take only one Companion slot ("Cutie Mark Crusaders: Murder Robots! Yay!").

Hero's Enemies to Lovers [100]: A hero would be nothing without those who tried to kill her but now stubbornly refuse to let her die. You may now bring any or all of the Security Mare's traveling companions with you. This includes P-21, Morning Glory, Rampage, Scotch Tape, and Lacunae if you somehow ensure she survives to the end.

Chaotic Spirit [400]: The lord of chaos, Discord, has escaped his entombed state and somehow knows it was you (through choosing this option) that did it. Now he is indebted to you and is willing to be your Companion. He is in his weakened state but that will change over the course of a millennium or so until he regains his nigh-omnipotent full power. In his weakened state, he can still pull off feats of shapeshifting, minor spells, and manipulation of chaos which can produce an effect for you similar to a luck aura. If Discord dies like he does in canon (likely) Boo will become your Companion instead. If Boo too passes, then the next best vessel with little-to-no will of its own will reincarnate into your new chaotic friend (although with their chaos abilities reset to these weakened levels once again). Unlike normal Companions, your little chaos spirit will retain this method of reincarnation rather than the normal Companion respawn, even in future Jumps. If taken with the **Future Virtues** Scenario, they will be your friend but they won't make it any easier on you (similar to the relationship between Blackjack and Boo in the epilogue).

Scenarios:

Deal Me In [Incompatible with Ashes of Equestria]

Hoofington is in turmoil, the friction between factions boiling over, plans from two centuries ago starting to reach into the present, a supercomputer is manipulating everyone from the shadows, and an ancient star spirit lies in wait to be awakened by its loyal zebra Legate. Now it's up to you to resolve… all of *that*, having replaced Blackjack in Stable 99. If you are male then you use the commotion with Deus to escape along with P-21. If you are not a standard **Unicorn**, **Pegasus**, or **Earth Pony**, then you join P-21 outside the Stable after seeing the raiders go in and seeing him come out. Either way, you'll end up on the run from Deus with EC-1101 in your PipBuck (or in P-21's PipBuck, only if you don't have one). Good luck in Hoofington Jumper, you'll need it.

> All friends you make can be kept as **Companions** for free. You also get **Additional Rewards** in the scenarios below.
>
> If taken with **Hero's Pity Party**, then instead you, P-21, *and* BJ all end up on this crazy journey together. Let's hope you all get along. Post-Jump, **Blackjack** will continue with you, becoming a special Companion, self importing into future Jumps with 1000 cp to spend, like **Littlepip** could do in the Main Jump. She will not be able to benefit from drawbacks or purchase companion options in these Jumps.

War In The Heavens

Thunderhead and Neighvarro have been in conflict for decades, but with the volunteer corp, tensions are significantly increasing. A certain Legerdemain (aka Operative Lighthooves) also has a plan to artificially evolve a cannibal virus from Hightower Jail so that it can infect pegasi in order to force Neighvarro to submit to Thunderhead (or something, let's be honest, Lighthooves' plan is… a little unclear). Additionally, whoever controls Thunderhead has control of the powerful Shadowbolt Tower.

> If you help Thunderhead, you will get the Perk **Peaceful Reformation**, which allows you to make changes from inside a corrupt system over time. You can continue working in that system and following their corrupt rules, but you will also get a lot more leeway than you would think, able to slowly push more and more of your morals on the system you're in over time. This works better the higher up in the system you are, with it barely doing anything at the lower level and letting you basically overturn the whole system in a few weeks if you're at the very top. You will also receive a **ThunderHead-Class Cloudship** (which you can name as you please). This anvil-shaped warship is huge enough to be capable of transporting four of the huge Raptor-Class cloudships, two on either side. Its weapons are similarly huge, and defenses are top class. It's got plenty of repair

talismans as well as O_2 talismans so that it can function at the highest parts of the atmosphere without issue. Imagine the Prydwen from Fallout proper except a tad larger and then slap some clouds on it. Thunderhead do not necessarily need to get their independence to fulfill this condition as long as Neighvarro will no longer attack or politically harm them and most Thunderhead citizens are satisfied with their victory.

If you help Neighvarro instead, you will get the Perk **Apathetic Normalcy**, which means that those who are under you in any sort of chain of command, are much less likely to turn against you. They may still have dissatisfaction with how they are treated, and they may dislike you, but the thought of doing anything about it won't come to mind. You'd have to be a *really* grimdark dystopian leader for them to actually consider revolting against you. Either that, or have done something personally against them to piss them off (like attacking them or taking their stuff or some such) especially if it's something that isn't supported by the system (breaking their leg would not be covered by this Perk but breaking their leg as corporal punishment would be covered). You will also receive four **Raptor-Class Cloudships**. These Cloudships are fast and highly maneuverable, notably used to take down attacking forces like dragons, earning them the nickname of "Dragon Killers". Raptors are equipped with a deployment hangar with platforms for massive magical energy cannons. They are about a fifth the size of the **ThunderHead-Class Cloudship**s.

> If you have **Deal Me In** then regardless who you help, **Shadowbolt Tower** will follow you into future Jumps. It is perched on a cloud base, defended with weapons capable of downing Raptors above the clouds and lightning rods below the clouds capable of detecting anything with an electrical system and striking down lightning on them. It has a small Stable inside it, a monitoring system, and a missile launching bay.

The Fate Of The Hoof

There are many competing factions vying for control over the Hoof, and the conflict has begun to get to a tipping point, as the Eater of Souls pushes the land towards turmoil in its plan to rise once again. It just needs a protagonist to push it in one direction or another. The relevant factions for this scenario are: **The Reapers**, **The Hoofington Steel Rangers**, **The Society**, **The Collegiate**, **The Finders**, **The Harbingers**, and **The Remnants**.

You can resolve this scenario if you support one faction (or tear down all the others) until it becomes the dominant faction in the Hoof. The other factions don't *necessarily* have to be completely eliminated for this condition to be met, as long as they no longer hold any significant power in the Hoof and/or are subservient to the faction you've decided to support.

You can also resolve this scenario by putting yourself over Hoofington instead. This follows the same rules as above, becoming dominant by destroying all other factions or making them subservient to you. This does not count if you become the head of a faction and bring them to rule over Hoofington unless you've changed their goal from whatever it was to fulfilling your own will.

Alternatively, like Blackjack, you can unite the Hoof in friendship against those manipulated by the stars. This scenario is resolved in this way if all factions but the Harbingers and the Remnants are thriving and working together. The Harbingers and Remnants have to be stopped and disbanded/destroyed as well. You cannot be the leader of any of these factions to achieve this route, and while they can be reformed (like the Society was by BJ) they cannot be significantly changed until they are no longer the same faction.

> If the **Reapers** become the dominant faction, you will gain the **Hoofington Sports Arena** to bring with you to future Jumps. Along with being a helpful base of operations, it also has a special property: people of… questionable morality who want to prove their strength will be drawn to this location. This will make it easy to establish your very own Reapers in whatever worlds you go to. This effect is toggleable.
>
> If the **Steel Rangers** become the dominant faction, then you get a restored **HMS Celestia** to bring with you to future Jumps, with loaded cannons and a device that can produce Steel Ranger armor for different creatures for free.
>
> If the **Society** becomes the dominant faction, then you gain the Perk **Contractually Obligated**, which allows you to make binding agreements as long as they are in written form. These agreements are the same type as the ones from **Starkatteri Knowledge**'s **Star Channeling** specialty, except they must be written down in a Contract and the rules of the Contract will be interpreted however you find more convenient (in other words, *you* are the monkey's paw now). If the Contract itself is physically broken/destroyed then both you and the one who signed the Contract are no longer bound by it. You cannot write a clause or interpret a clause to say that they cannot attempt to destroy the

Contract. You'd have to prevent them from doing so indirectly (ie "you cannot enter the room contract vault", "you cannot wield weapons", etc) as they will inherently know before they sign the Contract about what happens if it is destroyed. The one who signs the Contract must read the whole Contract and willingly sign it. This means no mind control or signing it with their hand but it does allow for… coercion, or signing under duress. You could actually be responsible with these Contracts and create mutually beneficial relationships like Princess Grace wanted… or you can succeed in Prince Splendid's plan of serfdom.

If the **Collegiate** becomes the dominant faction, then you gain the **Hoofington University** from which the Collegiate operates to bring with you to future Jumps. This has the technology to function as an effective hospital, and contains tools and writings that (if studied) can make you an expert in almost every aspect of Equestrian science, from machines like mechasprites and ultrasentinels, to magical frequencies, to gem-based magitech. It also has sufficient technology to study the science of future worlds.

If the **Finders** become the dominant faction (wouldn't *that* be wacky), you gain either **Megamart**, **Flank**, or **Paradise** to bring with you to future Jumps. All locations will be treated as neutral ground, not a place to fight unless absolutely necessary. Trying to be in the building specifically and only to benefit from this effect will lessen it to being almost nothing. All of them will also encourage fair trade within their walls. **Megamart** has "Gun", the giant cannon on the ceiling which shoots anyone who breaks the rules (hence, no one ever breaks the rules). Unlike the original, your Gun can flip up to the roof of the building and fire outward. **Flank** has a very small Stable in it and encourages safe and professional sex work within its walls (this effect is toggleable in case you are a prude). It also contains the tools to produce the drugs found in Fallout Equestria. Lastly, **Paradise** will be legally allowed to partake in slave trading no matter what the local laws are (though local vigilantes may still take it up with you, when you aren't on the neutral ground of the building itself at least).

Because the **Harbingers** are actually being manipulated by their leader (see the **Project Horizons** scenario if you actually want to deal with that), to count as becoming the dominant faction, you must usurp Dawn's role as Prophet (or manage to somehow convince her that Cognitum does not have her best interest at heart) and have the Harbingers take over the Hoof. Once you do that, you gain the Perk **For A Greater Future** which allows you to gain massive loyalty from those who you induct into an organization if you give them some peace of mind. Specifically, if they are desperate for something that they really need and you provide it (and promise to *continue* providing it) they will be very loyal to you, with that loyalty increasing from "I'll help you out" to "I'd die for you" over the course of around a year (depending on the person).

Because the **Remnants** are actually being manipulated by their leader (see the **Project Horizons** scenario if you actually want to deal with that), to count as becoming the

dominant faction, you must usurp and likely kill the Legate and then have the Remnant take over the Hoof. Once you do that, you just straight up take **The Remnants** with you to future Jumps (they will get anthro alt forms and their stuff will shift accordingly). They will be forever loyal to you for "finally winning the war of the Last Caesar" for them so you don't have to worry about betrayal.

> If you complete this scenario in any of the above ways and have **Deal Me In**, then you also gain the Perk **We Rise**. This Perk allows you to join an organization much easier than you would otherwise, getting a lot more leeway as you rise the ranks. You can also be an unofficial ally of an organization, benefiting from being part of the organization on the down low, while not having to really play by the rules. If you are an ally in that way then you are much better at accruing favors and respect from that organization. Additionally, all those under you in an organization have a loyalty boost to you, especially if you are the leader or founder. You can benefit from multiple of these effects and multiple of the same effect at the same time.

If you take over the entirety of the Hoof for yourself, then you gain all of **Hoofington** to bring with you to future Jumps. This includes the tunnels under Hoofington and the Tokomare/Eater of Souls if both of those are intact. This does not include the above city of Thunderhead unless you sided with the Enclave in **Towards the Sun** or its Shadowbolt Tower unless you have **Deal Me In** and won **War In The Heavens**. Post-Jump, you also gain access to and full control of EC-1101 so you can activate and use any intact Projects that you'd like (though without the fiat-backed benefits of buying them) as well as providing control of the systems in the Core. This does not give you the loyalty of anyone in Hoofington either.

> If you also have **Deal Me In**, then you also gain the Perk **Hoofington Rises**. This *does* provide you the loyalty of the inhabitants of Hoofington (through love or fear depends on you) as well as a guarantee that Hoofington (and any other organizations you completely own) will continue to improve over time.

If you manage to defeat the Harbingers and Remnants, and unite the rest of the Hoof, then you gain the Perk **Friendship Rises**. When settlements you have helped begin to prosper, friendship will naturally form easier and more meaningfully. As friendship increases, a proportionally intense aura will be produced with the opposite effect to enervation: hastening healing, causing the land to be fertile, and generally emitting happiness and well-being in the area. This scales with the size of the "settlement" (including countries or planets), the intensity of their friendship, and how much you personally helped them.

> If you also have **Deal Me In**, then you also gain the **Lunar Commonwealth**. Though technically you can call it whatever you'd like. The Commonwealth is Hoofington and is given to you under the same restrictions of the above reward,

except that you get access to EC-1101 as soon as the scenario is resolved rather than Post-Jump and you get **Hoofington Rises** for free.

Project Horizons

The titular Project of the series and backup plan of Goldenblood at the height of his manipulation by the Eater of Souls: mechasprites, some miscellaneous materials, and Flux were launched in secret (*some*how) to the Moon where the mechasprites built a Tree of Life and cybernetics station which produced Blanks which were then installed with cybernetics which controlled their body into building a massive several hundred thousand ton Moonstone missile (named Tom) and then putting a star spirit (named Tom) in it using dark magic so that in the worst case scenario, the missile could be fired at the starmetal Tokomare and destroy all life on the planet. Not a good plan. This plan managed to come to fruition due to the influence of the Eater who knows that in many many years, the prophesized Maiden of the Stars will change the trajectory of Tom to be caught by FADE Talismans at the right angle to cause the other special Moonstone-Starmetal interaction in which the Moonstone and Tom are absorbed by the Tokomare/Eater.

If you'd like the world to, say, not blow up or be taken over by an evil AI, then you will have two main obstacles: Cognitum, the 200 year old brainscan of Princess Luna which had gone mad in a knockoff Crusader Maneframe deep within the Core. It has some minor ability to control the Core's systems, most notably the dragon-killing laser-beam towers which surround the Core which can be fired by her once every couple weeks with disturbing accuracy. Her abilities to control the Core's system may improve if you manage to free Goldenblood from his torture-simulator, due to the fact he has been sending counter commands to everything Cognitum has been from inside his simulator this whole time. Cognitum also has access to stasis pods, which she uses to collect useful ponies. She'll often have the Harbingers kidnap people for her if she thinks they are useful or have useful knowledge to lobotomy out of their brains (ick). Your second obstacle will be the thousands of years old Legate (aka Amadi), the most dangerous Starkatteri, who once asked the stars for the power to live forever and found himself with complete regenerative immortality. He is enhanced similar to the second level of the **Zebra Augments**, and is incredibly skilled in combat similar to the **Fallen Caesar** style. He is the leader of the Remnants and secretly a user of advanced **Star Channeling** and basic **Future**

Mapping. Both of them must be stopped to succeed in this scenario (even if you stop Horizons manually, they will continue trying to grow/explode the Tokomare so you must stop them to succeed).

Alternatively, if you can *somehow* convince the Eater of Souls to spare you (almost definitely requiring outside perks/powers) and accept you as a proper subordinate (or even accept you as superior *somehow*) then you can resolve this scenario in a *much* worse way.

> If you successfully stop Cognitum and the Legate in their plan to take over and destroy the world respectively, then you gain the Perk **Spiritual Fortitude** which makes you 50% more resistant to soul-based effects like star manipulation or Enervation or just straight up necromancy.
>
> > If you have **Deal Me In**, then you will gain the Perk **…But I Came Back Every Time**, which guarantees that if you accumulate enough good karma by helping those around you then they will help you in your hours of need as well. If your Stable is under attack, then the Griffons you helped will arrive to assist. If you break your robotic legs, then the Sand Dogs you helped out will help repair them. Most importantly: Once per Jump or once per 10 years, if you die for something important and good (the obvious example being "sacrifice yourself to save the world" but also "let your mutated legs be nailed to the ground and then chopped off and then let yourself be raped all to protect the filly downstairs from being discovered" would count) then you are guaranteed to be brought back to life in some way by your allies. Your allies will put aside all (and I mean *all*) differences to revive you, working together with frightening efficiency and teamwork. Very wholesome.
>
> If you complete the alternate ending of this scenario, then you gain **The Eater of Souls** as a sort of non-importable Companion. Goodness gracious… he will follow you from Jump to Jump in the form of a meteor which falls into the world in a place of its choosing and takes the shape similar to the Tokomare (changes slightly from Jump to Jump). It still has its soul-drawing and corrupting effect as well as its star powers (predictive abilities, channeling magic, enervation etc). Don't curse this on the multiverse. It will almost certainly betray you when you stop being useful as well so… yeah bad idea.
>
> > If you have **Deal Me In**, then the Eater will also be able to give you **Starlike Immortality**. You get ridiculous regeneration similar to the Legate (which is to say, absolutely nonsense from-a-single-cell-in-less-than-a-minute regeneration). You have a weakness to soul-harming effects which cut through your regeneration completely. You'd have to be completely vaporized to no longer be able to regenerate. If you do die, the Eater can respawn you as a Starmetal being once per Jump or once per 10 years. However, the Eater can rescind this gift at any point after that, killing you. You do NOT want to be dependent on the Eater

for your life Jumper. If the Eater dies, you keep your regeneration but not the 1-Up.

Future Virtues [Requires at least 29 Stacks of Extended Stay]

You should have immortality before taking this one (though honestly, every other idiot with four legs around here is/becomes immortal, you'll probably be fine). You will now stay long enough to experience the several events mentioned in the Epilogue and live the next hundred years afterwards with Blackjack and Littlepip. Your goal in this scenario is to stop the end of the world. Again… again I guess. Not only do you have to make sure not to mess up the events that already transpire to save the world, but you also have to keep the NCR and the Lunar Commonwealth from starting a second Great War, not to mention the Highlanders, Zebras, and other factions through the Wasteland that have their own goals and motives. Most prominently, Boo (or whoever ends up being the spirit of chaos depending on the events you change) will be a consistent antagonist in you keeping the peace, unless keeping the peace would be the chaotic thing to do. Even if you manage to kill her (lol good luck with that), a new spirit of chaos will develop within the decade, whose mere presence will kick off its own greater conflict. Boo (or whoever) will also become more powerful the longer you keep her at bay. Boo will never try to cause an extinction event directly, but they aren't truly omniscient and when their actions keep tilting the world close to the tipping point, it's very possible it'll tumble off the edge.

> If you manage to keep the world from ending (meaning that there's never a point where the majority of the population dies for any reason) for the duration of your stay, you gain the Perk **Endless Contentment**. This Perk allows you to never lose yourself or your character traits to immortality. You'll also be content with the way life is while still being able to strive for more. Additionally (and more importantly), this new **Post-Wasteland Equestria** you have helped to maintain and shape shall follow you into future worlds,

being able to import freely into the world (usually in an ocean where it would fit) or in a very large pocket dimension connected to your Warehouse is up to you. Not only is this Equestria quite loyal to you, but has full access to all technology created during the war and after the Wasteland.

If you took **Ashes of Equestria**, then you also gain the Perk: **Guardian Of The Immortal Order**. This Perk allows you to maintain peace once you establish it. This peace will not be boring for the society you watch over, similar to **Endless Contentment**. The technology, culture, and quality of life in the society you watch over will not stagnate with complacency. You gain the ability to maintain this order at almost any range and at any scale, with little need for direct intervention, except in the case of massive issues like a war, a supervillain, or nothing less than the greatest ploys of a spirit of chaos. You personally will gain an immunity to chaos magic and other types of abilities directly related to chaos manipulation.

If you took **Deal Me In**, then you also gain the Perk: **Guardian From The Primordial Chaos**. This Perk makes you an agent of chaos. Specifically, it allows you to change the status quo with incredible, *surprising* effectiveness. Dictatorships, oppressive cultures, or even plans thousands of years in the making, preordained by the stars, nothing can stand forever against your chaos. The knockdown effects of your actions are multiplied in intensity many times over, and you can sense the best ways to poke or prod (or *explode*) to achieve your goals. You can never truly know what your chaos will cause down the line (at the very least, not with just this ability) but even if the direct effects of your actions end up unsatisfactory, the knockdown effects that are specifically caused by this Perk will never cause things that you wouldn't approve of. With this ability, you could cause society to keep changing and evolving into better forms, or bring society to its knees instead. You will also gain immunity to fate-related effects and almost any form of precognition. Additionally, you gain the unconsciously activated ability to redirect chaos magic and other types of abilities directly related to chaos manipulation.

If taken with at least 39 stacks of **Extended Stay** and **Ashes of Equestria** (without **Hero's Party**) or **Deal Me In** (without **Hero's Pity Party**), this becomes an End Jump, and completing this scenario will also grant you your **Spark**. However, Boo (or, again, anyone who is the current chaos spirit) will now be able to bypass most of your abilities by at least 50%. This means your "everything will turn out okay" Perks will only be able to *influence* rather than guarantee your safety (specifically it helps about 50% of what it would have before) and your fate manipulation/future vision will only be 50% accurate against Boo. This means that you are not able to be completely immune to Boo no matter how strong you are (though particularly ridiculous Jumpers may not care regardless). The exceptions (meaning Perks which are not reduced) are: immunities to mind control/hypnosis, immunity to changing/replacing your soul (not destroying or removing it though), and any Perks/abilities which simply give you more power rather than giving you some sort of fiat-backed guarantee.

Drawbacks:

No Drawback Limit. Ante Up.

Epilogue Canonicity Toggle [+0, Incompatible with Future Virtues]: Somber added a handy note at the end of the Epilogue that welcomed you to treat any and all of it as non-canon if you so choose. Using this toggle, you can do just that, selectively declaring as many parts of the Epilogue as non-canon as you like.

Hero's Pity Party [+0, Incompatible with Hero's Party]: Have you got some unresolved trauma? A complicated backstory? Do you like having mental breakdowns? Well then there's a party who's perfect for you. Events will transpire in such a way that Blackjack, the Security Mare of Stable 99, will end up befriending and convincing you to join in on her adventures early on in her career. Just keep in mind it's good form to shoot her before you join. That's a joke by the way, please don't get her killed (more than she dies normally I mean), Equus kind of needs her.

One For The Catchphrase Jar [+50]: You have a habit of repeating yourself. You'll have a phrase like Security Saves Ponies or more if you want to Ante Up. You'll have a hard time not coming back to these phases, and you'll have to work on Doing Better if you don't want to be annoying.

Forgotten Conspiracies [+100, Required if you have Forgotten History]: This Drawback removes your knowledge of the many conspiracies regarding the OIA, the fates of the Marauders, the adventures of Blackjack, and basically everything in regards to the Project

Horizons storyline. This already happens implicitly if you take **Forgotten History** so you basically get this [+100 CP] for free.

Stable Sensibilities [+100]: You Stable folk are… a bit different culturally huh? You now have some strange ideas about sex which range from 'open-minded' to 'a little iffy'. You feel that: having sex with others while in a committed relationship, walking in front of guests with cum dripping from your backside, using a spying device to experience sex as other people for entertainment, having sex with someone in the same room as their underage daughter, and 100-year olds having consensual sex with 16-year olds are all normal things. It will take some convincing by others who matter to you, and some effort by you, to get you to understand what's appropriate, and even then you won't *get* it. You'll only be following their rules for their sake. Weirdo.

First Impressions [+100]: Others are… not exactly kind to you at first. Something about you makes them feel uncomfortable if they are weaker than you or lack respect for you if they think themselves stronger than you. This can be overcome with time, and the effect is lessened on people who are kinder in general, but expect difficulties talking with others.

Starkatteri Markings [+100]: Your body is now covered in an intricate pattern. This would probably be a cool thing if it weren't for the meaning of these symbols. They mark you as someone who has dabbled in the dark magics of the stars. To those who know the meaning of your markings, you will be labeled as cursed and likely dangerous. Even those who do not know of its meaning tend to find the markings more unsettling than pretty.

Spirit Magnet [+100]: Something about you must be special because souls, mind fragments, ancient spirits, and the like just keep finding their way to you and your body is more than receptive. If you don't take efforts to avoid places with high risk of getting… some extra passengers, then you are gonna find yourself close to identity death. You can reduce this a lot with planning and luck. Try not to lose yourself in the sea of memories and personality traits.

Steel Ranger Technology Is The Best In The World! [+100]: Whether or not you are allied with the Steel Ranger's you will have a similar love for technology. Even if you are normally as kindhearted as the yellow Ministry Mare herself, you'll often find yourself thinking of the PipBucks first and the pony attached to them second. This doesn't mean you'll necessarily prioritize technology over actual lives in practice (depending on your morality beforehand you can likely logic your way out of it on the day to day), but in the moment decision-making will always find you focusing on the technology more than those wielding it.

How Many Times Have You Learned This Lesson? [+200]: Much like the ponies of old, you have one character flaw that you just can't stop falling into no matter how many times you "learn". The flaw has to be at least as problematic as Blackjack's "I can't ask for help" flaw.

Enervated [+300, Incompatible with Robot]: Much like Councilor Sky Striker after being struck by his cyber-enervation-monster-pegasus lover (long story), you now have microscopic

enervation rings coursing through your blood (or whatever passes for it in your species). This causes you to be under a constant low-level Enervation (which pierces **Enervation Resistance**). This means that your natural healing is much much worse, healing magic will be less effective on you, and healing potions will slowly deteriorate in quality if kept on your person. Your blood will generate more rings if you somehow purge them so you can't get rid of it like that but the Enervation itself can still be canceled out with Moonstone (just don't bleed on any or the results might be… explosive).

Blood and Stars [+300, Requires Winning Hand]: Winning Hand doesn't really trigger unless you wouldn't succeed without it so that you don't run into pyrrhic victories every time you go downstairs to get a snack. Unfortunately, with this drawback, fate would have it that you are thrust into situations where you are in way over your head and other people's lives are on the line at least 3 times a year (though the first 3 are guaranteed to happen in the first two months of the Jump). Walk into the Society? You're in charge of choosing an heir now, hope you know how to handle the morality of serfdom. Trying to get something from the Steel Rangers? They're in a civil war, now resolve it. Trying to just go shoot the big bad in the head? TOO BAD, STOP THE END OF THE WORLD VIA MEGA STAR NUKE.

Somber [+300]: You are now Somber. Er, I mean, somber. This means that the unbelievable amount of mental trauma of everything bad that will happen to you in the Wasteland, will now affect you as it would with a normal person. In other words, you'll be *really* fucked up. You'll almost definitely end up with one or several forms of ~~PTSD~~ Wartime Stress Disorder and will have consistent breakdowns as with the rest of the Project Horizons cast (though what form these breakdowns take depends on how you deal with stress). It goes without saying but this disables the effects of any of your Perks which help you deal with/ignore/heal from mental trauma. After 10 years this Drawback is lifted even if you stay longer via **Extended Stay**.

Hoofington Is Like A Black Hole [+400]: Hoofington draws in souls, and now even you are pulled into its inescapable vortex. From now on, if you ever leave Hoofington, you will end up having to return within a few days, either due to circumstance or even by force. More specifically, you'll only be able to leave Hoofington for up to three days every two weeks. Will make any non-Hoofington Scenarios a lot harder. After 10 years this Drawback is lifted even if you stay longer via **Extended Stay**.

Ante Up [+600]: Oh, I'm sorry, is this too easy for you? The threats you could find here not to your liking? If that's the case, then don't worry, that will change soon. See, the dangers you encounter will just keep escalating and escalating, becoming stronger and more dangerous as time goes on. Maybe in a few years you discover a Tirek that has grown out of control and heavily mutated with all of the magical radiation everywhere, turning him into a magic-devouring, raging monstrosity the size of skyscrapers. Of course, you will have plenty of opportunities to power creep yourself as well (though sometimes with prices that you won't want to pay) but still, by year ten you may even have to face entire hordes of beings like the Eater of Souls.

Scattered Across The Lands [+700, Requires One Trick Pony]: Much like when a Star Spirit landed upon Equus long ago, infusing the lands with its essence, you too have been scattered across Equestria on entry. Not only have your Perks, Powers, and other supernatural abilities (fiat-backed or not) been taken from you, but they've also been placed within forty-two statuettes and distributed across the Wasteland. Each figurine has thematically-related groups of abilities and they are all roughly equivalent in power (with the exception of four we'll get to later). Each one is also labeled with some tagline related to the abilities it contains (usually with the format of "Be ____"). Inconveniently for you, they are scattered to places where they will likely be discovered by others, many of them immediately, some of them not for a long time. This is a problem since having a figurine with you allows you to gain the contained powers for as long as you hold it. Some will be given to strangers, some to allies, and some… well… the three most powerful ones (whether in terms of actual power or amount of abilities) are in the possession of The Goddess, Red Eye, a random high ranking Enclave official. Since they are modeled in your likeness, all of the antagonists will be able to recognize you as related to these, and if they figure out that there are more figurines, they may start collecting. There is a fourth person who gains your most powerful figurines as well however: Cognitum, the malicious and soulless Crusader Maneframe under the Core who believes herself to be Luna herself, or perhaps Nightmare Moon would be more accurate. Additionally at least 12 of your statuettes have been placed in Hoofington (stupid soul luring effect…). You better hope the Legate doesn't catch wind of all this or he may become even *more* unkillable. You can end the effects of this Drawback (and **One Trick Pony**) early if you (and this only works for you) regain possession of all 42 statuettes, at which point you instantly absorb all of them, regain all your alt-forms, and access to your Warehouse. The CP gained from this Drawback can be used in the Main Jump.

Ending:

Your Drawbacks are lifted. If you're still alive by now, you've earned it.

Go Home: The batshit insanity, the horrifying fates of those around you, and the many brushes with death have given you something of a new perspective on the value of life. By deciding to head back home, you get a memory orb of your happiest moment here, locked with a password of your choice.

Stay: What about this Hoofington made you think "this, out of everywhere in the multiverse, is where I'll settle down." Then again, there are some pockets of good in this world, worth protecting. In that case, gain an additional [+900 CP] to spend, here or in the Main Jump.

Continue: Well this has certainly been an... experience. It's probably best if you escape this cursed place.You get a statuette of up to 5 of your friends here much like those gifted by Rarity to her friends. These are not actual Soul Jars, but they do remind you of the one they are modeled after. You can almost feel their presence when you hold them.

Notes:

-Thanks to Kkat for Fallout: Equestria, Somber for the wild ride that is Project Horizons, and Pokebrat_J for the wonderful original Jump

-While the new version of the Main Jump has a lot of improvements and I'm happy that Pokebrat is happy with it now, I also feel there are a lot of decisions balance-wise that make it different enough to warrant me adding a separate mode to this Supplement for those who want to use this Supplement on the original version of the Main Jump. To do this, use the following changes to this document:

-You must roll for Location or pay [50 CP] to choose. You can freely choose which Location section to roll though

-Thestrals gain the **Special Talent** and **Flight** Perks for free and can purchase **Expert Flier** and **Advanced Talent**

-You can choose to use the current system for Cyborgs (that being a species modifier + the **Cybernetic Enhancements** Perk tree), or use the original Cyborg perk tree from the old Jump. You cannot do both/mix and match, with the exception being **Cyborg Integration** which you can use in either system

-If you use the old system, then instead of the bonus for **Robot**s gain one Basic Level **Cyborg** specialty for free. They can also choose more than one specialty in the **Cyborg** Perk. Further purchases/upgrades of the **Cyborg** specialties are Discounted (min 50 CP). Their first purchase of **Cyborg Integration** is free

-**Enervation Resistance**, **"Died" Like Three Times…**, and **Zebra Augments** (obviously) are undiscountable Perks

-You have one discount to use on each Tier of Perks and you can use discounts from the Main Jump

-[50 CP] and [100 CP] Perks become [100 CP] Tier One Perks

-[200 CP] and [400 CP] Perks become [300 CP] Tier Two Perks

-[600 CP] Perks are Tier Three Perks (obviously)

-Instead of getting a stipend and price tier discounts, you may choose any two items to discount, and can use discounts from the Main Jump

-**IF-88 Ironpony** costs [300 CP] and does not require anything

-You can purchase the following **Gem Stock** Item for [50 CP]:

"This is a replenishing stock of high quality Equestrian gems. These gems can be eaten by cyberdogs and the like to replenish their energy reserves. They can also be used as incredibly efficient magical catalysts by someone who knows how to. Or you can snack on some if you're a dragon. In absence of any of that, you can of course sell them at a handsome price for bottlecaps."

-You can use **Good Hearts** to export Companions from Project Horizons

-You have to buy **Sweetie Bot** from here and not the Main Jump

-**Future Virtues** requires 5 stacks of **Extended Stay** and the **Spark**-giving version requires 6 (although you only have to stay 300 or 400 years respectively, if you'd like)

-**Scattered Across The Lands** requires **Soul Jar** instead of **One Trick Pony**, gives you [+400 CP] instead of [+700 CP], and just has the following effect:

"Red Eye, the Goddess, and the Enclave each have one of your most powerful figurines, but now a fourth person does as well: Cognitum, the malicious and soulless Crusader Maneframe under the Core who believes herself to be Luna herself, or perhaps Nightmare Moon would be more accurate. Additionally at least 12 of your statuettes have been placed in Hoofington (stupid soul luring effect...). You better hope the Legate doesn't catch wind of all this or he may become even more unkillable."

-Not that it matters much but the **Stay** Ending gives only [+400 CP] rather than [+900 CP]

-All images are sourced with links (clicking on them should work)

-I rag on Project Horizons writing a lot in this Jumpdoc but to be clear I very much enjoyed the story. I just recognize all of the writing problems I often find in my own creative writing when I get carried away with the cool idea of something without really recognizing how the end product is like for others to read as a result. At least Somber didn't make the Eater of Souls sEcReTlY ThE AuThOr oF ThE StOrY ThE WhOlE TiMe like I have before

-Note that being a corpse, even with **"Died" Like Three Times...**, means that you won't exactly be able to fill out your next Jump properly depending on how you interpret Jumpchain so don't try to abuse 1-Ups with this

-On **Starkatteri Knowledge**:
-The stars involved in **Starkatteri Knowledge** will still be able to contact you in future Jumps, functioning as if they were the stars of whichever Jump you are in when applicable for abilities like basic **Future Mapping**
-I really do not recommend advanced **Star Channeling** unless you're *very* sure it won't bite you in the flank and you absolutely need the power. I will repeat: the Stars do NOT HAVE YOUR BEST INTERESTS AT HEART
-Protip: **Improvisation** works well with most **Starkatteri Knowledge** specialties

-To be clear, the limitations on **Improvisation** are:
-You must really feel that you need to cast this spell, either to survive or to help your friends or whatever is important to you
-The spell will cost way more magical stamina than it normally would. It will become less draining with practice but won't go down all the way to normal magic usage unless you continue to practice it over the course of a couple months
-The spell will come with some limitation that it normally doesn't (ie being able to teleport but not being able to teleport others) You will never be able to lift this limitation
-The above two can be bypassed if you eventually learn in the normal way how to cast the spell properly

-TLDR; Think of it like winging it while using a new programming language. It'll end up taking way more of your mental energy to figure out how to solve a problem without help and your janky solutions will have limitations that you wouldn't normally have if you learned how to do it the way the program is made for you to do

-The more **Cybernetic Enhancements** you install, the heavier you'll be, and the more weak to EMPs and other electrical weaponry you'll be

-**Toilet Cutie Mark** does not, in fact, give you a toilet Cutie Mark

-If you split your soul into pieces and then bring the parts of it back together, the youngest part of your soul is what counts for **Old Souls**

-Higher levels of **Old Souls** essentially allows you to make the items you wield into your Soul Jars without having to tear your soul in pieces. This effect persists without you being near them but not for too long, with effects fading out over time

-On **Mental Fortitude**, this perk allows you to safely repress your emotions and deal with them with incredible effectiveness but in real life, without this Perk, it is not healthy to repress your emotions. Go to your friends for help if you need it Jumper, here or irl. You are important <3

-On **A Future Best Avoided**:

- -This doesn't really work as a 1-up in case a plan goes wrong and you die unless you regret your choice at least 24 hours before you die (ie all of your friends die on the way through, 24 hours pass, then the vision ends before you die). Or if you come back to life for at least 24 hours at some point after you die like Blackjack did
- -During the vision, you will forget that you have this Perk and so will anyone else you've told about it (so they can't tell you what's happening either). That way you can't tune out of what's happening because you know it's a vision
- -This is intended to be used to show an awful future that is the result of your actions so that you can avoid it. While you can probably find other use cases that are still *technically* within the rules, I would certainly appreciate it if you kept it somewhat Rules As Intended

-If not clarified, Items will respawn after three days

-The **Enervation Rings** technically produce a small amount of Enervation even without an electrical current or souls to be slurped. This level of Enervation is negligible, but I thought I'd mention it

-The spirit energy of **Moonstone** can be extracted as a substitute for abilities which require Souls at an inefficient exchange rate (though it'll be quite difficult and you'd need to experiment a bit on how best to extract it)

-Examples of what the **Perceptitron** can target in future Jumps: Iron Man's suit, the Omnitrix, the suits of most superhero teams that have Guys in Chairs

-Materials in the Shadow Realm cannot be used as they are made of Shadow and will melt away if moved from the location from which their shadow has been cast

-The Shadow Realms of future worlds are similar in nature

-Since technically the **Mechasprites** are only one Item, all of them have to be destroyed for it to respawn and it'd only respawn the one

-About the **Phoenix Talisman**:

- -Even if you can get around the souls having an effect on you via outside perks, a clever opponent using soul-based magic could cause one of your inner souls to come out and be regenerated as the dominant soul, at least for a while
- -Soul-based attacks and soul-damaging weapons (like starmetal weaponry) can get past your talisman's durability
- -Additionally, you should be careful that no one kills you and puts your talisman+soul in their chest (that is, if you don't have it set to no-absorb flat-five-souls mode). Not exactly a Chain Fail but certainly very bad

-The **Steelpony** machine that you get can give equivalent cybernetics to any suitably biological species that can fit into the machine

-A few tried and true names for the **Robo-Brain Dog**: Dogmeat, Winona, or even Spike (though that one may be confusing to a certain Watcher)

-Unlike Echo, The Dealer's Second Entity cannot be given a body. You're stuck with him/it (whatever he/it is…)

-While **Hero's Companions** is a ridiculously good value option which will help you out a ton, I feel as though **Hero's Enemies to Lovers** is not quite as valuable lol. Just saying probably only take that if you are especially attached to the characters (and even then you should probably just take them for free via **Deal Me In**)

-Protip, if you take **Deal Me In**, you may as well take **Hoofington Is Like A Black Hole** considering (unless you're overpowered enough to fix all of Hoofington's problems way faster than Blackjack) you'll be spending most of your time there anyways. Might suck after a year or two of being trapped in the same place though. Just a suggestion, YMMV etc etc

-About **Blackjack** from **Deal Me In**:

> -Unlike **Ashes of Equestria Littlepip**, **Blackjack** will actively kick the shit out of and/or incapacitate you for your own good if she thinks you are going the wrong moral direction (though "wrong moral direction" would have to be pretty unambiguously evil for her to do anything more than try to convince you otherwise). She'll mostly do it because she thinks you're confused or don't understand what you are doing is wrong though, so she won't hate you for it, she'll just be disappointed. She'll also never try to kill you, no matter what you do (I mean, have you *seen* how forgiving she is?)
> -Like **Littlepip**, in any future Jumps, she will be automatically imported without taking up a slot and given access to 1000 CP to spend. She can take Drawbacks, but does not gain extra CP from doing so. She also cannot purchase Companion options
> -The two of you have a similar relationship that BJ and Littlepip did in the Epilogues, which is to say a very deep bond of friendship with benefits. Lotttt's of benefits. Just remember that just because she won't kill you doesn't mean she can't be upset or argue with you
> -She won't mind what gender you are when it comes to sex, and she also won't mind if you aren't exclusive with her. In fact, she's more likely to be your wingmare and cheer you on, or brag to you about her own sexual escapades and point out hot people when she sees them
> -Unlike most Companion Exports in Jumpchain (which if you think about them too hard, involve taking a character away from their entire universe and everything they've worked for), I feel like **Deal Me In** + **Hero's Pity Party** is a thematically fitting place for Blackjack's character to go considering that's basically what happens in the epilogue (Blackjack becomes immortal, disconnects from all her friends over time, and bonds with another immortal person for the rest of time)

-If you draft up a Contract with **Contractually Obligated** and have someone else take it to make others sign it (ie to hand it out to people who may be interested or to threaten people into signing) it maintains its binding abilities as if you had proposed the Contract personally

-The **Lunar Commonwealth** does not have to have the democratic system that it does in the Epilogue (especially if you took **Epilogue Canonicity Toggle**)

-Please keep in mind that The Eater does not care about anyone but itself, which it views as the perfect being. Even if you survive its eldritch Tom-absorbed true form (very very difficult), you probably could not convince it to become your Companion (even from a practical standpoint of multiverse access through Jumping) merely due to the implied subservience of the Companion/Jumper relationship. You would absolutely REQUIRE charisma perks that are more effective than even mind control to convince it to join you instead of killing you and continuing to conquer the stars. And I'd *highly* recommend some air-tight anti-betrayal perks as well. This is not a good idea. Pick a different scenario reward

-If you have **Starlike Immortality**, you don't have to have whatever nonsense the Legate had to keep himself from "over-regenerating" or whatever. In exchange you have a weakness to soul stuff like starmetal swords

-On **Future Virtues**:

> -If you get more than the required stacks of **Extended Stay** for **Future Virtues** and complete the scenario successfully then you also gain an **Invulnerable T-Shirt** which says "I stayed in Fallout Equestria for X extra years and all I got was this lousy shirt!" where X is the amount of years over the amount that you were required to stay for the scenario
> -Other extinction events which would count as failing **Future Virtues** are: a majority of the population is forcibly body morphed (like into Alicorns or cyborgs), a majority of the population is permanently under mind control, and basically any situation where the majority of the population suffers a Bad End
> -Again, while Boo would never want a significant majority of the planet to die (corpses are boring after all), she won't mind pushing the world to war. She also won't mind transforming the world or other things which could fail **Future Virtues**. She'd even get exactly half of the population plus one killed if she knows about your goal, just to spite you. Knowing her, she could probably get away with doing it via technicality as well, like capturing a bunch of loose souls into Blank vessels enough to double the population for a moment and then kill them all before they could properly adjust. She's a tricky one

-FYI for if you have **Extended Stay**, **Ante Up** will start to give diminishing returns on nonsense escalation of stakes around the level of DC Comics (if you aren't familiar with how ridiculous they get, you should skim a little bit of the DC Comics Collab Jump, you'll understand what I mean) after around year 40

-Y'all take care of yourselves! :]

Changelog:

1.1: Added Changelog
Completed the **Cloudwalking Spell** Item

2.0: Many typos fixed
Moved things around to more closely resemble the Main Jump
Linked to both big versions of the Main Jump
Changed the Location section rules
Removed rolls for age
Changed the bonuses for being a **Robot**
Changed the Perks sections and prices to more closely resemble the Main Jump
Took the **Zebra Augments** Perk from the old version of the Main Jump because I wanted to preserve it in some form and I reference it in the **Project Horizons** Scenario
Overhauled the old Cyborg Perk tree that got dropped from the Main Jump in favor of the Cyborg race modifier into the **Cybernetic Enhancements** tree of Perks
Added bonus to **Starkatteri Knowledge** for having **Star Gazer** in the Main Jump
Mutant Eyes discoloration of the whites of your eyes is now togglable post-Jump
Heavy Armor Specialist now makes armor feel as though it weighed “less than half” rather than “half”. Huge change, I know
Shadowport now costs 100 instead of being free
Removed **Gem Stock** since the Main Jump has that now
Added blue to **PipBuck Delta** description
Changed **Special Ammo Stock** from 50 to 100 CP since Ammo Stock from the Main Jump got removed and so it being a less plentiful version doesn’t make sense
Buffed the **IF-88 Ironpony** to be a better version of the new **Combat Shotgun**
Copied and modified the old **Sweetie Bot** Companion from the Main Jump (makes more sense that it would be in this Jump anyways)
Added **Hero’s Enemies to Lovers** to mirror **Hero’s Companions** in the Main Jump
Added **Chaotic Spirit** for fun
Partially adjusted the Scenarios section to be formatted more like the Main Jump
Added **Raptor-Class Cloudships** to the **War In The Heavens** Neighvarro Rewards since the **Towards the Sun** Enclave Rewards were nerfed from giving you the whole Enclave lol
Changed the End Jump **Spark**-giving version of the **Future Virtues** Scenario
Underlined **Spark**
Changed the Ending Rewards