

Horizon: Zero Dawn Jump

By Nights_Abyss

Salutations, Jumper for I welcome you to a world with machines dotting the landscape fulfilling their duties, this is a world where a fool destroyed humanity's future...twice…..I wonder what you will do here?

You shall begin your journey a year before Aloy undergoes her fateful path, I wonder what new beginnings and endings you shall bring upon the people of this world.

I shall grant you a gift to survive this world…..and see its vast wonders.

+1000 CP

Go forth, for you shall do grand things...

Backgrounds:
You may keep your current gender for free, or pay 100 to change.

Drop-In (Free): *Welcome traveler, to these strange lands filled with machines whilst a multitude of secrets await thine underneath the ruins of humanity…..be wary, for the people of the tribes are fearful of change and strange corruption run rampant amongst the machines...perhaps you shall teach them the power of the ancients.*
Roll D8+16 for age

Worshipper of the All-Mother (Free): *You are from the tribe of the Nora, worshippers of the All-Mother, your tribe is fearful of change and shun the machines, only seeing them as demons…..I wonder what new history you shall write amongst the tapestries.*
Roll D8+16 for age

Follower of the Sun (Free): *Praise the SUN!!!!..... Wait, wrong universe. You are a Carja, you may choose to be a Shadow Carja or otherwise. The Carja are a technologically progressive society led by a king, though there are various …...disruptive elements aiming to kill the current king and replace him.*
Roll D8+16 for age

Seeker of The Blue Light (Free): *You are Banuk, familiar to the icy cold of the north, you are someone who deigned to seek the blue crystals of long-dead machines...however there have been ..rumors of daemonic machines..stronger and faster than the others...deadlier in the Cut that you call your home.*
Roll D8+16 for age

GAIA Machine (300-500*): *You are part of the global terraforming operation set in place a thousand years ago, somehow you developed consciousness and memory independently of the rest of your mechanical brethren..be warned for GAIA is dead and her children run rampant upon this newly formed paradise world, that your Creator died for...that the world itself died for.* All GAIA Produced Machines cost 300 CP, the exception being the Thunderjaw which is 500 CP.

Roll D8+10 for age

FARO War Unit (400-700): *You...are part of the FARO Swarm, reawakened from your slumber to heed the call of HADES, but...something went wrong and now you have awoken in a body of an ancient war machine that fulfilled its terrible purpose…..war...may god have mercy upon your foes.* Roll D10+1000 for age

- Corruptor (500 CP)
- Deathbringers (400 CP)
- Metal Devil's (700 CP)

Location:
Roll D10 or pay 100 CP to choose

1: GAIA Prime: The Mountain That Fell as they call it, this is a place guarded by the machines seemingly reverently, as though someone important resided here once, *it is where the dream of a better future for humanity* ***died****.*

2: Maker's End (Free to Drop-In): Woe to the ancients, for this place, resides as an ever-crumbling ruin of the old world, it also hides many secrets waiting to be unlocked for the brave.

3: Mother's Heart (Free to Worshipper of the All-Mother): This will be the start of something new, a force of change will begin here, but for now this is the heart of the Nora tribe, and where they go about their lives.

4: Meridian/Shadowfall (Free to Follower of the Sun): The main city of the Carja, worshippers of the sun, this is a thriving city with the king sitting his grand palace, alternatively you can appear in Shadowfall where the Shadow Carja reside.

5: The Cut (Free to Seeker of The Blue Light): Cold and filled with machines, this valley is the home of the Banuk, worshippers of the Blue Light of the Machines, strangely enough the machines seem to be getting more...aggressive, somehow they seem even more well-armed than other machines, and then the ever-mysterious ...Operation: Firebreak.

6: Cauldron SIGMA (Free to GAIA Machine): A giant factory, created by the machines to perform their duty to build a paradise…this was not to be. Be wary, for the machines are hostile to any foreign humans due to their….hunting practices.

7: Rustwash (Free to FARO War Unit): A fitting name, for this, is a graveyard of the machines of old, specifically of the deactivated FARO War Units. You may want to leave quickly, for machines of a vast variety patrol this location in case of the FARO reactivating.

8: Zero Dawn: This was the birthplace of the new world, and the end of the old...take care; for those who reside above this ancient relic take poorly to unwanted visitors.

9: Forbidden West: You may have heard several tales about this place, strange & powerful machines wandering whilst strange places are only talked about in whispers and legends...It seems that you may just be right at home considering your nature as a Jumper.

10: Free Choice: Well you're lucky, you can choose anywhere on Earth or any of the above locations for free.

Perks:
You gain a 200 CP Free perk from your background along with a 50% discount on all perks belonging to your background

Drop-In Perks:

Long Legs (200 CP): You can run at top speed for hours on end, rivaling Usain Bolt in speed though that name has long since been forgotten by the humans of the future...perhaps you can teach them that name.

Mysterious Wanderer (400 CP): You throughout your travels have picked up a sense of how to manipulate people and know what they want…..and you can provide, secrets & scandals of all sorts revealing themselves under your watchful gaze ...though it will be easy to find yourself upon a random merchant's secrets, do not think that the same ease applies to the more obscure and dangerous pinpricks of knowledge of the world...if you wish to find it then you must work for it.

Thou Old One (800 CP): You have survived the apocalypse, from your creations running rampant and killing their creators...and you decided '***No More***', the knowledge behind Quantum Processing, The designs of the Old Machines, and all the knowledge & technology of the Old Ones is yours to behold.

Worshipper of the All-Mother Perks:

Bow in Hand, And String Tightened (200 CP): You gain decent proficiency overall primitive weapons, be they wooden bow, or stone blade..you aren't going to be a master at it, but you can reasonably expect to use the weapons without accidentally stabbing yourself.

Machine Tamer (500 CP): Somehow, be it through power, skill, or equipment, you can 'tame' the Old Machines with nary a speck of aggression towards you, maybe they sense something familiar about you? In either case, you can command these tamed machines and they shall obey ...Depending on their age or prowess, these machines will become more ...difficult to tame. Stealth will be an excellent tool for maximum optimization and usage of this. Out of Jump, this manifests as a sort of short-range Technopathy.

Seeker (700 CP): Free from your chains, you are now able to venture freely to anyplace unquestioned, whilst your foes find your path nigh-unshakable with your charisma unmatched, with the power of your voice, albeit with something or someone to back you up, you could unite several nations, remember this. You. Are. Free.

Follower of the Sun Perks:

We Die In The Dark (200 CP): You become skilled in the art of stealth and the setting & creation of traps, go forth little shadow to become a vanguard of the light.

So You May Live In The Light (200 CP): You gain knowledge on the pathway of ruling able to understand its functions and mechanisms far easier...perhaps you will gain a throne in the distant future.

Celestial Truth (700 CP): When faced with nearly impossible odds, when it seems as though the world itself seems to strike you down for perceived sins…..in the greatest hour of need, scripture shall begin to write itself into the ground forming stone tablets...they shall tell of a path to achieve victory and you need but follow it to see it through though depending on what this dark hour may be, the journey will become harder and more testing of your ability and skill, perhaps even a god may be slain....but would the cost be worth it? Remember, this only provides you with the information needed, this does not guarantee victory, merely a potential path to it. This will have a cooldown period that will reset every five years.

Beast of Shadow (600 CP): “There is no passion, There is only obsession. And obsession ….is power.” is a statement rather accurate for you, you have gained an obsession to which you focus your might upon, the more you stay upon this obsession of yours the more power and knowledge you shall gain until you can achieve it…..be wary for obsession is powerful yet it easily leads to madness.

King of Light (600 CP): You have become king in both mind and body, armies shall follow your command, with your blade hundreds shall be cut down, the strength of 10 men upon your shoulders...for as long as you have a task you feel you must complete, a light you must seek, these gifts shall stay at your beck and call, otherwise they shall lie dormant until required by you.

Seeker of The Blue Light Perks:

Abstract Cold (200 CP): You have opened your mind and pondered the abstract...this has granted you the ability to pass off any common meaning you intend upon paintings & other artwork, though the complexity of said art will allow for more complex or specific meanings.

Body of Jotunheim (400 CP): After many winters passed it became clear to you that the cold never harmed you...the icy touch of the winter never grasping you, you could have stood still for a winter and still be perfectly comfortable, frostbite is forever irrelevant to you...perhaps even the void itself couldn’t faze you.

Blue Light (700 CP): It seems that the Blue Light of the machines has touched you, making you more machine than man, your body becoming mixed with cybernetics of an incredible variety, all seamlessly merging with you along it working with whatever

technology you can figure out how to cram in there, even if it *really should not work like that.* Along with that, you seem to understand machinery to an incredibly fine degree, as though it guides you through the process of understanding it.

GAIA Machine Perks:

Mechanical Physiology (Free to GAIA Machines, FARO War Units, 500 CP for everyone else): Your body is not biological, instead it is a machine allowing it to survive far more than what any mere biological could, your mind has become software allowing you to increase its speed along with your body gaining built-in weapon systems like laser cannons or turrets depending on the chosen machine, you have adapted to the life of the mechanical and digital surprisingly well ensuring you would have no trouble with future changes to your body.

Logic of The Machine (200 CP): You have been opened to the sheer computational power of the machine allowing it to think far faster than ever before, allowing you to increase it through more powerful and advanced computers though it will have diminishing returns at high enough levels.

Fulfillment of Directive (400 CP): You have been made with a purpose, allowing you access to several tools to accomplish it, state a directive or purpose you would like, and your machine body shall accompany various tools to assist in its accomplishment. Depending on the selected purpose, the variety of tools will increase or decrease with the varying complexity of said purpose.
Ex:Terraforming=Tools like the seeding of biotic components. Construction=3D printers to build stuff.

Heart of GAIA (600 CP): You truly are a child of GAIA, your capabilities have been expanded tenfold whilst the other machines seem to follow you as their alpha, not only that your other abilities have also similarly increased along with you gaining an immunity to being hacked through any means unless you allow it, you can even spread this immunity to your other machinery though they will automatically possesshidden backdoor access for you to use in them so to not repeat the FARO Swarm Event.

FARO War Unit Perks:

Bio-Matter Conversion Systems (Free to FARO War Unit, Only Available to FARO War Unit): You have developed the capability to process any Bio-Matter be it living or dead, big or small, average or exotic, you can devour it and convert it into a usable hyper-efficient fuel for your purposes to fuel yourself...you can even do this mid-battle, remember this is part of how the FARO Swarm was able to bring humanity into its coffin.

Hardened Years (200 CP): As time went on your fellow FARO Units degraded, weakening as rust scoured their frames...unlike you who seemed to never degrade or rot in any way ensuring you would always be ready to fight with your full power and skill uncaring of the eons.

Assuming Direct Control (400 CP) (Free to Corruptors): You can subvert an incredible variety of machinery, with the process taking usually mere minutes with most computers or large machinery through the required time will ramp up exponentially with more advanced computers, don't expect yourself to go unchallenged when taking over an AI unless combined with other perks.

We Are Many (900 CP): During the end of humanity's civilization, the Swarm showed incredible acts of unparalleled coordination, to the point people theorized it had begun to develop a hivemind, with you however that theory has become a reality, you can connect your mind and spread it throughout a network via machines you subvert allowing you a form of mental immortality provided even one survives acting as a sort of digital phylactery, however, this does little against attacks designed to destroy entire networks.

The Might Of The Swarm (800 CP) (Free to Metal Devils): You are unique amongst your fellow War Units outside of the daunting HORUS, you possess the capability to rapidly self-manufacture fellow FARO Units along with other machinery in battle time-scales, allowing you to overwhelm your foes in short periods of time, with mere months you could rapidly self-replicate legions sufficient to overwhelm entire planets.

Companions:

Canon Character (100 CP): You can decide to recruit any character in the world of Horizon: Zero Dawn except Sylens, AI Subroutines, or Aloy, as long as they accept your invitation to travel with you across the multiverse.

Sylens (200 CP): Sylens is a mysterious man who seems to have cybernetically augmented himself, he is highly educated even compared to some modern-day humans, though some caution should be taken considering his tendency to deceive his peers.

Aloy (400 CP) (Cannot take with No FARO's Allowed): Aloy is a woman to be reckoned with, able to single-handedly take down Thunderjaws and Deathbringers, she is also someone looking for answers amongst the ruins of humanity hoping to find her origin amongst the rubble...she will be a powerful and trustworthy ally in the events to come.

AI Subroutine (500 CP)(Cannot take with No FARO's Allowed): Congrats, you managed to convince one of the existing Subroutines to join up with you, and their capabilities are truly impressive though they will need something to inhabit like a machine body capable of supporting their software such as a supercomputer or a HORUS CPU, unfortunately, APOLLO cannot be recruited due to being dead...along with GAIA.

GAIA (? CP): *Stares blankly* No….Just No.

Companion Import (200 CP):
You get to import up to 8 companions in the Drop-In background with each gaining 600 CP to spend.

Hunting Party (200 CP) (50% Discount for Worshipper of the All-Mother Background):
Man, you must love turning people into pincushions. You get to import up to 8 companions in the Worshipper of the All-Mother background with each gaining 700 CP to spend.

Solar Warriors (200 CP) (50% Discount for Follower of the Sun Background):
Unfortunately, they are (probably) not Exalted. You get to import up to 8 companions in the Follower of the Sun Background with each gaining 700 CP to spend.

Icey Toaster Worshippers (200 CP) (50% Discount for Seeker of The Blue Light Background):
I did ask for this. You get to import up to 8 companions in the Seeker of The Blue Light Background with each gaining 700 CP to spend.

Metal Pack (500 CP) (50% Discount for GAIA Machine Background):

Yes, you can have a pack of Thunderjaws. You get to import up to 8 companions in the GAIA Machine Background with each gaining 500 CP to spend.

A New Swarm (500 CP) (50% Discount for FARO War Unit Background):
No, they cannot be Metal Devils. You get to import up to 8 companions in the FARO War Unit Background with each gaining 500 CP to spend.

Items & Equipment:
Backgrounds receive a 50% discount on their background items

Generic Items & Equipment:

1,000 Metal Shards (50 CP) (Can be bought multiple times)

Focus (200 CP): It's a nifty AR Interface computer, essentially think a portable holodeck via your eyes. It comes in a chosen color. Note: Those without a Focus cannot normally see Focus holographic screens.

WEAVER Armor (300): It's some military-grade armor from before Zero Dawn that has a built-in energy shield along with being able to tank several shots from a Thunderjaw.

Drop-In Items & Equipment:

Traveler's Cloak (200 CP): It is a rugged cloak that has seen better days, but it seems to partially conceal your identity to an unusual degree.

Military History Vault (600 CP): Well you managed to come into possession of a vault buried deep in a cavern filled with guns and ammo from Operation: Enduring Victory.

The Odyssey (800 CP): You have come into the possession of the spaceship known as The Odyssey along with all the stuff on it including the Prototype APOLLO AI Subroutine, the problem with the anti-matter pulse drives has been fixed, so go forth traveler and claim your destiny amongst the stars.

Worshipper of the All-Mother Items & Equipment:

Primitive Weaponry (200 CP) (Free to Worshipper of the All-Mother Background): You get some average quality bows & a decent blade, alternatively you could receive a bow and a spear. Either way, you get a sizeable amount of arrows.

Tripcaster (400 CP) This gives you a Tripcaster of the max level quality available, it allows you to set up electrified trip wires making it incredibly useful against the machines. Of course, having something that is just glorified electrified barbed wire is not worth 400 points, so it also has infinite ammo.

The Mountain (800 CP): This grants you a copy of the entirety of the mountain, and along with it ELEUTHIA-9 which has been fully re-stocked including fully functioning cloning & education facilities. It will travel with you to other settings albeit hidden with a good explanation on why it is there, alternatively you can make it part of your warehouse.

Follower of the Sun Items & Equipment:

Scripture (200 CP) (Free to Follower of the Sun Background): This is scripture that is a religious version of how Meridian was founded along with its history of the worship of the sun by the Carja

Some Decent Firepower (400 CP): You get a glorified grenade launcher, be careful because this thing make quick work of even Thunderjaws, it also has infinite ammo. The Carja may want to have...words with you if they see you with it.

The City of The Sun/ The Shadowed City (700 CP): You gain a perfect copy of Meridian, with you being the rightful ruler, this travels with you to other settings in varying forms, regardless it will always seem ahead of neighboring civilizations, you can also make it part of your cosmic warehouse. Alternatively, you can choose Shadowfall, the city of the Shadow Carja.

Seeker of The Blue Light Items & Equipment:

Ten Bluegleam (100 CP) (Can be bought multiple times): This is the currency used by the Banuk for their most prized weaponry & armor, along with some other stuff.

Frosty Scrap (300 CP): You gain a Banuk Weapon, one that seems to surpass even the strongest of them in strength and power, albeit to a small degree, it also comes with unlimited ammo.

Frozen Tallback (400 CP): ...How?...You have acquired a Tallback for your purposes, they serve as giant walking communication towers for the GAIA Machines, strangely it seems to be broadcasting a signal that identifies you as “Friendly” to other machines, it will follow you into other jumps with most people thinking it as an artistic play on said towers, it will assist you greatly in whatever hacking procedures you put into place, along with large amounts of raw processing power ...perhaps with some upgrading it could even hold one of the AI Subroutines.

Drone Hanger (400 CP): This was a facility built before Operation: Enduring Victory, it was supposed to be a launching bay for military drones to safeguard Firebreak, whatever the case, it is now fully operational and under your command able to house three large military drones at a time. It will travel with you to other settings in a hidden location, alternatively, you can make it part of your Cosmic Warehouse or whatever equivalent you have.

The Cut (800 CP): Well, it seems I can’t be surprised at this point, somehow you have acquired a copy of the whole of the Cut for your purposes, whatever they may be, this place will travel with you into other jumps into particularly cold climates, alternatively you can connect it to your warehouse.

GAIA Machine Items & Equipment:

Machine Weaponry Cache (200 CP) (Free to GAIA Machine): You have stumbled across a surprisingly large cache of Machine Weaponry and tools if you are a GAIA Machine or a FARO War Unit these are instead installed on your machine body.

Cauldron (600 CP) (Free for GAIA Machine): This is a Machine Construction Plant, called Cauldron’s, this was your birthplace..and now it is yours to behold, for some reason the facility seems to now only obey you and your companions, the machines will not attack you for any reason unless outside forces are at play, this Cauldron will follow you into other jumps hidden in a variety of locations; from mountains to the deepest of

caverns, it will follow; alternatively you can connect it to your cosmic warehouse or whatever equivalent you possess.

The Mountain That Fell (1000 CP) (No Discount Available): Well...welcome to the place where the dream of a prosperous humanity ...died; it has been fully repaired for your purposes with all the staff resurrected in stasis capsules ready to be released, it is also the place where GAIA was developed...and where she can be reborn, she can command all the remaining Subroutines...though HADES will rebel unless it can be convinced that it was improperly activated....please ...give this world hope that dreams can come true.

FARO War Unit Items & Equipment:

Access Codes (200 CP) (Free to FARO War Unit & GAIA Machine): These are the access codes for the FARO War Units, used by GAIA Subroutines to deactivate the FARO Plague via various towers that you can come across...like one relatively close to Meridian, you could on the other hand use this to reactivate and control the Swarm for your own purposes...though you may have some competition in that regard.

Broadcasting Tower (400 CP): ...You have acquired one of MINERVA's Broadcasting Towers, you could use it for a variety of things, from deactivating massive Machine Legions to reactivating the FARO Plague...or you could use it to make every machine for several hundred kilometers start playing disco music, who cares after all it's yours.

FARO Automated Solutions (600 CP): Huh?.... Okay, so you have managed to acquire the building from which you were birthed, along with it being now entirely repaired and full of loyal staff members that are fully educated by Old One Standards…It will travel with you into other jumps as a pretty successful robotics company...though they will not release the more...combat-focused machines without your explicit permission, don't worry this company will be perfectly loyal to you along with it being able to run without intervention by you ...With no worries of a FARO Plague...unless you want that for some reason.

Drawbacks:

Sorry, All Out (+200 CP): Suprise surprise, it's kinda hard to get a large supply of goods when most, if not all, large scale-transportation methods have all long since been

destroyed and forgotten, instead they have to use and take whatever they can find, that means merchants won't have much to sell you.

Inter-State Trip (+200 CP): Despite the game making everything seem rather close together, what with all the famous monuments seeming at most five minutes apart, Aloy had to travel hundred upon hundred of miles just to get to Meridian….and now you must as well, even with whatever fancy travel mechanism you may possess...from flying to spamming teleportation, it seems to take hours to get to any far distances….and let's not even talk about exploring the Forbidden West.

What is this, a Bethesda Game? (+200 CP): It seems that regardless of your wishes, you seem to keep getting bogged down in mindless errands and side quests...from delivering rare herbs to climbing mountains to tell some kid to get back home, you will probably spend far more time on these trivialities than getting any time into saving the world from the looming Sword of Damocles that is HADES.

Fear The Metal Daemons (+400 CP): ...Oddly enough, you have gained a fear & hatred of technology matching that of The Nora, though if given large amounts of preparation and pep talk you can grudgingly accept using tech albeit poorly...this can and will probably go horribly wrong if you are a machine or Banuk.

Hunted (+400 CP) (Can be taken multiple times): You have been made a grievous enemy by one of the factions, it could be for a variety of reasons, but ultimately they want to hunt you down and kill you..
Cannot choose HADES as Enemy.

Clanking Feet (+600 CP): For some reason, you have become completely hopeless at stealth, every action you take having a particularly loud noise sounding out from it attracting massive amounts of attention, just how can you be this bad at stealth...even Thunderjaws are more sneaky than you.

True Luddite (+600 CP) (Requires: Fear The Metal Daemons): Ok nevermind, every piece of advanced tech just ...breaks whenever you handle it in any way, no this cannot be weaponized, along with that you have a poor understanding of technology to begin with, what with you now considering certain doors holy alters or calling robots daemons. Advanced in this case, being anything at or above the level of a musket. **WARNING, DO NOT TAKE WITH FARO WAR UNIT OR GAIA MACHINE ORIGIN, ALSO INCLUDES SEEKER OF THE BLUE LIGHT.**

Curse of Hades (+600 CP): For whatever reason, HADES considers you an Anomaly, something that must be destroyed for it to complete its purpose, be prepared to deal with large swarms of Eclipse Cultists and FARO War Units attempting to hunt you down, if HADES gets pushed too far...then he may awaken the remaining HORUS Unit's.

No FARO's Allowed (+2000) (Cannot be taken with FARO War Unit or GAIA Machine Origin): Why...Just ...Why, whatever the case, you now look and sound exactly like Ted Faro...whatever methods you have of changing your shape or look seems to not function, what makes it worse is that everyone automatically assumes the worst of you whilst machines from every available faction are hunting you down ...Don't let Aloy find you, along with every single Subroutine still in existence...because the Subroutines seem to think you are the person who killed one of their brethren...APOLLO ...Even HADES would hold off on its primary directive just to kill you personally...whilst Aloy thinks you are the one who ended the world. Be prepared for everyone to hunt you down...but you have started to hear rumors ...of the true Ted Faro living somewhere in the Forbidden West. Terminate him...and the drawback will cease its function.

Notes:

1. After Jump, FARO War Unit & GAIA Machine origins become an Alt-Form.
2. All drawbacks are removed at the end of the Jump unless you want to keep them.
3. The reason why I made The Mountain That Fell so expensive, well...its essentially an "I Win" Button for the majority of the setting, from HAPHESTUS's production of combat-equipped machines being halted to HADES kinda just….canceling its Reset operation….with some work.