Fallout Equestria

By Pokebrat_J

Once upon a time, in the magical land of Equestria…

…there came an era when the ideals of friendship gave way to greed, selfishness, paranoia and a jealous reaping of dwindling space and natural resources. Lands took up arms against their neighbors. The end of the world occurred much as we had predicted -- the world was plunged into an abyss of balefire and dark magic. The details are trivial and pointless. The reasons, as always, purely our own. The world was nearly wiped clean of life. A great cleansing; a magical spark struck by pony hooves quickly raged out of control. Megaspells rained from the skies. Entire lands were swallowed in flames and fell beneath the boiling oceans. Ponykind was almost extinguished, their spirits becoming part of the ambient radiation that blanketed the lands. A quiet darkness fell across the world...

…But it was not, as some had predicted, the end of the world. Instead, the apocalypse was simply the prologue for another bloody chapter in pony history. In the early days, thousands were spared the horrors of the holocaust by taking refuge in enormous underground shelters known as Stables. But when they emerged, they had only the hell of the wastes to greet them. All except those in Stable Two. For on that fateful day when spellfire rained from the sky, the giant steel door of Stable Two swung closed, and never reopened.

You start your time in the Equestrian Wasteland two hundred years after the Megaspells and Balefire Bombs fell, and the day when a certain unicorn walks out of Stable Two. In order to help you survive here, you receive **1000 cp** to spend.

Virtue:

All inhabitants of the Wasteland are attuned to one Virtue, a concept to center themselves around in this bleak world of theirs. What is yours?

Generosity: It used to be that your neighbors would always be willing to give you a helping hoof and the clothes off their backs if you really needed it, but Old World greed put a stop to that. But even in a time when ponies would eagerly kill others for literal scraps, a generous hoof will make all the more friends.

Honesty: Ponies always say that they would prefer the truth, but how many white lies have they said to those they care for? There is a certain kindness in those lies, but sometimes they simply need to hear the cold hard truth to set themselves straight.

Kindness: A noble Virtue, one that has been beaten out of the inhabitants of the Wasteland. After all, what's the point of being kind to one another if all that leads to us a bullet between the eyes? But maybe a little bit of kindness is exactly what they need, to be shown that there really is a better way.

Laughter: With so much terrible shit going on, what is there to really laugh about, other than this cruel joke of a world. Ah, but that's quitter talk right there, and you won't stand for any of it. If everyone's all mopey and depressed, then you're just the pony needed to pick up their spirits!

Loyalty: Loyalty is a highly prized trait, both before and after the megaspells fell. To stand by your friends' sides while the whole damn world tries to tear you away from them is certainly something worth admiring. Just be sure to keep your priorities straight, and know who your real friends are.

Magic: It may seem strange to count magic as a Virtue, but it very much does count. After all, is uniting numerous disparate personalities together not a magic all of its own? Sure, most who think of magic only think of the spells one can cast or the potions one can create, but they overlook all the little things that are just as amazing.

Species:

Age and gender may be chosen freely.

Earth Pony: One of the three Pony Races, Earth Ponies seem to have the short end of the stick at first glance. That is until you realize that they are the physically strongest and most durable of all the Pony Races, and have a deep connection to Nature, allowing them to become skilled farmers if they choose so.

Pegasus: One of the three Pony Races, Pegusai theoretically have the most freedom. Their wings allow them flight, and can interact and even control the weather, allowing them to take a nap on a nice cloud or whip up a tornado given enough time.

Unicorn: One of the three Pony Races, Unicorns seem like the best option to choose from. Their horns allow them to cast magic, and with that unmatched versatility. Unfortunately, they are also the physically weakest of all three Pony Races.

Artificial Alicorn [200]: Once, you were just a mere unicorn, but you have been lifted by Her for a higher calling! You are an Artificial Alicorn, created by The Goddess to act as Her eyes, ears, and hooves in the Wasteland. You are connected to a vast network which holds hundreds of minds within, giving you access to all of their memories, knowledge, skills, and senses. There are three variations of Alicorn you can choose, but all share common features, like creating powerful shields, being healed by radiation, becoming larger and more powerful the more radiation they absorb, and are biologically immortal. Your gender will be locked into being female.

Zebra: The enemies of the Pony Races during the Great War, Zebras will stand out a lot in the Wasteland with their white coats and black stripes. You are very similar to an Earth Pony, but where they are strong and tough, you are agile and resistant to poison.

Griffon [100]: The predators of the skies, Griffons are a half bird, half cat species with deadly claws and strong senses, and have made a name for themselves as reliable mercenaries. More often than not Griffons will physically outperform a Pegasus when they clash.

Hellhound [200/100]: Once the proud species known as Diamond Dogs, this subspecies has mutated into the outright terrifying Hellhounds. With extremely tough hides, claws that can easily cut through Power Armor, and their ability to dig as fast as others run, there is a good reason many simply run away or just give up when a Hellhound shows up. For a discount, you will instead be a Diamond Dog, the unmutated versions that aren't as powerful, but are still as dangerous as anypony else.

Dragon [Free/200/300]: By far one of the deadliest creatures to be found in the Wasteland, few can match the strength of a fully grown dragon. All dragons benefit from touch scales, sharp fangs and claws, and the ability to breathe fire. For **[Free]**, you're only a baby dragon like Spike was when Princess Luna returned. For **[200]**, you are instead a young adult on par with Mister Topaz, being larger than a house and capable of flight. For **[300]**, you would be a fully grown dragon much like Watcher is, a massive beast that could only be rivaled by an Ursa Major.

Ghoul [Cannot be taken with Artificial Alicorn]: Ghouls are different in that this can be combined with any species mentioned above except for **[Artificial Alicorn]** at no cost. You have absorbed too much radiation, and are unlucky enough to not have died. You are now a Ghoul, a biologically immortal zombie-like caricature of what you once were. Your fur is falling out and your skin is rotting, but at least your mind will remain intact.

Cyborg [100]: In a similar vein as **[Ghoul]**, this is not a race, but an option to supplement your species. Through the combined powers of science and medicine, you have been reforged into something greater, a combination of flesh and metal. You are a cyborg. There are a number of benefits to this, not the least of which is being more durable than the average member of your race.



Locations:

You can freely choose where you start, or roll a 1d12 and gain **[100].**

1) Stable Two: A Stable hidden underneath Sweet Apple Acres near the Ponyville Ruins, one of your own has recently left the safety of the Stable, with another will set out soon with the intent of getting her back.

2) Ponyville Ruins: What was once a small town filled with all sorts of adventures, the remains of that history is taken over by raiders and desiccated. Friendship cannot live here anymore, only pain and suffering.

3) New Appleloosa: A sizable town built around a Pre-War train depot, this is one of the best places to be in the Wasteland. Not only does it have clean water, but it's also the home of the author of the Wasteland Survival Guide.

4) Junction R-7: A makeshift town as well as a Talon camp built out of an old railroad junction. Talons are primarily Griffon mercenaries, but you could try signing up with them under the employ of a mysterious Mister Topaz.

5) Tenpony Tower: A heavily defended hotel housing a Ministry of Arcane Science Hub within Manehattan, and home of the reclusive DJ Pon3. This is the best place to live if you want a taste of the Pre-War Life, but only if you can afford it, or have the right connections.

6) Friendship City: A settlement situated in the Statue of Friendship off the coast of mainland Manehattan, it is one of the largest and safest settlements in the Wasteland, and a good place to put down some roots.

7) Fillydelphia: Living up to its Pre-War roots, this is the center of manufacturing in the Wasteland. Granted, it's all under Red Eye's slaver army and is an irradiated hellhole, but at least it's the best place to be a kid, as they're all under Red Eye's protection.

8) Neighvarro: The Enclave's largest military base, it is built in the sky around one of the SPP Towers. The base houses and trains many Pegasai soldiers, and is guarded by a powerful magic shield that would require a full grown Dragon to bring down.

9) Splendid Valley: Once a Ministry of Arcane Science testing grounds, this has become the undisputed territory of The Goddess and her Alicorn army. There are hellhounds who live nearby, but they can do nothing against Her might.

10) Canterlot Ruins: Once the beautiful capital of Equestria, the center of its culture, and home of the Alicorn Princesses, it no longer inspires beauty and awe, but horror and dread. The Pink Cloud that lingers around can fuse your flesh to anything you have on your person, and turn you into a Canterlot Ghoul if you're lucky.

11) Everfree Forest: One of the last places with healthy plants growing everywhere. Granted, a large majority of them are more than happy to kill you, to say nothing of what creatures lurk within. There is supposed to be a Stable somewhere deep inside, and it's the hole in the ground where Red Eye emerged from.

12) Free Choice: You may choose to begin anywhere in the Equestrian Wasteland.



Perks:

You may discount any two perks from each tier, with the **[50]** *and* **[100]** *perks becoming free.*

Rad Resistance [Free/50]: Ever since the megaspells and balefire bombs turned the world into a hell on Equus, magical radiation has been choking the life out of everything that comes near it. Some have mutated or benefited from this poisonous force, many have fallen victim to it and died off, while some, like you, have grown a resistance to it. For free, you'll be able to resist a quarter of all magical radiation you'll encounter. For **[50]**, you'll instead resist half of all radiation, as well as being able to purge it from your body a lot easier and faster than before.

Bluff Master [50]: Poker, like a lot of things in life, is dependent on how well you can sell a lie. Not only are you good at coming up with believable lies at the drop of a hat, but you are skilled at gambling. Whether it's because of your luck or cheating is anyone's guess.

Explorer [50]: Even as dangerous and wartorn as Equestria is, there are a great number of interesting places to explore and great secrets to uncover. You've got a great sense for directions, always knowing where North is. You've also got a knack for creating mental maps, helping you figure out the exact layout of any structure in no time flat.

Fortune Finder [50]: There's surprisingly a lot out in the Wasteland that's still worth something, and many unopened caches just waiting to be looted. How fortunate that you seem to find these goodies more often. Whether that's more ammo, caps, or weapons depends on how lucky you are.

Irradiated Beauty [50]: In an age of ruin and radioactive destruction, there aren't many truly beautiful things left, two hundred years after the War, but by Celestia are you one of them. You are comparable to one of the old world super stars, and are lucky enough that any scars you end up getting are sure to be aesthetically pleasing.

Lead Belly [50]: The culinary options outside of Stables aren't exactly the… most sanitary. It takes a true iron stomach to eat irradiated, poisoned, two-hundred year old food and suffer from no side effects, even if you should've spent the next few days shitting yourself to death. A stomach like yours, allowing you to eat practically anything without fear of being poisoned, irradiated, or catching a disease.

Rapid Reload [50]: No matter what kind of gun you use, be it big, small, ballistic or magical energy, one thing is universal; all of them need ammo. And when you're in the middle of a firefight, you can't exactly take too long reloading them. Hopefully this alleviates some of the stress, as you can now reload your weapons twice as quickly.

Royal Canterlot Voice [50]: The signature ability of old Equestrian nobility, most notably the Alicorn Sisters, the Royal Canterlot Voice is quite rare nowadays. Yet this ancient technique lives on with you. At will, you can amplify the volume of your voice, allowing you to be many times louder than before.

Vigilant Recycler [50]: Ammo is a scarce commodity out here in the Wasteland, and not something to be thrown around lightly. Luckily, not only can you create ammunition for any weapon you know well, but you can seemingly make twice as much as you should, even when using the sloppy leftovers.

Wasteland Wailers [50]: No matter who you are or even *what* you are, everyone can agree that some good music is better than the oppressive quiet of the Wasteland. You now have a mental playlist of all songs from the My Little Pony Series, as well as full access to all fan-made songs. Eventually, you may even find new songs or remixes being added in.

Big Leagues [100]: Well, you're certainly swinging for the fences! If there were still any baseball teams still around, you'd probably be the star player, because when you hit something with a melee weapon, it goes flying. Well, not really, but you certainly deal way more damage with those kinds of weapons than before, as well as having a knack for hitting larger projectiles coming at you, like grenades.

Demolition Expert [100]: There’s nothing better than watching something go kaboom! And few are as skilled at using them than you are. Whenever you utilize explosives, from grenades to balefire eggs, you seem to deal more damage with them than you normally would have, while also being an expert in disarming explosives. Now sit back and watch the fireworks.

Gunslinger [100]: Though they may be old fashioned, there’s nothing quite like firing lead towards your targets at high speeds. You seem to agree, as is evident by your skills. Not only do you deal more damage when using ballistic weapons, such weapons will find their range has been doubled, giving you a bit more room to keep yourself safe.

Iron Hooves [100]: Even when you’re stripped of all weapons and armor, you’ll still have your hooves, and as such a way to take down anyone who thinks you powerless. You deal more damage when utilizing unarmed strikes than you otherwise should, as well as finding enemy armor less effective against such strikes.

Light Show [100]: The combination of magic and science has led to many wondrous creations, though none are as overtly helpful in battle as magical energy weapons. After all, who doesn't like the sight of flashing lasers and glowing plasma? You seem to deal more damage using such weapons, as well as finding the range of them has been doubled when in your use.

Mare-Do-Ill [100]: You weren't exactly an angel in life, were you? Not like it really matters, not when the world has gone to shit. If anything, it'll probably make your time here a bit easier. You are naturally skilled with picking locks as well as pickpocketing, something that's a bit more impressive considering how few actually possess hands.

Saddle Crafter [100]: Everypony is special in their own ways, each one having their own body types and preferences, making it hard for a weapon to be ideal for each and every soul. Thankfully, there are ponies like you, somepony who is quite skilled at modifying their weapons, making them more fitting for the wielder. Even when upgrading weapons purchased from Jumpchain, such enhancements will become just as fiat-backed as the weapon itself.

Tough Nut [100]: It isn't all about how many hits you can take, but how many times you'll get back up. You seem to embody such a belief, both literally and figuratively. Not only is your body more durable than before, from skin to organs to bones, but your mind is resilient as well, making things like trauma and fear have less of a hold on you. The Wasteland can be exceptionally cruel, and often punishes weakness.

Blessed By Luna [200]: By the moon and stars above, you have been blessed by Princess Luna, Alicorn of the Night. Under her protective shadows, you will find yourself becoming more capable than before. During nighttime, you will find both your perception and agility have improved, allowing you to more easily traverse the dark domain of she who controls the night sky above.

Explodey Mc-Gee [200]: You love explosions, and there's nothing that would make you happier than having your explosions be bigger and flashier. Your prayers have been answered, as no matter what manner of explosive you use, from mines to grenades to even balefire bombs, if you can get your hooves on one that is, the blast radius will be three times as massive as before, with absolutely no loss in explosive power.

Gaze of Celestia [200]: By the glorious sun, you have been blessed by Princess Celestia, Alicorn of the Sun. From the moment the sun rises over the horizon to when it once again sets, you will find your strength and endurance will be improved, all in order to better help you survive such an inhospitable land. Under the gaze of the divine, you shall not be found wanting.

Intense Training [200]: In order to survive such a dangerous place, you cannot allow any weakness to show, but there is a limit to how strong someone can become. Not for you, it seems, as you, quite frankly, have no upper limits, allowing you to improve any aspect of yourself near infinitely. From your body to skills to mind, the only thing holding you back is time and dedication.

Magical Chemist [200]: When you're suffering from a bullet wound to the leg or have a nasty slash along your face, you're more than likely going to turn to a healing potion to help bring you back to peak performance. And just those, but many chems that have a whole host of uses. Not only do you know how to brew your own minor healing potions, but any concoction or chem you create will last twice as long with the aftereffects being halved, if there are any.

Quick Learner [200]: Fear not the pony who has practiced a thousand spells one time, but instead fear the pony who has practiced one spell a thousand times. You are a sponge when it comes to learning new skills, and can improve them much faster than should otherwise be normal. You could go from a complete novice to an expert marksman in just under a month, if you were to get lots of practice in.

Steel Determination [200]: The Wasteland will undeniably test you, try to grind you down and spit you out as a broken shell of who you once were, but it will fail. Your willpower is limitless, allowing you to push against the very worst that the Wasteland could throw at you. Not only that, but the very core of who you are will never change. A kind pony will remain just as kind even after two centuries of horror and bloodshed.

Toaster Repair Pony [200]: Well now, you certainly do love your toast, and it would be such a shame if your toaster decided that today of all days was the perfect time to break down. Well, it's not just toasters, but you're quite skilled at maintenance and repairing all kinds of broken machinery or weapons. At best, you'll just need to whack it with a wrench real good in order to get the old girl running.

Bloody Mess [400]: When something needs to die a violent death, you're the pony that everyone turns to, and for good reason. Whenever you take part in a battle, the saying 'blood flies everywhere' is going to be quite literal. Not only do you deal extra damage to your enemies regardless of what you're using, but your enemies also have a chance of exploding into a shower of gore whenever struck. You can toggle this second effect on and off,

Closed Minded [400]: Though it may be rare, there is a non-zero chance of you running into somepony who is capable of reading your mind or controlling your actions, with a certain Goddess being the prime example. Never fear, though, because whether it's due to some weird training or your skull is literally too thick, you are now immune to any unwanted telepathy and mind controlling effects. It may seem situational, but you'll sorely regret not having it when you really need it.

Deadshot [400]: Keep your distance long and kill count high. Whenever you enter into a firefight, you're going to be dropping bodies left and right. Not only is your accuracy greatly improved when you utilize ranged weapons, like pistols or magical energy rifles, but any headshots you perform seem to deal thrice as much damage as before. After all, why waste ammo when all it takes is one well placed bullet?

Fallen Caesar [400]: One of the ancient styles of zebra combat, this style of hoof to hoof combat is as deadly as it is rare to see in the Equestrian Wasteland. Not only are your unarmed attacks capable of ignoring armor, but with each hit, you will have a fifty-fifty chance of temporarily paralyzing your target, leaving them open to yet more attacks.

Jury Rigging [400]: As one might expect of a post-apocalyptic wasteland, Equestria's manufacturing capabilities are right below zero, and as such the survivors need to make due with what they have. With some TLC and a whole lot of duct tape, you're capable of repairing or building nearly anything with just junk. Fixing an old robot with parts scavenged from a washing machine is the least of what you could do.

Overmare Studios [400]: When it comes to breaking into a database, you're one of the best around. Your skills as a hacker and programmer are world class, even compared to those alive before the War. Additionally, any programs you work on will have very few, if any, bugs or exploits at all. A useful talent, to be sure, one that's very much needed in a certain company you may be familiar with.

Siren's Sonata [400]: When you sing, others can't help but become enraptured with your voice, as though there were some magical quality to it. Though, there actually is, as you now possess a hypnotic voice that can put others in a haze, making them very susceptible to whatever demands you may have. This works best through music, but even a whisper at the right time is all it would take.

Touched By Taint [400]: Taint is difficult to describe, but mutagen would be the closest. You have bathed in Taint, and have benefited greatly from it. You are faster and stronger when in the presence of radiation, and the more irradiated you are the faster you heal from wounds, even allowing you to regrow entire limbs in just under a day. As a side benefit, you no longer age, and are biologically immortal.

Almost Perfect [600]: Nopony is perfect, not even the Princesses, for all they are worshiped like goddesses. You, though, are the closest thing there ever will be to perfection, as not only are you in peak physical and mental condition, but your biology is highly receptive to nearly anything that tries to alter you, often for the better. Not only do you gain the benefits from whatever is being used to change you, but you will never suffer from most of the downsides. Such changes will also become fiat-backed, so no worries about losing whatever it was that made you better than you were before.

Chaotic Luck [600]: It seems as though Discord has taken some interest in you, though whether that's a good or bad thing is still up in the air. To put it into the most simple of terms, your luck is simply insane, as it's a very rare occurrence when chance is never in your favor. Whether it's for gambling or looting from an ancient safe, you're definitely going to be profiting. Not only that, but you've got something called plot armor, making it so then you always have a way to survive whatever stupid bullshit you get into. Granted, standing on top of a balefire bomb as it goes off will undeniably reduce you to atoms, but what a way to go, huh?

Divine Governance [600]: For one thousand years, Princess Celestia guided Equestria into a golden age of unparalleled peace and prosperity, something that was quickly undone by the fires of war. Much like her, you are more than fit to be the ruler of your own country, having a good grasp on all the logistics, lawmaking, settling disputes, the whole works. You also inspire intense loyalty within anyone who works under you, ensuring that so long as you're in a position of power, you will always have ponies by your side whom you can trust. A rare thing indeed, nowadays.

Harmonious Friendship [600]: The Magic of Friendship is not a metaphorical thing in this world, but a real magical power that could bring down even those considered gods. And it just so happens that you are a prodigy when it comes to utilizing it. Not only do your relationships never wither and decay unless you actively work towards such a thing, but you are capable of linking yourself with your friends and Companions, literally drawing upon and combining each other's strength in order to create something even more potent. When focused, or with intense practice, there are few things who could stand up to the might of you and your friends.

Racial Perks:

You may only take the racial perks of your chosen race.

Special Talent [Exclusive Ponies]: Everyone has something they're good at, whether they know it or not. It just so happens that Ponies have an unfair advantage when it comes to knowing that. You are very talented in any skill or profession of your choice, and will progress twice as fast when studying or practicing it. This will also come with a matching Cutie Mark on your flank to show the world.

> **Advanced Talent [100]:** But sometimes, there are those who are simply *better.* Instead of having talent in a single skill, you are skilled in an entire category of skills. Maybe you are talented in all forms of Magic like Twilight Sparkle, or something like Technology or Warfare. Maybe it's even something abstract, like the concept of Love.

Earthly Connection [Exclusive Earth Pony]: You were born with an innate connection to the earth beneath your hooves, and though it may be scarred and poisoned, it still offers you some of its power. You are naturally hardy and strong, by far the most physically capable of the main three pony subtypes, and find that nurturing plants to full bloom is much easier for you than before.

> **Wild Magic [100]:** A rare and often forgotten branch of Earth Pony Magic, this is also called Slapstick Magic. A reminder from the days of Discord, you can pull off usually crazy acts so long as it is used in conjunction with good comedic timing. Pulling fresh pies from your mane, walking on walls with crappy plungers, making zippers to stop someone from talking and so much more.

> **Green Hooves [200]:** The Wasteland could always use a bit more greenery, and I'm not just talking about magical radiation. You are a master of a long forgotten kind of earth pony magic, one that allows you to control plants to your heart's content. Force them to rapidly grow, conjure berry bushes, alter their shapes, all of these are possible for you. You even know how to purify even the most toxic and irradiated land, allowing it to support life once more.

High Flier [Exclusive Pegasus]: With your wings, you can take to the skies, a domain where few can say that they have any advantage over you. In addition to your natural ability to fly, you are capable of interacting with and manipulating clouds, even forcing the weather to change if you know what you're doing. You are offered more freedom than most, but eventually even you need to land at some point.

> **Weather Report [100]:** In the days before the War, when the clouds didn't cover the entirety of the sky and blocked out the sun for those below, pegasi were in charge of keeping the weather on schedule, determining when it rained or snowed and so on. Your connection to the sky is greater than many others, allowing you to instantly sense any changes in the weather at any moment, and can even temporarily cover yourself in electricity.
>
> **Sonic Rainboom [200]:** There are few fliers around who can pull this off, but those who can can eventually become the best of the best. Using your innate Pegasus Magic, you can pull off a Sonic Rainboom, creating a corona of destructive light that expands for miles, removing all clouds in the sky and greatly multiplying your speed for a time!

Magic Caster [Exclusive Unicorn]: You have been given the gift of magic, able to cast a number of spells related to your **[Special Talent]**, but anything further from that will become harder to learn and master. The one constant is the Telekinesis spell, which allows you to lift objects or creatures that weigh less or equal to you, and Light, which illuminates the area around you in your magic's color.

> **Powerful Caster [100]:** You'll have difficulty finding any unicorn not versed in at least a few spells, but few are as skilled when it comes to magical efficiency than you. Any spells you cast will require half the amount of magic it would have originally taken, all the while having a bit of extra potency to them. It won't make you the best of the best all on its own, but you'll certainly last longer than before.
>
> **Mighty Telekinesis [200]:** You have taken the most basic spell to levels rarely seen. Where others lift rocks, you can throw hills. Where others fold paper, you fold people. If you focus, you might even be able to lift yourself to imitate basic flight, or carry around an Ursa Minor for an hour. Along with this sheer power, you are an expert in moving multiple objects at the same time with your telekinesis.

False Divinity [Exclusive Artificial Alicorn]: Once, you were but an ordinary unicorn, but through the Goddess' will and the IMP, you have been changed. You will be one of three alicorn subtypes, each with their own signature ability. Blue alicorns can turn invisible, purple alicorns can teleport within line of sight, and green alicorns can link with others mentally and magically. In addition to your magical potency and connection to the Goddess, they are capable of flight, and will grow larger and more powerful the more magical radiation they absorb.

> **Sublime Communion [100]:** All alicorns currently exist within a hivemind, each one connected to the Goddess in order to carry out Her will in the Wasteland, but in the future, she will not be there to guide you. Should you so wish, you are easily capable of connecting to and being accepted by other hiveminds, who won't take offense to you joining and 'consume' you, instead seeing it as a rare and unique opportunity to connect with a similar being and learn from them.
>
> **Akashic Records [200]:** Whether or not you manage to save the Goddess from the events to come or help carry out such a tragedy, all of the knowledge afforded to you through Her connection to you and your siblings will be forever lost to you. Unless you take this, which will allow you to retain all of the knowledge, memories, and skills that your Goddess managed to obtain, and can even bestow a copy of such knowledge unto others.

Tribal Wisdom [Exclusive Zebra]: Yours are a people who are far more spiritual than your technicolor enemies, honoring the earth and skies while they seek to harness and command it. Such a history has afforded you many lessons to draw from, allowing you to easily survive in even the most inhospitable of areas, as well as deal additional damage to animals regardless of what you use. As an added bonus, you can constantly speak in rhymes, should you so choose.

> **Star Gazer [100]:** When the shamans look to the stars, they see not the beautiful pattern made by a divine force, but an endless void filled with terrors beyond our comprehension. Though, there may be some knowledge to be found within the night sky, as you no doubt know. You are capable of accurately predicting the future through the observation of the stars and their movements. It won't be of much use in Equestria as it is, but it will come in handy further down the line.
>
> **Ancient Alchemy [200]:** Though your people may not possess wings or the ability to shoot fire out of your faces, you are capable of turning the resources around you into potions, tonics, and fetishes, something that allowed your people to last as long as they did against the Equestrians. You are a master of creating such things, from growing temporary bat wings to permanently strengthening the body to many more besides.

Hunter of the Skies [Exclusive Griffon]: Though pegasi believe themselves the masters of the skies, you are there to prove them wrong. You are a natural predator through and through, with razor sharp claws and impressive eyesight, you can fly with the same ease as any other pegasi, with the added bonus of being able to shred them to ribbons when you pass by.

> **Predator [100/50]:** By your very nature, griffons are a predator species, preferring meat over fruits and berries any day. But all predators have their favored prey, and you are no different. You can deal extra damage to a demographic or race of your choosing, such as pegasi, zebras, ghouls, or robots. This option can be taken multiple times, discounted after the first.
>
> **Insulation [200]:** Just as many prey have adapted to better deter predators, so too do the predators adapt to their prey. Your family has a long line of combat against pegasi, granting you an extreme resistance to cold and electricity, bordering on immunity. You just can't wait to see their faces when they realize that the lightning bolt they chucked at your face doesn't do anything.

Beast Below [Exclusive Hellhound]: There are few creatures in the Wasteland that are as deadly as the Hellhounds, being extremely fast, strong, as well as having highly potent senses. Their most iconic ability, though, is their talent for digging, allowing them to move through the earth as quickly as they could sprint.

> **Iron Claws [100]:** With your claws capable of tunneling through rock and stone as fast as you can, you'd expect them to be quite useful in combat. You'd be absolutely right, as your claws can now cut through magically enhanced steel-alloys as easily as you can through flesh, making most kinds of armor useless against you. Your claws will also deal more damage to targets than before.
>
> **Subterranean Senses [200]:** Your kind has lived under the earth for centuries, and have long adapted to navigating your subterranean tunnels, though none are as skilled as you. You are capable of feeling vibrations through the ground to such a degree that you can perceive objects, people, and any other parts of the environment touching the ground within a pretty sizable range. No one is going to be sneaking up on you ever again, so long as they can't fly, that is.

Scales of Fire [Exclusive Dragon]: Fire is a dragon's greatest weapon and ally. Not only are your scales immune to most kinds of fire and heat, your own fire breath counts as a magical flame and can ignore any non-magical protection. Your fire breath can also be any color you want, but this is a stylistic choice with no practical benefits.

> **Messenger [100]:** Your fire has another handy trick, and that's being a delivery service! You can deliver any message or package you can hold in your claws to anyone you've met before. You need to keep them in mind if you want to deliver it, otherwise it will just be burnt to a crisp.
>
> **Greed Growth [200]:** All dragons are known for their love of collecting valuables, be it the standard gold and gemstones or something like knowledge, but you have turned this greed into a legitimate strength. You are capable of growing to immense sizes, a growth that will scale with how grand your hoard is, as will your strength and durability. Whether that be a massive pile of gold, an arcane library, or all of the gizmos and gadgets in your Warehouse, indulge in your greed enough and you'll be able to dwarf mountains and shatter them with ease.

Ghoulish [Exclusive Ghoul]: You have been changed by magical radiation, turning you into something more akin to an animated corpse than any living thing. Not only does your new form grant you a kind of biological immortality, but you will find your wounds healing when in the presence of magical radiation.

> **Glowing One [100]:** Occasionally, you will find a variant of ghoul that glows with a baleful light, magical radiation having become a part of them on a fundamental level. You are one of these ghouls, emitting an aura of magical radiation that harms most things that come near you, while healing your fellow ghouls and other undead creatures. You can toggle this aura on and off.
>
> **Canterlot Curse [200]:** Those who became ghouls through the Pink Cloud that clings to Canterlot are like few others, often being fused to whatever they had on their person in return for an upgraded form of immortality. Like those ghouls, the only way to truly kill you is through the destruction or removal of your head, as anything less can just be shrugged off or be undone over time. But is such an existence really worth it, in a bleak world like this one?
>
> **Cloud Bound [300]:** There are tales of a great dragon living in the bowels of Canterlot, one that has become a true monster in their new state, breathing that deadly Pink Cloud rather than any smoke or fire. Much like her, you too can emit that horrific substance from your mouth, either killing anyone caught in it, or worse. Honestly, it would be kinder just to shoot them, then to subjugate them to the Pink Cloud.

Steel Flesh [Exclusive Cyborg]: From the moment you understood the weakness of your flesh, it disgusted you. Craving the strength and certainty of steel, you have combined technology and biology in order to become a cyborg. Not only are you more physically capable than before, but you are also more durable than before, thanks to your newfound metal plating.

> **Upgrades and Integrations [100]:** Science is an ongoing process, one that has allowed all of ponykind to evolve from swords to high-tech magical weaponry. Just as you're bound to come across more advanced tech in future worlds, or even develop them yourself, you don't want your body to stagnate. Any upgrades you do to your body, whether it's cybernetics or biological enhancements, they will become fiat-packed.
>
> **Magical Reactor [200]:** Beating within your chest is a literal atomic heart, one that produces magical energy. Not only do you produce enough energy to match an industrial generator, allowing you to power an entire building if you hooked yourself up to one of them. There are sure to be many things you can do with a functionally limitless source of energy.
>
> **Machine Spirit [300]:** You have moved beyond flesh and steel, and have become a ghost in the machine in a very literal manner. You are now a magical AI, on par with a Crusader Maneframe when it comes to computing power and multitasking capabilities. This will also give you the ability to control any nearby unprotected technology.



Generosity Perks:

Discounts for Generosity are 50% off, with the [200] *perk becoming free.*

Cherchez La Filly [200]: A proper lady understands that she must always look her best, for a whole host of reasons, not in the slightest due to pride and vanity. Although, it seems to have paid off with you, as not only are you a master of seduction, capable of wrapping nearly anyone around your hoof with only a few words and sensual motions, but you seem to deal extra damage to anyone who finds you attractive. Beauty is pain, darling, just not for you.

Refined Grace [400]: A lady's every step must be properly managed and thought through, lest they unwittingly give off the wrong impressions they are attempting to convey. This is a lesson you have taken to heart, almost to an absurd degree. Not only is your stamina greatly improved, allowing you to sprint for hours at a time, but your efficiency of movement is frankly insane, eliminating any unnecessary motions while allowing you to last even longer than before.

Rare Charm [600]: A lady must always watch what words she says, because words have very real power, and shouldn't be thrown around all willy nilly. You are an incredibly charismatic person, drawing people to your side with relative ease. In addition to that, you are extremely skilled at cold reading others, easily figuring out what they may be thinking about as well as what their motivations are. You could piece together what exactly somepony is going to say before they actually say it, giving you enough time to formulate the perfect response.



Honesty Perks:

Discounts for Honesty are 50% off, with the [200] *perk becoming free.*

Bear No Falsehoods [200]: No matter who you are or where you go, you will always have people lying to you. It doesn't matter if it's your boss lying about why they fired you or your lover trying to cover up a small mistake, you simply dislike such dishonesty. Now, you know when you're being lied to, and to what degree. A harmless white lie may not be much, but figuring out that somepony is a spy with a meticulously fabricated background is sure to be useful. This can be toggled on and off.

Voice of Truth [400]: Most ponies are content with the lies they've been told, a narrative meant to make the world that much more bearable. Yet it is those very lies that hold them back, from facing the horrors of the now and pushing back against the darkness. All it takes is for them to listen, something you seem pretty good at. When you speak the objective truth, or at least what you believe to be the truth, others will know it to be the truth. They may not accept it immediately, but they cannot change what is fact.

Apple Family Ingenuity [600]: There's something refreshingly simple about machinery, lacking many of the foibles that plague ponykind, and no one is better at working with them than you. Not only are you a skilled engineer and machinist, but you specifically specialize in ruggedization, making sure that your creations are as durable and last as long as possible. Your skills with innovation are nothing to sneeze at, either, push a fairly archaic society towards space travel in just a decade or two, given enough resources and influence.



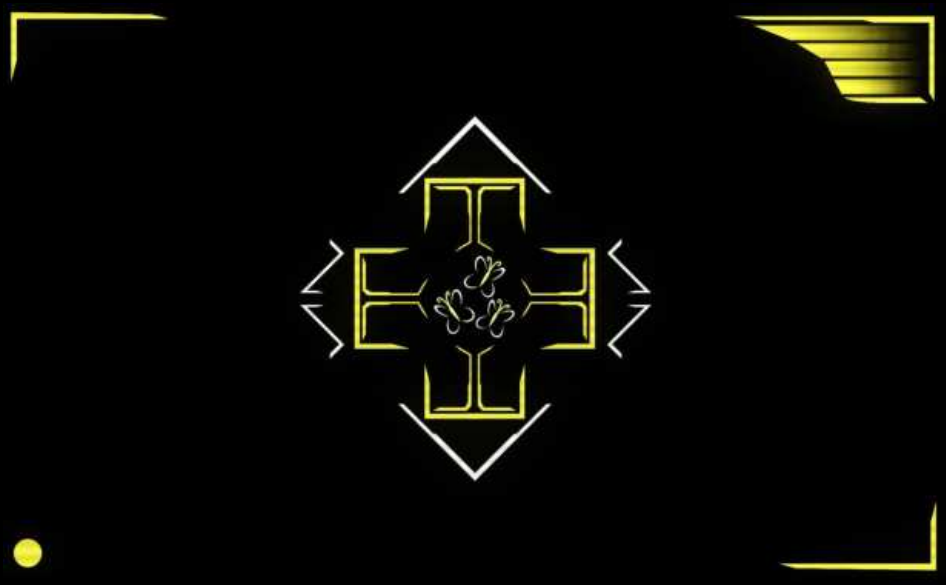
Kindness Perks:

Discounts for Kindness are 50% off, with the **[200]** *perk becoming free.*

Animal Friend [200]: The Wasteland is a dog-eat-dog world, one where any sign of weakness is punished, and typically your kind nature would be seen as one such weakness. Yet, your kind demeanor brings back memories of times long since past, when ponies and nature lived together in harmony, to such an extent that all animals, mutated or not, are in no way hostile towards you, unless you were to have attacked first. This also makes it much easier to train them.

Wasteland Surgeon [400]: A caring and supportive nature often leans towards the stereotype of medical practitioners, though not for no reason. After all, you are the prime example of a kind doctor, on par with some of the best pre-War medical professionals. Not only do you have all the knowledge needed to qualify as such, but you can tell what is biologically wrong with a patient just by looking at them, from cuts to drug issues to genetic diseases. You can use this both in and out of combat.

Fluttering Heart [600]: This world of ours is sick to its core, a rotten place where all of ponykind's worst attributes are allowed to thrive. Perhaps you are the one who will cure this? You would make the ultimate psychiatrist, capable of easily getting inside the mind of others, quickly figuring out all of their little quirks and neurosis and plotting ways to help cure them all, allowing you to turn high-functioning psychopaths into productive members of society. You also find that others will more easily open up to you, as if sensing that you're someone whom they can trust.



Laughter Perks:

Discounts for Laughter are 50% off, with the [200] *perk becoming free.*

Party Pony [200]: With the state of things being so depressing, everyone sure could use a celebration to bring their hopes up, and you're just the pony to bring that fantasy to real life. Not only do you know how to throw a celebration, but you can make it into something that everypony could enjoy, even the most anti-social of meanie pants. This also has the added benefit of having an immunity to hangovers and chem withdrawals.

Pretty Personable [400]: There are so many ponies out there in that wild Wasteland, but that just means that there are so many friends to be made! You are a cheerful soul that seems to get along with basically everypony, with very few exceptions, especially if you go out of your way to befriend them. You can also quickly gain the trust of anyone, and convince them to share some of their darkest secrets with you. You wouldn't betray that trust, would you?

Pinkie Sense [600]: You feel that shaky leg, floppy ear, and clammy elbow? Well, you'd better move to the side, or that bullet is going right through your head. Much like a certain preppy pink party pony, you've got something called the 'Pinkie Sense,' a kind of danger sense that extends for quite a few city blocks. Whether it's protecting you or those around you, you're probably going to be aware of the danger long before it actually shows itself.



Loyalty Perks:

Discounts for Loyalty are 50% off, with the [200] *perk becoming free.*

A Little Dash [200]: There are many essential components to combat, from strength to accuracy, but there is a duality between durability and speed, with prioritizing one meaning that you'll lack in another. You are one of those who lean more towards speed, to such an extent that, while you're wearing light armor, you will find yourself moving twice as fast. In addition to that, you do not set off any mines or floor-based traps while wearing such armor.

Proud Patriot [400]: The most valued soldiers are not marked by their strength or ingenuity, but instead by their loyalty. After all, why would you trust a strong or smart soldier with highly sensitive information who may betray you, when you could give it to those fanatically loyal who would never even conceive of betrayal? You are seen as one of these individuals, being completely above suspicion so long as you keep up the facade of loyalty.

Awesome Misdirection [600]: Much like that legendarily awesome Ministry Mare, you may seem simple, but you're anything but. Not only do you have a preternatural ability to direct the flow of combat in ways that ultimately benefit you and yours, but such valiant showings hide many things that you'd rather not get out, like your expertise when it comes to covert ops and espionage training. These two things seem to be connected, as the louder and more public certain parts of your actions are, the larger the chance that your more covert acts go unnoticed.



Magic Perks:

Discounts for Magic are 50% off, with the **[200]** *perk becoming free.*

Educated [200]: Well, aren't you one smart cookie? Whether it's because of an education within a Stable, you having read a butt-load of books, or a history from before the megaspells, you've learned a whole lot about three different subjects, as though you've got PHDs in them. Of course, if you want to be an overachiever, you may take this option multiple times for additional degrees, costing an undiscounted **[100]** after the first.

Magical Education [400]: Magic is a wonderful gift that has made the impossible simple facts of everyday life, and it's something you'd like to share with others. Not only would you make an excellent teacher, but you can teach your magic to others, regardless of the actual mechanics of your magical system or the laws of physics in the world. Your teachings will spread on as your students teach others, until it's spread across the entire world.

Sparkling Intelligence [600]: Your mind is truly one in a million, on par with the greatest minds of Pre-War Equestria like Twilight Sparkle herself. You've got an actual photographic memory, ensuring that you will never forget anything, all while your ability to process information and problem solving skills has seen a massive increase, on par with a high-quality terminal. These apply best when pushed towards magical and scientific ends, but no matter what, you're sure to find a way past any problems the Wasteland could throw at you.



Items:

All Virtues will receive an additional **[400]** *to spend on items only. You may discount any two items from each price tier, with the* **[50]** *and* **[100]** *items becoming free. You may freely import any related items you own at your discretion.*

Starting Equipment [Free]: It wouldn't exactly be fair to send you out into the Wasteland with absolutely nothing, but life often isn't fair. Fortunately, you now possess a set of clothing fit to your new form, a simple 10mm pistol, enough rations to last you a week, as well as a saddlebag to hold all of them.

Battle Saddle [50]: You may be wondering how ponies could use some of the larger guns you may find here, but there is an explanation behind that; battle saddles. They are worn on the back of a pony, allowing them to effectively use weapons too big to be held in their mouths or hooves. You will receive one of these battle saddles, one that will change to fit whatever form you may possess.

Book of Littlepip [50]: A leatherbound book, one that should not exist just yet. It contains the tale of the hero known as the Stable Dweller and Lightbringer, Littlepip. All of her trials and tribulations have been written down, with a number of notes being written in the margins, further expanding on or correcting what has been written.

Canteen [50]: Fresh, clean water is a rarity in the Wasteland, with the vast majority being contaminated in some way, so long as you don't live in a Stable. This canteen with a yellow '2' painted upon it must have a magical talisman embedded within, because it never seems to run out of clean water, no matter how much to drink from it.

Durable Statuettes [50]: Spread across the Wasteland, there are forty-two statuettes that can be found, with six different looks and magical effects. Now you have your own collection of statuettes, at least a set of unique ones. Each one of these will be based on the main characters of this world, the antagonists, as well as you and your companions. You will gain a new statuette each time you get a new companion.

Extra Caps [50]: You may think it nonsensical that the ponies of the Wasteland turned towards soda caps as a currency in place of the bits of the Old World, but if it works then it works. A sentiment you seem to acknowledge, as you now have a sack filled with two-thousand caps. You may take this option multiple times.

Gemstones [50]: You will find that many enchanted items usually possess some form of gemstone embedded within, and that's because they hold onto magic very well. You now have your own collection of these magically susceptible gemstones, with fifty of each found in Equestria. This stockpile will replenish weekly.

Knife [50]: There's a lot you could do with a sharp implement, even if you can only hold it in your mouth. After all, all it takes is one strike to the eye in order to kill somepony. You now have your own military-grade combat knife, one that you'll never have to sharpen, as well as a sheath to hold it with.

Old World Cuisine [50]: You may be surprised to find that, even after two hundred years, a box of fancy buck cakes is still completely edible. You now have a massive collection of packaged food from before the megaspells fell, each one just as fresh as the day it was made. This stockpile will replenish weekly.

Saddlebags [50]: Have you ever run across some cool weapon or bauble, something you'd like to take with you, but you've run out of room in your saddlebags? Such a tragedy will never strike you again, as this saddlebag can hold an effectively limitless amount of items. Simply reach in, think of what you need, grasp it, and pull it out.

Vending Machine [50]: The most popular drink in all of Equestria, before and after the apocalypse, Sparkle-Cola! This fizzy soft drink with a carroty aftertaste is all the rage, and now you never have to go without it. A vending machine filled to the brim with all the different variations of Sparkle-Cola, it will replenish its entire stock when emptied.

Wasteland Survival Guide [50]: There's nopony more in danger in the Wasteland than those uninformed, and this book was written in order to help enlighten the masses on how to survive and even thrive. With sections on how to safely scavenge, disarm basic explosives, weapon maintenance, many of the dangerous creatures you may run into, and so much more.

Wingboner Magazine [50]: Oh you naughty Jumper, what would your mother think if she caught you reading these? Admiring the articles that just so happen to have pictures of pegasi in scandalous positions next to them? You have a weekly subscription to this raunchy magazine company, as well as a replenishing amount of condoms. You know, for reasons.

Chem Cooler [100]: When you're feeling down in the dumps, looking for any kind of feeling available to make your life even the slightest bit more bearable, many would turn to chems. They also have a number of positive effects in order to enhance you beyond what you'd normally be capable of, but the path to addiction is a slippery slope. You have a cooler filled with twenty of every chem found in the Wasteland, which will replenish weekly.

Crossbow [100]: Though it may seem a bit archaic in the face of ballistic firearms and magical energy weapons, the crossbow is still a reliable tool, one that is near-completely silent, something that is undoubtedly useful for those who prioritize stealth. You will also receive a quiver full of bolts, which will replenish after being emptied, giving you effectively unlimited ammo.

Dart Gun [100]: A mouthheld weapon made using the venom of a manticore, it's perfect for those who would rather not have blood on their hooves. It fires off a dart that will temporarily paralyze them, though it does wear off quicker the larger your target is. For ponies, at least, the effect will last for a few hours.

Elemental Enchantment [100]: Combat is all about giving you as many advantages over your opponent as is possible. As such, you've looked for some magical assistance, and have had one of your weapons enchanted. You may apply these elemental effects, like fire or frost, to any weapon you have, or use this to boost any preexisting elemental abilities they may have. And before you ask, yes, you can stack these effects.

Grenade Pouch [100]: When you want to see your enemies be reduced to bloody smears, you can't go wrong with lobbing a few grenades towards them. This sack is filled with a number of grenades, ranging from standard frag grenades, stun grenades, EMP, magical energy, and plasma grenades. You will receive ten of each, an amount which will replenish daily.

Healing Potions [100]: For those times where you quickly need to get moving again, but don't have someone versed in medical practices nearby to patch you up. These bottles are filled with a health potion that should fully restore any minor wounds you may have, while removing a great deal of damage from major wounds. Fatal wounds are still fatal, though, and there's nothing to cure a bullet to the head. You will receive five of these potions, which will replenish weekly.

Lockpicks [100]: Sure, any pony with a bit of knowhow can pick a lock using only a bobby pin and a screwdriver, but you're better than that, and have the tools to match. You have an entire collection of fifty lockpicks and other related tools, allowing you to get through all but the most advanced and magically enhanced locks, so long as you know what you're doing, that is. These will replenish weekly.

Memory Recollector [100]: You may occasionally run into magical items known as Memory Orbs, which contain within them the stored memories of somepony, allowing one to look to the past from their point of view. Not only will you receive the device needed to collect these memories and play them if you don't have access to magic, but you will receive six orbs each month in which you can record them.

PipBuck 3000 [100]: A durable piece of arcano-tech, this wrist-mounted computer has a number of functions, able to monitor the wearer's health, personal inventory, personal correspondence, and can be used as a reference when building, repairing, or attempting to interact with equipment or technology. It also holds programs known as the Eyes Forward Sparkle and Stable-Tec Arcane Targeting Spell, as well as a number of other useful features. It can also just function as a radio.

Rad Medicine [100]: Magical radiation is a very serious problem, especially if you want to go scavenging in the ruins of pre-War cities. As such, you'll be needing the proper medicine for when you eventually run into it. Rad-Away is a drink that will purge your body of radiation, with a delicious orange taste. RadSafe is a kind of pill that will render the user more resistant to radiation for a period of time. You will receive twenty-five of each, which will replenish weekly.

Repair Kit [100]: Whether it's performing weapon maintenance or working on an old robot, you'll need the proper tools in order to actually do a good job. In your possession is a toolbox filled with all manner of tools for nearly every occasion. The only things you don't have here are the specialized tools only useful for a few devices.

Skill Books [100]: Knowledge is power, and there are few sources of knowledge better than books. What you now have is a bookshelf filled with all manner of books that will noticeably increase any related skills when read. These will range from gun manuals to magical textbooks to comic books to so much more.

Balefire Eggs [200]: There's nothing better for an explosives enthusiast to have than balefire eggs. These hoofheld gemstones are miniature weapons of mass destruction that almost seem to bend in on themselves, showing signs of chaotic and necromantic energies. Even if the target survives the explosion, the radiation it gives off is normally enough to kill or heavily irradiate anypony caught in the blast radius.

Combat Shotgun [200]: Developed by Ironshod Firearms, you can never go wrong with having the IF-9 combat shotgun by your side. It combines a large drum magazine, higher rate of fire than most other shotguns, and high close-ranged damage, making it a popular choice for raiders, mercenaries, and gangsters.

Energy Lance [200]: An unorthodox melee weapon, one that combines the durability of steel with the effects of magical energy. Though it specializes in piercing a target, with the coat of magical energy surrounding the weapon making it more deadly than a simple lance. Should you not favor a lance, then you can instead have any melee weapon you own gain a coating of magical energy that enhances its power.

Little Macintosh [200]: There are many guns in the world, but this one was crafted with the best materials available as well as the intent of bridging a growing gap. This veritable mouth-cannon is also very good at bridging the gap between the bullet and a pony's death. This double-action .44 magnum revolver is both powerful and easy to maintain.

Magical Energy Rifle [200]: Some weapons do not rely on the force of a bullet to deliver damage, but instead use purely magical means. This magical energy rifle is one such weapon, firing off a beam of magical energy to kill whatever it's aimed at. While rare, it's a very destructive weapon that has a chance of vaporizing a target into a pile of glowing ash.

Matrix Key [200]: An upgraded version of a magical device created by Stable-Tec, used to gain root access to Pip-Bucks and similar arcano-tech devices. This one, though, can be used to interface with any hackable technology. With this, you'll rarely have to manually hack into all but the most advanced or protected terminals and pieces of technology.

Riot Gear [200]: The armor worn by the Canterlot Guard, it was made for the ideal police force. This set of medium armor has been heavily enhanced, granting the wearer improved durability, night vision, and a mask to both alter your voice as well as filter out any poisons or toxins in the air. If you don't like the design of this armor, then you can apply its effects to any other set of armor you own.

Sky Wagon [200]: It's always important to travel with style, and now you can. Originally used as a means of transportation from before the war, it will allow a single pegasus or somepony with wings to pull it through the sky, with the enchantments placed upon it negating most of the vehicle's weight, as well as that of those riding it. It can hold up to twenty passengers, and won't require any battery replacements or recharging.

Starmetal Weapon [200]: Made from a silvery material from beyond the stars, or possibly originating from them, and is often considered to be cursed in Zebra mythology. What you do know is that a weapon made from this metal is capable of canceling out the effects of magic upon contact, cutting through it like a knife to butter. You may either have a single melee weapon made out of this material, or apply these properties to another that you own.

Talisman Collection [200]: Talismans are gemstones that have been enchanted to produce specific effects, and were originally pioneered by Zebras. Though you may be more familiar with the water talisman, there are numerous others, which you will receive a copy of upon purchasing this. You will only receive one of each found in Equestria as it is now, but will get a new one if broken.

Wing Blades [200]: When you're fighting a pegasus, or any opponent who is capable of flight, it's usually smart to target their wings first. If you have a pair yourself, then these are to both protect them, as well as turn them into a deadly weapon. Covering your wings with this set of armor won't hinder your ability to fly, and you can use the feather-like blades to slice apart anypony you get close to.

Zebra Assault Carbine [200]: The primary weapons used by the Zebras during the War, it's much more rare in Equestria than in Zebrica. Thank Celestia for that, because this rifle is designed to fire in three shot bursts, making ammo conservation easier, as well as being enchanted to ignite its targets, burning them alive. A terrible way to go, but useful in reducing enemy morale.

Enclave Power Armor [400]: The signature armor of the Grand Pegasus Enclave. Magically enhanced armor plating covering vital organs and a complex spell matrix not unlike a Pipbuck, these are specially designed for air-based races, offering less protection then standard Power Armor in order to not hamper flight. This set can be modified for any aerial race, and definitely gives you a leg up on any foes in the sky.

Heavy Weapon [400]: If you want some serious firepower on your side, you can't go wrong with a big gun. Whether it's a minigun, flamethrower, missile launcher, grenade machinegun, magical energy minigun, plasma cannon, or something else, you're bound to be carrying the biggest damn gun in nearly any combat encounter. If one wasn't enough for you, you can take this option multiple times for more heavy weapons.

Invisibility Cloak [400]: A piece of technology developed by the Zebra Empire from before the war with Equestria, it was the original inspiration, and superior version, of the StealthBuck. It will render the wearer completely invisible, as well as eliminate their scent and muffle any movement they make. There are ways around this, but aren't too well known, even before the Last Day.

Novasurge Saddle [400]: When you've got a problem in the Wasteland, the answer is usually a gun. And if that don't work? Well, just use more gun. This battle saddle has four novasurge energy rifles attached to it, firing off a dark orange beam of disintegrating energy. They boast a higher rate of fire, and are more durable than most other magical energy weapons.

Steel Ranger Power Armor [400]: The very epitome of protective armor, there were no expenses pulled when designing and manufacturing these bad boys. Magically enhanced heavy armor plating and a complex spell matrix similar to Pipbucks, these can turn any pony into a one-mare army. While most were built to comfortably hold Earth Ponies, this set can be modified for most other, ground based races.

Spitfire's Thunder [400]: The anti-machine rifle was developed by Equestria in response to the new war machines the Zebra had begun to use, and was designed with the intent of destroying robots and killing the drivers of war machines like tanks. It's got an impressive range, and fires off powerful piercing rounds that can go through Power Armor like tissue paper. This version was made to overcome some of the failings of the original rifle, such as the massive recoil.

Star Blaster [400]: A weapon from beyond the stars, nopony knows who created them, or where they actually came from. Though it's not the most destructive weapon in terms of area of effect, this pistol-sized weapon is considered one of the deadliest in the Wasteland. They fire off bolts of magical energy that can easily eat through shield spells, vaporizing the target. Even if they aren't vaporized, the force of it is usually enough to finish the job.

Underground Stable [400]: The crowning achievement of Stable-Tec, these underground bunkers were designed to withstand a nearby megaspell detonation and still retain self-sustainability. You now own your very own Stable, capable of housing at least three hundred ponies with all the needed infrastructure to house them for centuries, such as a near-everlasting spark generator and numerous water talisman, as well as sensors that are capable of determining the levels of toxicity in the air and soil around them.

Arcano-Science Research [600]: Nothing pushed pony-kind's understanding of science and magic to such heights like the Ministry of Arcane Science, and now you can reap the rewards of their efforts. What you have now is an entire library filled with all the advancements that the Ministry accomplished up until the final day of the War, from everyday spells to experimental potions to instructions on how to cast your own Megaspells. There's also incomplete notes on something known as the Impelled Metamorphosis Potion, something that was believed to be the key to turning normal ponies into Alicorns.

Black Book [600]: An evil Zebra tome filled all manner of dark magics, with the most notable being the creation of Soul Jars. It also contains vast amounts of information on blood magic and necromancy, and has a detrimental effect on anypony exposed to it for long enough. Although, you seem to be immune to this effect, as it will gladly share all its secrets to you, since it sees you as its one true master. Perhaps with this cursed book, you could claim this Wasteland as your own.

Elements of Harmony [600]: Six artifacts of incredible power, dating long before even Celestia herself became the ruler of Equestria. When used by six ponies who are attuned to six different virtues, as well as sharing a powerful bond between them all, are capable of unleashing the Magic of Friendship, something that could defeat those considered to be gods or, when amplified, could purge all of Equestria of the radiation and poison that has affected it, even after two hundred years. They will resonate with you, as well as whomever you give them to.

Ministry Hub [600]: Though the megaspells and balefire bombs reduced Equestria to radioactive ash, its legacy will live on, with no more obvious a sign than with this building. You are now the proud owner of your very own Ministry Hub, which Ministry it belongs to being up to you. No matter what, though, it will be fully functional, and possess a magical shield capable of protecting it from a megaspell point-blank. A Hub belonging to the Ministry of Peace would be a world-class hospital, while the Ministry of Wartime Technology would be a highly productive factory.

Single Pony Project [600]: One of the only public projects of the Ministry of Awesome, and one of the main reasons behind the current cloud cover. It was originally intended to regulate and control the weather, freeing up pegasi and allowing them to participate in the war effort. In addition to allowing a single pony to manage the entirety of Equestria's weather through a system of towers, but it can magically alter the properties of the weather, allowing such things as making it possible to grow food on clouds. Not only do you now have one of these massive towers to call your own, but you also have the schematics on how to make more.

Wartime Technology Schematics [600]: Conflict has a way of pushing progress forwards at a pace rarely seen during peace times, an unfortunate fact of our world, but one you stand to benefit from. For you see, within this terminal are the schematics for the vast majority of Equestria's technology developed up until the Last Day. From vehicles to magical energy weapons to robots to cybernetics and everything in between. The only exceptions to what you can possess are the highly secretive and extremely rare projects, such as the SPP.

The Moon [600, No Discount]: It seems as though Princess Luna is no longer the sole master of the night, or perhaps you have inherited her position? It matters not, because you now claim ownership over the Moon itself. Not only does it have an entirely breathable atmosphere, but there is also a colony the size of a small city, with all the infrastructure such a settlement would require. Strangely, though, there seems to be a number of azure crystals with strange and magical properties growing both within and without the celestial body. Whether you import it into future worlds, replace the existing moon, or keep it within your Warehouse is up to you.

Companions:

Dear Hearts [50/100/200]: Who would ever decide to inhabit this bleak world alone? Certainly not you, given that you take this option. You can now create or import 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on perks and items, and can freely choose their species.

Gentle Ponies [300]: But in such a dangerous world, would it not be better to have even more by your side? By choosing this, you may now import as many companions as you want. Each companion receives 800 cp to spend on perks and items, and can freely choose their species.

Ministry of Jumper [Free]: If you don't want to enter the world with just your closest friends, but with those who would faithfully follow you into hell, then you can do so. Each follower you import into this option will receive their own background and relevant skills, and can be one of the three pony races.

Returned Sun [Optionally Free]: Emerging from a weird mirror you found one day, this yellow and red unicorn will be greatly confused and deeply horrified at what her homeland has become. Apparently, she used to be one of Celestia's personal students, before the two of them had a falling out and she ran away using the mirror. It's broken now, she has no other choice but to survive in this world, hopefully by your side.

Wasteland Hero [50, Free Generosity]: Born and raised far from the Grand Pegasus Enclave, this pegasus is a surprisingly, genuinely good person, and somepony who wants to do good. He was once part of a faction that tried their best to unite the various settlements, but it eventually fell apart due to corruption and infighting. Maybe at your side, he could finally have something to really fight for.

Nosey Reporter [50, Free Honesty]: This earth pony's inquisitive nature hasn't exactly won her many friends in Friendship City, especially considering what she writes in her papers. She thinks it would be best that everypony knows the truth of the world around them, but many would seek to silence her, content in their own little bubble. Her quick tongue and witty humor certainly doesn't make traveling with her boring.

Gentle Beast [50, Free Kindness]: Not many ponies interact with Hellhounds, and even fewer leave such encounters alive. This one, though, is quite interested in pony civilization, and has left his home in order to learn more about them. He tries to hide his nature beneath a brown cloak, a flimsy disguise but one that nopony is eager to point out, but he's just as deadly in combat as any other of his kind.

Kicking Scribe [50, Free Laughter]: A member of the Steel Rangers, this cheerful unicorn travels the Wasteland in search of any resources that could help out her order. Though not the most talented with magic, she can enhance the power behind her hoof strikes, and to great effect, as well as a number of useful tricks to help maintain and repair weapons and technology.

First Recon [50, Free Loyalty]: This dour griffon may not be the most social person around, but his skills with a firearm can't be denied. He claims to be part of some mercenary group before they had a falling out, and now looks to find meaning in his life. He has great pride in his marksman skills, and his serious demeanor makes him the ideal straight man. Just don't do anything to his beret, yeah?

Medical Professional [50, Free Magic]: You may be surprised to find this anti-social zebra has taken to becoming a wandering medic, often treating those in whatever settlement he finds himself in return for supplies and shelter. He has a serious interest in advancing his talents with alchemy and understanding of medicine and biology. Expect to put up with a lot of sarcasm and dry humor.

Balefire Phoenix [100]: As a result of incineration due to rejuvenating themselves and severe exposure to radiation most, if not all phoenixes in Equestria became balefire phoenixes. These birds of prey are not only functionally immortal, but they can breathe balefire like a flamethrower, as well as emit radiation if they've absorbed enough of it. This balefire phoenix sees you as its owner, and is very easy to train.

Crusader Bot [100]: This is certainly a surprise, as you have found a pony shaped, sentient robot with the mind of a young filly, one who views you as her big sibling. Packing enough firepower to make a Steel Ranger jealous, she is also as durable as power armor. This can be purchased up to three times, in which all three will be able to combine to create a metal behemoth that few outside a dragon or Ursa could defeat.

Hero's Companions [100]: A hero would be nothing without those who support her along her journey, who would center her in this cruel Wasteland. You may now bring with you the four traveling companions of the Stable Dweller, who have agreed to become your Companions. With Calamity, Velvet Remedy, SteelHooves, and Xenith at your side, you could take the worst the Wasteland has to throw at you and come out the other side just fine.

Strange Sisters [100]: A stranger pair you could hardly meet, a teenaged griffon and a young filly stuck in a yellow hazmat suit. Henrietta is fairly typical for a teenager who grew up in the Wasteland, while Pupplysmiles is a ray of sunshine with an incredibly depressing history. Whatever you do, don't be nearby when her suit breaks, as a deadly pink cloud will spill forth until it repairs itself.

Lonely Watcher [200]: A purple and green dragon, one who claims to have been the number one assistant of a Ministry Mare. Being a fully grown dragon, there are very few in the Wasteland who could match him, at least when it comes to physical power. He hasn't been doing nothing these past few centuries, either, as he has been studying from a massive library set up by Twilight Sparkle herself. Perhaps you and your companions are the ones he's been looking for?

Star Spawn [200]: Long ago, the Ursa Majors were titanic ursine creatures resembling the stars above, so massive that their infants were the size of houses. Now, though, radiation has changed them, rendering them nearly invisible to the naked eye. As one might expect, an invisible bear the size of a fully grown dragon is a massive problem, no matter who you are. This one, though, is tamed, and sees you as its owner.

Celestial Sisters [400]: How is this even possible? You now find yourself in the presence of the two Alicorn Princesses, Celestia and Luna, even though they should be dead by all accounts. Despairing at the state of their beloved home, they decide that it may be in their best interest to travel with you, in the hopes of restoring what once was lost. Both of them are incredibly powerful and experienced, as expected of ancient beings that the locals would consider goddesses.



Scenarios:

Ashes of Equestria

Equestria is in dire need of help, having developed into a horrible caricature of what it could have been because of the Great War. That's why you're going to be the next one, having replaced Littlepip. You now stand outside Stable 2, having left to find Velvet Remedy after her abandoning your home. What you do is ultimately up to your discretion, and there is a whole wasteland to explore.

If you take this with **[Hero's Party]**, then you shall instead be undergoing these trials alongside Littlepip herself. She will be your partner and confidant in this journey, but will need your support just as often as she gives you hers in order to make it through this.

Rewards:

The Wasteland has long since needed a hero, someone who could stand against all the evils of the world and come out on top. It needed you. You have become known as the **Stable Dweller**, and such a title will stick with you from here on out. Your reputation will spread impossibly fast, painting you in the best light possible.

For your role in this story, you shall receive **Extra Rewards** from the various scenarios below. A reward for the many burdens you have taken upon yourself. Additionally, if you take this with **[Hero's Party]**, then **Littlepip** being your partner has taken on a whole new meaning. She will function like a second Jumper, being automatically imported into future jumps with 1000 cp to spend on anything but companions, and can even take on and benefit from drawbacks.



Act of Grace

Ponykind is not fit for the rigors of the Wasteland, being soft and weak, vulnerable to the many dangers of this hellscape of their own creation. And yet She has looked upon all the little ponies, each and every one of them trying their damndest to survive. How could She not deem them fit for a second chance at life, one where they are all embraced by Her. Connected to Her. The Goddess.

The Goddess is something wholly unique in the Wasteland. She is a Hivemind of hundreds of unicorns-turned-alicorns, able to experience and do anything that any of Her 'children' can. She has looked upon Equestria and sees only the pain and horror that await anything besides those She has embraced. So She has decided that if Her children can thrive when others can't, then it is Her sole duty to Unite everypony else into Alicorndom. This is where you come in.

Should you not wish to see all of Equestria be controlled by this madmare with no will of its own, then you must devise a way for Her destruction and Her base of Mariposa. This will be challenging, as a large number of Her children reside here, on lookout for anything that can threaten their Goddess, and this is in addition to being able to read anypony's mind who comes into Her domain.

Alternatively, you can side with Her, and attempt to bring Unity to the Wasteland. In order to do this, there are a number of objectives you must accomplish. You must find a way for Her embrace to affect non-unicorn ponies, and allow the creation of males. Whether you accomplish this through science or black magic from a cursed book is your choice, but you will be heavily rewarded for your endeavors, even if you aren't a pony.

Should you have sided against The Goddess, you will receive the following rewards:

It is not the place of divine entities nor pretenders to the title to decide the fate of ponies, for only they themselves can do so. You could not stand the thought of a reborn Equestria under Her rule, and so you have taken the role of a **Goddess Slayer**. When you are faced with the divine, or those who claim to be divine, you have a sixth sense for bringing about their destruction, honing all of your talents and skills until they are the perfect instrument to cast them down.

An old cloak, one made by a young mare who just wanted to entertain others, long forgotten in the face of an uncaring reality. You now find yourself in possession of **Trixie's Cloak**, one lovingly stitched to resemble all the stars in the sky. While wearing it, you will find all of your magical abilities have been greatly enhanced, as well as finding that illusion spells are much easier for you to use.

Should you have sided with The Goddess, you will receive the following rewards:

It is in siding with Her that you have risen ponykind to new heights, ones long thought a fantasy even before the War. Perhaps through watching the Goddess work Her magic, transforming all of ponykind into Her alicorns, you have unlocked a few of the secrets needed for **Divine Ascension**. The path of divinity is not one easily walked, but you are the best equipped, allowing you to gain both the reputation and power of a god in any world you go to.

Of course, why would **The Goddess** not seek to grace Her most loyal champion with Her presence, as well as being given the opportunity to spread Her embrace to other worlds? Yes, you may now take your Goddess with you as a companion. Not only does She retain access to all of Her accumulated knowledge, memories, and skills, but She can also summon any number of alicorns to Her side. Let them sing and praise to the heavens, for their Goddess has come bearing Her love.

Regardless of which path you have chosen, if you completed this with **[Ashes of Equestria]***, you shall gain an additional reward.*

It seems that, in your dealings with the Goddess, Her alicorns, and most importantly, the IMP, you have been infected, tainted by the magical substance on a fundamental level, but for the better. You now boast a **Divine Biology**, allowing you to grow more physically and magically powerful the longer you live. After a few centuries, it would be understandable that others may call you a god, if only for your power.



Chains of Industry

It should not be in the hooves of the divine that ponykind charts its future, but through their own grit, determination, and ingenuity that they shackle the very laws of this world to their will. After all, was it not the fear of the divine that caused the Zebras to attack Equestria? Was it not the divine that, however unintentionally, tore away the very thing that gave Equestria's greatest heroes their greatest strength? Perhaps if this world really does require a divine being, it will be one created by ponies themselves.

Stable 101 was designed to be a social experiment by having it run mostly on the Earth Pony way. Because of this, it was more technologically advanced than many other places, even before the Last Day. It was here that Red Eye was born and raised, and where his rise to power started. He firmly believed that his Stable's wealth should be shared with everyone, which went against most inhabitants' mindsets, so he wiped out anyone who disagreed. Since then, he has amassed a massive army and built his own little industrial empire off the backs of countless slaves. He seeks to return Equestria back into what it used to be, to make the Wasteland a better place, dragging it and its inhabitants in chains, kicking and screaming if need be.

Your first option is simple, as all you need to do is kill Red Eye and free the slaves under him. Directly or indirectly, it does not matter, so long as this happens you shall succeed, but it will not be easy. As stated, he has an entire city filled with slaves and soldiers ready to die for him, alicorns on his figurative payroll, and is both resourceful and manipulative. He will do anything to either take you down, or turn you to his side if you prove exceptional enough.

Alternatively, you can join Red Eye's side in rebuilding Equestria. In order to win the scenario this way is a bit more difficult, as you must effectively take over Equestria under Red Eye's flag. Whether this is through military might or through diplomacy is up to you, but it must happen. Additionally, you must find a way to kill The Goddess so she cannot meddle in the next stage of his plans. Finally, figuring out a way to recreate the accident that created the powerful hivemind in such a way that Red Eye emerges as a true Alicorn with the same celestial abilities as Celestia and Luna. Good luck.



Should you have sided against Red Eye, you will receive the following rewards:

No matter how well intentioned his generosity, no matter how he tries to paint his actions in a more favorable light, Red Eye is yet another petty tyrant, albeit one with a plausible plan. And yet he could not have anticipated you, the **Breaker of Chains** and bringer of freedom, all too ready to tear down the oppressors and those that support them. You are an embodiment of freedom, easily lighting that spark of hope in others, to inspire them to tear off their own chains and rise up.

When all is said and done, you will find a **Cybernetic Eye**, perhaps one of his spares from a more idealistic past? When implanted, this will grant you all manner of sight, ranging from infrared, x-ray, to arcano-sight, which will allow you to see magic. This can interface with any other technology you have easily, such as a PipBuck or Power Armor, giving you an HUD and constant notifications as to their state. You can even change the color of the eye, if red is not to your liking.

Should you have sided with Red Eye, you will receive the following rewards:

No matter what your actual feelings are of the stallion who would revolutionize Equestria, you cannot help but admire his **Industrious Spirit**, one that resonates strongly with you. You seem to have an affinity with efficiency, bringing in the maximum rewards for the minimum effort or cost required. Whether this applies to machines or entire societies, you would make the perfect right-hoof to your new master.

Speaking of, after all the effort you put into his ascension, for all the loyalty you have proven to his cause, **Red Eye** himself has agreed to become your companion. A cunning and charismatic pony, possessing an iron will and determination that few could match. As a true alicorn, not one of the Goddess' knock-off children, he is on par with Celestia and Luna in power. He seeks to bring the prosperity of his iron hoofed rule to all other worlds you visit.

Regardless of which path you have chosen, if you completed this with **[Ashes of Equestria]***, you shall gain an additional reward.*

Once upon a time, the city of **Fillydelphia** was a pre-war metropolis and the center of Equestria's manufacturing industries, churning out more weapons and machines than any other. A city only rivaled by Canterlot and Manehatten, it was transformed by Red Eye and his forces into a hell on earth. Luckily, though, you can now take the entire city with you, fully restored to its pre-war state. The many factories and steel mills will produce whatever you desire, so long as you've got the workers to do so. It also comes with an amusement park, which is a great way of generating income and killing an afternoon.

Towards the Sun

Ever since the megaspells and balefire bombs rained down, scouring the world in magical flames and radiation, the clouds of Equestria have covered the sky, blocking the sky from the sight of all below, taking away the Sun and Moon for centuries. The only way for those wastelanders to experience it would be through memory orbs, books and movies, or by traveling to the Everfree Forest, which is a bad idea for a number of reasons. The ones behind this are the last remnant of the Equestrian government, those who call the clouds above their home. The Grand Pegasus Enclave.

Whereas both The Goddess and Red Eye wished to advance their own agendas, to mold the Wasteland into their own, twisted image of perfection, the Grand Pegasus Enclave is quite happy with the current status quo. After all, their people are not in any danger from the horrors from below, and they have a reliable source of nutritious, non-irradiated food. It is only when they require supplies only found on the surface, or when something rises up to threaten their way of life that the Enclave acts.

There are two ways to resolve this scenario, with the first being what may, at first sight, be the righteous choice. Tear back the clouds, clear the skies and return the Sun and Moon to those poor souls below. Though, doing so would require you to find a way into the SPP control tower located at Neighvarro, which nopony has been able to do even after two hundred years.

But if you did that, would you not be removing an entire civilization' food source and infrastructure? Would you not be ruining thousands of ponies' way of life, one of safety and prosperity? Should you choose, you may instead protect the Enclave and its interests during your time here, removing those who would destroy this great nation of yours. Such beings like The Goddess and Red Eye may be obvious targets, but there are other parties who would see the cloud cover removed.



Should you have sided against the Enclave, you will receive the following rewards:

In a land filled with despair and horror, poisoned both in body and soul, you are a beacon of hope and change, that things can actually become better. You have earned for yourself the title of **Light Bringer**, one that seems most apt. You are a true hero, bringing out the very best of those around you with your very presence. Should there be a good ending for anything, whatever bad situation you may be in, you are sure to find it, an almost sixth sense at ensuring the best possible outcome becomes a reality. As the effects of your actions ripple outward, you may even be able to make even the most grim and dark of settings into places where the light shines, and hope reigns.

The very pinnacle of Equestria's computer sciences, the **Crusader Mainframe** is a rare and powerful machine, only three having been made. For an example of what is possible with one, one was used in order to process and maintain a spell matrix that was meant to purge all of Equestria of radiation, poisons, pollution, and Taint in an instant, requiring only a source of magic to cast the spell. This one will also have the soul of Celestia herself bound to it, both in mind and soul. She will be happy to offer you her knowledge and experience, though wishes to one day regain a body of her own.

Should you have sided with the Enclave, you will receive the following rewards:

For your service in protecting the Grand Pegasus Enclave from those who would threaten her, you have been named as the **First Citizen**, and have gained a number of useful benefits. Not only has your charisma been increased, but you are also a master of rhetoric and debates, directing any conversation or argument in any direction you want with ease, and convincing your opponents that you are objectively correct, even when you really, really aren't.

Of course, your actions deserve more than just a title, and so you have been given command of your own **Enclave Battalion**, a force of one thousand soldiers, all of whom are hardened veterans of battle and possess their own set of Enclave Power Armor. Among their number are five members of the Wonderbolts, the very best soldiers the Enclave has access to. They have agreed to become your loyal followers, and will obey your orders to the best of their abilities.



Regardless of which path you have chosen, if you completed this with **[Ashes of Equestria]**, *you shall gain an additional reward.*

You may have noticed, but it seems to be a common trend that those most powerful and revered often have some method of controlling the sky above. Just as Princess Celestia is connected to the Sun, and Princess Luna claims the Night as her domain, so too are you connected to the heavens above. Though pegasi can manipulate the clouds, you have true command of the skies, possessing the ability of **Weather Control** on par with the SPP towers themselves. With but a thought, you could summon devastating storms and natural disasters, or clear the skies of all obstructions. You could even turn clouds solid, allowing something as heavy as an Ursa Major to walk upon them as though it was the ground below.



My Little Ponies

In the Wasteland, there are a series of very special statuettes, with only fourty-two having ever been created. These all take the form of the Ministry Mares from their younger days, and are known as ‘Limited Edition Ponies of Harmony.’ It is your job now to collect a complete set of six. These are scattered all throughout the Wasteland, and will take more than a little while to collect them all.

Rewards:

Upon collecting all six of them, you will find yourself enhanced, receiving something known as the **Statuette Boost**. Your strength, perception, endurance, charisma, intelligence, agility, and luck have been greatly enhanced, easily putting you at the peak of your race should you have been average in all of these categories, to say nothing if you were to exceed them.

Strangely enough, you will also find **Six Personalities** have taken residence within your psyche. This is not at all harmful, and is actually quite the boon. They will give you genuinely helpful advice and voicing their opinions on any given situation when they can, and can even be used to protect your mind from those who would try to harm and invade it.



Past Sins

[Requires Prequel]

You have chosen not to begin at the time of the Stable Dweller just as she was carving her legend within the Wasteland, but instead having gone all the way back into the old days of Equestria, when the land was filled with life and hope was always within sight, not yet fully tainted by the destructive potential of ponykind. Your goal now, is to take part in the war that would have ended the world, and become its victor within the thirty years this war would have lasted without your intervention.

Should you choose to side with that of Equestria, you will be given charge of a Ministry of your very own, alongside the six mares who had saved Equestria before. Should you side with the land of Zebrica, though, you will be named the Military Governor, and placed in charge of all war assets your land has access to. Whether you win this conflict through force of arms, or manage the impossible and bring the two warring states to peace, your side must be named the victor of this conflict.

Should you have sided with Equestria, you will receive the following rewards:

Regardless of what path you go down, you will be known as one of the main contributing factors towards the end of the war, and have become a **National Hero** because of it. No matter what country you call home, you will be seen as a hero, somepony that will be looked upon with awe and reverence. You'll certainly be given special privileges due to your status, such as not needing to pay for meals or gaining access to facilities that would ordinarily be barred from you.

You were not alone in bringing victory to Equestria, having worked alongside six mares who, in another time, would have saved the world a dozen times over. Yes, you may now take the **Ministry Mares** as your newest companions. All six of these mares, whom you have surely gotten to know well, will be inserted automatically into future Jumps without taking up any companion slots. They will each receive 800 cp of their own to spend, and can even take drawbacks, though they cannot purchase companions of their own.

Of course, you will be able to take the **Equestria** forged in war with you, that magical land you have surely bled for. Those within this land will be loyal to you, and could become Companions themselves if you want them to join your ranks. In general, though, it is an entire country that has been forged in war, with all manner of advanced technology and powerful magic. It will also have all natural resources, especially the magical gems, replenished after only a week, and will retain any upgrades or enhancements you implement.

Should you have sided with Zebrica, you will receive the following rewards:

When the dust settles, and all weapons can be set down, the leader of your great nation will see it as time to retire, naming you as the **Caesar** of this brave new era. Now, you must transition an entire nation bloodied by war for years, even decades, towards peacetimes, something you are quite skilled in. You can turn any and all of your abilities towards both utilitarian methods, as well as destructive ones. A fire can warm the home just as easily as it can destroy a village, after all, and you are no different.

An ancient artifact of your people, one kept as such a secret that only the very highest echelons of your government even know about it, let alone that it even exists, there is very little that could surpass the **Alkahest Talisman**. This legendary stone will greatly enhance both the potency and quality of anything you wish to create, from a simple drawing to a world shattering weapon of mass destruction. You can also use this in order to create the Immortal Elixir, which will grant eternal youth and longevity to whoever consumes it.

It should come as no surprise, but the great land of **Zebrica** would be more than willing to join their glorious leader ever onwards. Those within this land will be loyal to you, and could become Companions themselves if you want them to join your ranks. In general, though, it is an entire country that has been forged in war, with all manner of advanced technology and deadly beasts. It will also have all natural resources, especially the unique alchemical reagents, replenished after only a week, and will retain any upgrades or enhancements you implement.



Drawbacks:

Continuity [+0]: Have you been to this world, to Equestria, or one similar to it in the past? Well, now your past experiences here are recorded, and the setting has adapted to them. Or maybe, this is a timeline where certain events didn't happen at all the way you remember, or some missing entirely? No matter what, the end results will stay the same, with the rise of the Ministries and the SPP, the Stables being created, and Megaspells falling.

Anthro [+0]: Do you want to travel through this world, but dislike the thought of being a quadrupedal race? This will change it, as those found within this setting have become anthropomorphised, being human-like in stature and structure. The entire world will change to reflect this new change, as though it had always been the case. No firing a pistol using the tongue for you!

Hero's Party [+0]: Well, it seems as though somepony has taken a liking to you. A very specific pony, as events will transpire in such a way that Littlepip, the Stable Dweller of Stable 2, will end up befriending and convincing you to join in on her adventures early on in her career. Whether it's due to her actually convincing you or a feeling of gratitude from saving you, I'll leave it to you.

Prequel [+0]: There is a vast history in Equestria, one that has been mostly forgotten by the inhabitants of the Wasteland due to the aftermath of the war. Should you desire to go back, when the Great War was just beginning or during its heights, then you must take this option. You can't go back any further than just after the massacre of Littlehorn Valley, the inciting incident for the countless tragedies to come.

World Building [+0]: There are so many spin-offs of Fallout: Equestria. *So. Many.* And while none of them are canon, that doesn't mean that some aren't as good as the original. With this in mind, the stories of *Project Horizons, Pink Eyes, Murky Number Seven, and Heroes* will take place, as well as any others you wish to include.

Addiction [+100]: You, my friend, have a problem. Whether you are addicted to a bottle, needle, or inhaler, you'll always be looking for your next fix. Even if you were to perfectly flush all of it out of your system, you'll always feel the need in the back of your mind, and it will be difficult to deny yourself it when given the chance.

Extended Stay [+100]: The Wasteland is an undoubtedly dangerous place, with deadly creatures and harmful radiation just waiting for one bad slip up on your part. If you think you can live up to the challenge, then you can extend your time here by an extra ten years before being given the option to leave or stay. This option may be taken multiple times, though you will stop benefiting after nine.

Old Fashioned [+100]: The Wasteland is undoubtedly Equestria at its worst. Where the term dog-eat-dog is a much more accurate statement for what you need to do in order to survive. You, however, are someone from a simpler time. You have an outdated mentality from before Equestria ever considered War to be some forgotten relic from a bygone age. You think that all you need is positivity, trust, and friendship to get through anything, and while nothing will shake this outlook, it will be heavily tested.

"Suck It, Grounder!" [+100]: Ponies often claimed in the past to be the most tolerant of races, but it's those like you who shatter such illusions, as fragile as they are. You are an unrepentant racist, one that only views your current race as the only 'real' people, viewing everypony else with minor destain or pity at best. Expect others to pick up on this, and don't expect to be making a lot of diverse friends.

Youngster [+100]: Well, shortstack, I really hope you know what you're getting into. You are now ten years old, a child in a very deadly world where even taking a walk through the park could kill you. Nothing useful like armor or weapons ever come in your size, and you'll be looked down upon constantly by adults.

Forgotten History [+200]: Wait, Equestria went to war with the Zebras? When did everything get a 50's aesthetic? Twilight never ascended? There are laser shooting robots?! You will no longer have any knowledge of Fallout: Equestria beyond what someone with your chosen background would reasonably know.

Not SPECIAL [+200]: Everypony has something that makes them special, that helps them stand out from the crowd. You are undoubtedly special compared to your fellows, but in a very bad way. One of your seven attributes, strength, perception, endurance, charisma, intelligence, agility, or luck, is absolutely abysmal, the bare minimum of your race's potential. You may take this option up to seven times.

Pre-Alpha [+200]: There is a certain game company you may know of, one who, though introducing many to imaginative and wonderful worlds of fiction, do not have the best reputation for being thorough with their work. This manifests for you in a very poor way, as you will now experience a number of 'bugs' or glitches in reality that only you seem to notice. Items disappearing into walls and floors, doors refusing to open, sometimes being stuck in a single position for hours, that sort of thing. They aren't outright deadly by themselves, but can make some problems even worse.

Tainted [+200]: Some ponies react decently to Taint, gaining extremely useful abilities and benefits. You are not one of them. Not only do any radiation protection perks not work for you, but should you come into contact with any Taint you will soon possess cancerous growths and horrible mutations unless you see a skilled medical professional.

Twisted Virtue [+200]: Your Virtue is your one good trait that can help you weather the worst the Wasteland throws at you, and yours has been through a lot. Yours has been twisted to help you better survive in this cruel world, to make you think you're doing the right thing even while committing heinous acts. The path to Tartarus is paved with good intentions, after all…

Dashite [+300]: When a pegasus is exiled from the Grand Pegasus Enclave, they are branded, their Cutie Mark being forcibly and painfully removed. Much like those poor souls, not only have you become a hated enemy of a faction found within the Wasteland, but you have a visible feature marking you as such. They will often treat you worse than dirt, and that's if they're feeling diplomatic. You may run into hit squads, and will not be tolerated within any controlled areas of theirs. You may take this option multiple times for multiple different factions.

Good Intentions [+300]: It is an unfortunate truth that not every problem can be solved with kindness, and more than a few have been made worse because of it. Like Fluttershy being the reason behind the creation of megaspells, once meant for healing all on a battlefield instead of widespread destruction, many of your actions will lead to unexpected failure and tragedy. Encouraging harmony between a previously hostile settlement of ponies and ghouls may lead to the ghouls murdering them all in the middle of the night, regardless of their actual thoughts.

One Trick Pony [+300]: Though many unicorns are capable of warping the very fabric of reality in certain ways, the protagonist of this story does not benefit from such powers, limited only to telekinesis. Much like her, you have had your powers limited upon entering this world, having been stripped of all outside powers and abilities. All you have is your Body-Mod, mundane skills, and anything else you may have gained from the My Little Pony and Fallout series.

The Hunter [+300]: An ancient Zebra myth states that once every century, there is a foal born under the sign of the Hunter, being granted power by those bloodthirsty stars in order to slay their enemies. Such a foal was born, and was raised from birth to hone their abilities in the art of murder, and sees you as their ultimate target. They will draw power from the stars themselves in order to enhance their abilities until they think they could match you.

Unwilling Worshiper [+300]: Much like Her alicorns, your mind is an open book to the Goddess, who now has unrestricted access. She will know all of your thoughts and memories, and will control your body like a puppet whenever She feels the need. Any method you have of resisting or ignoring these effects are bypassed by Her divine power. The only place to escape her control would be within Canterlot, which is covered in the deadly Pink Cloud which managed to kill even the Princesses Celestia and Luna.

Soul Jar [+600]: The very pinnacle of the dark arts, magic that no sane pony should ever dabble in, soul jars are what happens when you bound a soul to an object, rendering it nearly indestructible. You should know, as you now find yourself having been turned into one, bound to a statuette made in your image and fully conscious. You will be unable to move or interact with the world through your own power, and anypony who takes you will have access to all of your abilities purchased from here. That is, if anyone were to find you. Can you keep yourself sane in such a position? Could anypony, really?



Ending:

Stay: This world can be changed, you only need to see it through.

Go Home: The horrors of the Wasteland make you yearn for the comfort of home.

Continue: This will not be the end of your story, far from it…

Notes:

-Big thanks goes to Kkat for creating **Fallout: Equestria** in the first place, and it is still one of the best fanfics I've ever read. Another big thanks towards the PnP version of Fallout Equestria, as well as the Fallout games in general, that I based most, if not all, the perks on.

-Due to the colorful nature of this world's inhabitants, unless outright specified you can choose whatever coloration your Equestrian form is. Before you ask, no, you can't be a red and black **[Artificial Alicorn]**.

-Your chosen race will become an Alt-Form post-Jump. Should you take **[Anthro]**, then you will gain both the original form as well as the anthropomorphised forms.

-In this iteration of Equestria, it is unknown if a normal pony can ascend to become a True Alicorn like canon!Twilight did. It may very well be possible, but it will be very, *very* difficult to do so.

-For Unicorns or Artificial Alicorns, your **[Special Talent]** can be a specific branch of magic, like Pyromancy or Healing.

-About the **[Artificial Alicorns]** species:

- They do not have Cutie Marks, at least until Post-Jump or The Goddess dies. You may still retain your **[Special Talent]**, though.
- Since they are not true Alicorns but instead altered Unicorns, they do not have access to all three Pony Races' magic, and as such don't have access to their natural racial magics, like the pegasi's ability to manipulate clouds without magical assistance.

-Companions are based on Sunset Shimmer, Preston Garvey, Piper Wright, Goris, Veronica Santangelo, Craig Boone, and Arcade Gannon.

-Should you get **[Littlepip]** or the **[Ministry Mares]**, they will also receive any stipends you would in any given Jump.

-We don't know how large **[Equestria]** and **[Zebrica]** are, exactly, but for the purposes of the rewards, each of them will be roughly the size of the USA.

-When in doubt, fanwank.

-Have the day that you deserve~