

Generic Horse Enthusiast

Whoa there!

Howdy darlin'. Welcome to this here document, where you'll be spendin' the next ten years gettin' intimate with all things equine.

No, not like that. Good Gawd, get yer mind outta the gutter.

Horses are pretty darned great. Aside from the doggos, can you think of anyone better suited to bein' called man's best friend? They've been with us since before we had planes, before we had cars, before we had boats, carryin' us here and there and everywhere, and never askin' for more than a handful of oats and a pat on the nose for all their hard work.

If ya say you've never wanted a horse of yer very own... well, you don't have a soul, partner. More importantly, why are ya here?

This world might not be the most exciting place in the multiverse, but it has a homey charm all its own. Here, you can find the value of hard work, see the beauty of nature, and gain the trust and love of one of the sweetest critters in all creation.

Take these here 1,000 CP to get started. It'll be a long trail you're going down, but I trust you'll see it though to the end.

Speakin' of the end, here's a little somethin' to put some pep in yer step.

You may notice that the wordin' of each Perk and Item below uses 'mount' rather than 'horse.' Well, this Jump may be all about horses, but it won't be so in the future. Post-Jump, all purchases here will work for ALL of your mounts, biological equine or otherwise. Replace 'training' and 'riding' with 'programming' and 'piloting' for spaceships, for instance. The only caveat is that, whatever your mount may be, it must be able to carry you.

So, get along little buckaroo! Yeehaw!*

Backgrounds

Each of these may be taken as a Drop In if you do not want the resulting memories, relationships and assorted bits of baggage that come with a new history.

Horse Girl (+100 CP) – Well, aren't you a sweetheart. A young lady (or what-have-you) like yourself is still wet behind the ears in most subjects, but you're a darned encyclopedia for horses. What you do lack in experience will surely come in time. This comes with a set of parents and one sibling, designed as you like.

Age is 6 + 1d10. Gender is whatever you would like.

Die In (Horse) Harness – You might like horses, but you see them as a part of your job too. Whether you are a cowboy, a farmer, a rancher, a horse trainer, a courier, a cabbie or something else, you see a horse as a vital piece of equipment to be maintained and a companion to be treasured in equal measure.

Age is 18 + 1d10. Gender is whatever you would like.

Horse Money – Horses are your hobby, as they have been your family's hobby for generations back. You may or may not do the dirty work yourself, as you probably have a load of hired help to assist with mucking out the stalls, maintaining the equipment, training your horse and what have you.

Age is 18 + 1d10. Gender is whatever you like.

Old Warhorse – You've been a soldier for a while and these mechanized vehicles aren't your style at all. Your mount of choice is a red-blooded, eager, trustworthy horse that you can trust your safety to just as much as you could your men.

Age is 25 + 1D10. Gender is whatever you would like.

Traveler – Yours is a lifestyle that revolves around moving constantly. Maybe you are part of a nomadic family or maybe you personally just have an eternal case of wanderlust. Either way, you are part of a tradition of horsemanship that stretches back further than recorded human history – using your equine partner to get from A to B faster than the other guy.

Age is 25 + 1d10. Gender is whatever you would like.

Amateur Enthusiast (200 CP) – Well, you're starting from a bit of a disadvantage. You don't quite know what these hor-says things are, but you just love the idea of them. What you lack in knowledge and experience, you will surely make up for in enthusiasm.

Choose your age, appearance and gender freely.

Location

This world is essentially the same as the Earth you started from. You can choose whatever time and location you wish to start in, but please remember that the reactions to your appearance, gear and horse may vary depending on when and where you are.

Perks

All backgrounds get their 100 CP Perks for free and all other Perks in their section will be discounted by 50%. Unless stated otherwise, each Perk can only be purchased once.

Perks listed as FREE are not mandatory. Take them if you want them, but they are not forced on you.

General

A Ride's A Ride (FREE) – Need to switch rides, but still want to keep all those nice Perks going for your favorite? No trouble. You can choose what counts as your mount, thereby switching your Perks to the mount of your choice rather than whatever you've just plonked your butt onto. The one requirement is that you must have had whatever mount you intend to pick carry you at least once before you can select it.

- **But I Want Another Ride (100) – [Requires A Ride's A Ride] All right, fine. You can now apply all Perks purchased here to one more mount of your choice. The one requirement is that you must have had whatever mount you intend to pick carry you at least once before you can select it. Can be purchased multiple times.**
- **Permanent Perk Placement Posterior (500) – [Requires But I Want Another Ride] Anything you take as a mount even once will have all of your purchased mount Perks applied to it permanently. You surely won't abuse this, right? The one requirement is that you must have the mount carry you at least once before this takes effect.**

Listen Up! (FREE) – You have the knowledge and experience to train your mount into accepting the equipment and commands needed to utilize it at the most basic level. It is not much, but it's a start.

- **I Said, LISTEN UP! (50 CP) – [Requires Listen Up!] You are now a thoroughly competent trainer, able to produce mounts on the same level as those of a highly paid professional within your setting.**

- **Seriously, I Will Give You A Sugar Cube If You Listen (100 CP) – [Requires I Said, LISTEN UP!] You are the best trainer in the business. If people learn about how skilled you are, they will probably choose a mount you spent one day with over another trainer's year long project. You excel at teaching non-humans of all kinds and can identify any issues that may be interfering with the learning process.**

Mount Training (FREE) – With this, your mount now possesses the bare minimum of training needed to function. It can follow basic commands, either spoken or with physical direction, such as 'go', 'stop', 'left', 'right', etc. It will not intentionally seek to dislodge you unless you are behaving like a jerk. It will usually remain still while you apply whatever equipment is needed. Anything more is on you.

- **Intensive Mount Training (50) – [Requires Mount Training] With this, your mount is now much more experienced. It has thorough command training covering a wide variety of orders through spoken, visual and touch-based commands. It will always patiently wait while you add or remove any gear.**
- **Perfect Mount Training (100) – [Requires Intensive Mount Training] There's nothing left to learn here. Your mount is an old hand at any and all uses for whatever it can be trained to do. It will never misinterpret a command. 'Any and all uses' will update with each setting, just in case a new world brings a new use for your mount.**

Riding Lessons (FREE) – With this, you now have the bare minimum of knowledge and about 20 hours of practical experience in riding your mount of choice. It isn't much, but with this you at least shouldn't make an ass of yourself.

- **Riding Experience (50) – [Requires Riding Lessons] Well, this is slightly better. You now have the equivalent of 200 hours experience of riding whatever your mount is.**
- **Riding Master (100) – [Requires Riding Experience] The best that you can get here. You are now an instant master of whatever is carrying you.**

An Ounce Of Prevention (FREE) – You now have the basic knowledge necessary to keep your mount in decent shape. You can preform basic maintenance and recognize common signs of injury, illness, weakness or discomfort.

- **Is Worth A Pound Of Cure (50) – [Requires An Ounce Of Prevention] You are now qualified as some kind of professional in the art of taking care of your mount. You can change a tire or a shoe, set a bone or weld together a frame, diagnose with a cough or an engine sputter – the list goes on.**

Graceful Aging (200 CP) – Once your mount reaches physical maturity, they will not physically age any further.

<u>Horse Girl</u>

Just A Wee Thing (100 CP) – It's a good thing that your mount seems to care that you're so much smaller than they are. They take care to be very aware of you and will never hurt you, even by accident. Additionally, they are very patient, protective and affectionate with you.*

Child Of The Herd (100 CP) – Whenever you travel near to any living creature typically considered a 'mount' by the current setting's standards, one of them will come over to you. It is guaranteed to be a friendly and helpful sort, willing to assist you with whatever it can. For non-living mounts, activating them will be trivial and they are guaranteed to have enough fuel to manage your immediate needs.

Defend The Foal (200 CP) – Your mount has a keen sense of danger when it comes to you. Any threats that are within the range of your mount's senses will stand out starkly to them, with no attempt at stealth succeeding in deceiving them.

Horsespeak (200 CP) - Whatever form your mount may take, it can easily convey simple concepts to you. 'The enemy general possesses multiple forms of military might, approaching from the northwest and they will

be upon us within twenty minutes' is a tall order, but 'danger, that-a-way' will come through loud and clear.

Child Seat (400 CP) – Fitting into safety restraints, harnesses, saddles and whatever can be a problem when they were not made for someone of your size or shape. Now, you will never slip, be thrown or torn loose from your mount, no matter what it may be. You only get off when you want to get off or when someone is trying to remove you from a dangerous situation. It would be embarrassing to die of smoke inhalation while you are unconscious, wouldn't it?

Perfect Posture (400 CP) – When your mount relies on body language and touch to know what is going on, sitting easy can lead to mixed signals. Now, you don't need to worry about that. You possess perfect control over your body at your whim and are able to extend that control down to the level of things that are usually involuntary, such as muscle tremors.

I Need An Adult (600 CP) – Things can be tough when you are alone. So, with this, you might not be. Any mount you possess will gain permanent human-level sapience and sentience, complete with emotional stability and common sense.

<u>Die In (Horse) Harness</u>

Day In, Day Out (100 CP) – The work doesn't end until it's done, so let's make sure your mount can last that long. Your mount is able to go without intake or rest for as long as it is still on the job, but as soon as the task is finished, this will end.

On The Job Training (100 CP) – Your mount is rather clever, picking up new concepts and commands easily.

- **Better Training (200 CP) – [Requires On The Job Training] Your mount is smarter than you at this point. Whatever your level of problem solving intelligence is, stick a +1 onto it and that's what your mount's mind is working off of.**

Bareback (200 CP) – You can ride and direct your mount just as well without any equipment as you can with.

Livestock Locator (400 CP) – Damn it, did a sheep wander off again? Well, this should help. Your mount is capable of locating any living thing in the current universe. Of course, getting to it is another matter.

Partner (400 CP) – If you had to stop working to explain every little thing, how much would you get done? You can communicate wordlessly with your mount, conveying whole paragraphs of information in a simple nudge of your knees or a glance of your eyes. They can do likewise with you.

Workplace Safety (600 CP) – While on the job (whatever that job may be), your mount is immune to environmental hazards, accidents and bad luck. Only direct, targeted attacks will harm it.

<u>Horse Money</u>

Like A Steel Trap (100 CP) – Your mount has a great memory, locking in the most complicated of routines with little repetition. Happily for their habits, this only applies to things you intend to teach them.

Skip The Bath (100 CP) – Your mount has the ability to passively erase filth from its own body. Without any help from you, your mount would eventually remove every trace of stench and gunk from its body if left alone for a day, and be left looking like it just stepped out from a salon.

See Them Dance! (200 CP) - Your mount is fantastically agile and dexterous, even moreso than you. It will never lose its footing, no matter what you take it over.

Grace Beyond Compare (200 CP) – Your mount's movements flow together like water, each action seamlessly blending into the next, and any mistakes or accidents that do occur will seem trivial to onlookers.

Who's A Pretty Horse? (400 CP) – Your mount is utterly gorgeous, a 10/10 in terms of looks for its kind.

Draw Them In (400 CP) – At your discretion, your mount can begin exuding a 'notice me' aura. This will attract attention from onlookers, to the exclusion of most everything else around them.

Breeding Program (600 CP) – You can control what traits from your mount are passed onto their offspring. Additionally, you also have perfect control over their fertility.

<u>Old Warhorse</u>

Guard Me Well (100 CP) – While mounted, any attacks aimed specifically at you will hit your mount instead.

A Stout Heart (100 CP) – Your mount is utterly courageous and never succumbs to fear in any form, all without crossing into the territory of foolishness.

Built Like A Tank (200 CP) – Your mount is tougher and stronger than any other of its kind, without looking any different than usual. That's nice, but what is really hair raising is that your mount is also stronger and tougher than you.

'Tis But A Scratch (200 CP) – Your mount has little concern for its own pain, though it is completely aware of all of its health problem at all times. It will find ways to let you know where the problem is even as it fights on with all of its might.

Name It After The Horse! (400 CP) – Your mount gets enhanced glory/infamy, depending on the actions you direct it to take. Perhaps this will lead to several cities bearing its name.

Charge! (400 CP) – Your mount is able to break fortifications far beyond its level. Your pony could pull down a fortress wall with a rope and a grappling hook tied to the saddle, while a .50-caliber machine gun mounted on your jeep would reduce an armored bunker to a smoking crater.

Unstoppable (600 CP) – Your mount can regenerate from any damage, regaining their full health from the brink of death within a minute. Even destroying them down to the last atom and utterly annihilating their spirit will not keep them down.

<u>Traveler</u>

Smooth Ride (100 CP) – Your mount has an easy, smooth gait. No matter the means or the path, you rarely (if ever) suffer from any kind of jostling.

Saddle Sore No More! (100 CP) – Neither you nor your mount suffer any negative effects from long traveling periods beyond a loss of energy.

No Burden On Me (200 CP) – Your mount is capable of carrying any load that you can fit on or into it. Simply make sure the burden is secure and off you go!

Miles Speed Past (200 CP) – Your mount is incredibly fast, moreso than any other of its kind. Moreso than you, in fact.

Catch Me If You Can (400 CP) – While mounted and moving, you are almost impossible to catch. Any pursuers will find every possible inconvenience raised against them until they have lost track of you.

Package Secure (400 CP) – While mounted and moving, no one is able to steal from you. Additionally, any ne'er-do-wells seem to have trouble making you out as someone worth starting trouble with.

Like The Back Of My Hoof (600 CP) – Your mount is incapable of getting lost and possesses perfect geographical/spacial knowledge of any area you desire. This includes the best route to get it and you to your destination under whatever circumstances you find yourselves in.

<u>Amateur Enthusiast</u>

Reserves of Energy (100 CP) – Your mount's magical energy reserves are greatly increased for what it would usually be. Post-Jump this includes all forms of supernatural energy, including psychic, chakra, spiritual, etc.

Magical Might (100 CP) – Your mount's magical strength is greatly increased, allowing them to do more with the same amount of effort. A mild expenditure of power used to light a candle would now, with the same amount of energy, ignite a bonfire sized blaze. This potency increase includes any traits their blood, fur, feathers, etc. might have as reagents.

Archmage (200 CP) – Your mount is now – somehow – a supremely skilled magic user. This will update for each new setting you arrive in, while retaining anything learned previously. This does not inherently increase your mount's intelligence. It just means that if you try to ride your land based mount over a river, if a spell for water walking exists in that universe, your mount will cast it. Without a mind of their own, they will only use magic when circumstances would be greatly improved by doing so.

Like Knows Like (200 CP) – Your mount has an unerring sense for other magical beings and items within range of its senses. No attempt to conceal them will ever succeed against your mount.

A New Trait (400 CP) – Pick any one supernatural trait known from fairy tales or other magical creatures (i.e. binding promises, hypnotic gaze, immortality, turning material to gold with a touch). Your mount now possesses this ability. Can be purchased multiple times.

Familiar (400 CP) – Your mount functions as a familiar, allowing you to experience the world through their senses and add their power to your own or vice versa. All parties must agree to this, however.

It's Just A Horse (600 CP) – Your mount can go completely without notice by literally everyone and everything except you at will. It won't actually change anything about it, but anyone or anything attempting to pay any attention to it will find it to be utterly mundane and not worth paying much attention to.

Items

Each of the Items listed below will, as the Perks above did, change to fit whatever mount you currently have.

Take this +300 CP to help you with your purchases, since you might be running a bit low by this point.

Each background gets a 50% discount off of Items within their section. Items that are 100 CP are free for their background.

General

Literal Horse Money (FREE) – A horse can cost a lot, go figure. Other mounts are no different. Take this equivalent of $2500 in 2023. It takes whatever form you would like and can be physical or in an account somewhere of your choosing. It restocks every 30 days and will follow you to future worlds.

- **More Money (50 CP) – [Requires Literal Horse Money] The amount has now increased to an equivalent of $5000 in 2023.**
- **Quite A Bit More Money (200 CP) – [Requires More Money] The amount has now increased to the equivalent of $10,000 in 2023 and it restocks every 10 days.**

Mount Care Equipment (FREE) – Brushes, combs, blankets, fly masks, hoof picks, horseshoes, etc. Everything you need for basic horse care. Will change to include whatever is needed for routine care of whatever your chosen mount is.

- **Extra Mount Care Equipment (25 CP) – A second set of the above. Can be purchased multiple times.**

Tack (FREE) – A saddle, bridle, bit (optionally), halter, saddle blanket, reins and stirrups of your choice. Will change to include whatever equipment is needed for riding whatever your chosen mount is.

- **Extra Tack (25 CP) – [Requires Tack] A second set of the above. Can be purchased multiple times.**

Feed And Shelter (FREE) – You obtain a plot of land five acres large. It possesses ample grazing grass and a source of clean water. There is a small shed with a door large enough for a horse to pass through. Inside the shed, a sack of highly nutritious feed, adequate for your mount, can be found inside of a dusty trough. The sack refills daily.

If your mount is not a horse, it will change to the type and bare minimum amount of space, shelter and fuel needed to care for your mount.

- **Stable (50 CP) – [Requires Feed And Shelter] The small shed is now a wooden stable with stalls enough for six mounts, a tack room and a small bedroom for yourself (or maybe your groom). It is well lit and clean, smelling pleasantly of fresh cut straw no matter the weather. The temperature stays at a pleasant seventy degrees Fahrenheit within the walls. The five acres of grazing land has grown to thirty acres. Your bedroom possesses a small furnished bed, desk, wardrobe and wood-burning stove. Slightly cramped, but it will do. Post-Jump, this can become am attachment to your Warehouse or what-have-you.**

  If not all horses, the stable will change to become the type of shelter needed for your mounts with plenty of room to ride them, with a room for their equipment and a bedroom for yourself.
- **Bigger Stable (100 CP) – [Requires Stable] A state-of-the-art stable on one hundred and fifty acres with room for two dozen mounts and all of their equipment. The aforementioned comfort features remain included with this stable. New inclusions are a small veterinary clinic and a grooming facility with all required supplies included, though they remain unstaffed. Your room is still tiny.**

  If not all horses, the stable will change to become the type of shelter needed for your mounts with massive amounts of room to ride them, with a room for their equipment, another room for their maintenance, a mount cleaning facility and a bedroom for yourself.

- **Bigger Room (50 CP) – [Requires Stable] All right, fine. You can have a bigger bedroom. And more comfortable furniture.**

Horse Media (25 CP) – A copy of every horse oriented piece of media – books, paintings, movies, radio dramas, music, you name it – that was made on Earth up to the year 2023. Comes stored in digital format in a small tablet that will never break or need maintenance, save for an hour of sunlight to charge the twelve hour battery. This will surely help pass the time on the trail. Can be combined with other media devices to absorb their contents or donate its own.

Bag Of Treats (25 CP) – A small bag of fruit, vegetables and sugar cubes. Weighs practically nothing, but never seems to run out of content. Don't feed your horse nothing but treats, or they will have some digestion issues soon.

Trailer (100 CP) – A covered horse trailer, suitable for hauling your equine friends around via automobile. Fits two horses and is guaranteed to keep your mounts safe and comfortable for their entire stay within its confines.

- **(50 CP) – [Requires Trailer] Your trailer is now an adaptive attachment and can be hitched to a boat, a train, an airplane, a spaceship, etc. It can even fit inside your Warehouse or a similar location. It will stretch itself to fit whatever mount you would like to store inside, but will only hold six. If you would like to hold any number of mounts, please pay another 100 CP and you can easily fit your entire stable.**

<u>Horse Girl</u>

Cute Riding Gear (100 CP) – Adorable tack for your mount and a matching outfit for yourself. Guaranteed to be comfortable and fitting for you both no matter what. Can be merged with other outfits to enhance their comfiness.

Merry-Go-Round (200 CP) – Not quite as nice as a real horse, but still enjoyable. This carnival delight is solar powered, will never get dirty or break down and has no weight limit, letting even the biggest of adults enjoy the ride.

Safety Helmet (300 CP) – A must for a young rider on the go. This comfortable helmet protects your head from literally any damage that it may suffer. For that matter, it also protects your face, neck and spine. Everything else… well, try not to land on your fingers. Can be combined with any other headgear you own to form a new piece of headgear with the combined qualities of all.

<u>Die In (Horse) Harness</u>

Tough Riding Gear (100 CP) – A plain looking set of riding clothes for you and a plain looking set of tack for your mount that will always fit no matter what either of your forms are. Don't let the looks scare you off, though. The secret of these accessories is that they are fantastically durable and can take a beating like no other before breaking. Can be merged with other outfits to enhance their durability.

Plow and Harness (200 CP) – A harness made to fit your mount and an unbreakable, ever-sharp plow to hitch it to.

Lasso (300 CP) – A leather lasso with the fiat-backed effect of inducing docility into whatever living creature you manage to wrangle with it.

<u>Horse Money</u>

Fancy Riding Gear (100 CP) – A set of blinged out tack for your mount and a matching costume for yourself. Will fit you and your mount no matter what your forms are, and can be merged with other outfits to enhance their appearance.

Stablehands (200 CP) – A set of three stablehand NPCs to take care of your mount(s) for you. Their knowledge will update for any new mount

you bring into their care. They appear when needed and vanish when the work is done. If you have purchased Bigger Stable, they can fill in as veterinarians/doctors/mechanics/whatever to heal/repair your mount.

Arena (300 CP) – A beautiful arena with seating for one thousand spectators. Includes NPCs to dispense snacks and drinks, and one very fast talking announcer.

Old Warhorse

Armored Riding Gear (100 CP) – Well crafted armor for you and your mount. Although nothing supernatural, it is the best that can be found in your current setting. Fits you and your mount no matter what your forms are and can be merged with other outfits to permanently take on their defensive attributes.

Cavalry Brigade (200 CP) – Well, a brigade may be stretching it. This is a dozen NPC Followers with their own mounts based off of what your current mount is, minus the Perks. They appear when needed and vanish when the work is done. Each will be equipped with whatever counts as the standard arms and armor for a common soldier of the setting. The riders are limited to the bodies of standard humans.

Armory Of Cavalry Weapons (300 CP) – A room filled with every weapon typically used with your mount that updates based on what your current mount is and what setting you are in. For a horse, it would include lances, bows, sabers and the like. For a dragon or a submarine, well, get creative.

Traveler

A Buggy (100 CP) – Or maybe a small wagon. Or a closed cab. Whatever you wish it to be, this traveling attachment will never break down or cause your mount discomfort. Will update based on what your mount is.

Collection Box (200 CP) – You've got to have someplace safe for your fares, right? This small black locking box with matching key is unbreakable, unpickable and unlosable. Rest easy knowing that your money is secure in a safe that will always find its way back to you within twenty-four hours of being lost or stolen.

A Whistle (300 CP) – When you've gotta go, you've gotta go. These may not be the circumstances most popularly ascribed to that saying, but the point remains. No one wants to waste time chasing down their ride, so blow this whistle and your mount will be by your side within three seconds. How? It's Jumpchain, that's how!

<u>Amateur Enthusiast</u>

Magical Riding Gear (100 CP) – In addition to tack that will keep you in place and safe during travel (whether that be through the winds of a hurricane or under the crushing depth of the ocean), you also gain a riding outfit that will protect you from any magical hazards, like, say, the fangs of a flesh-eating horse or the purifying touch of a unicorn after you make too many lewd jokes.

Magical Supplies (200 CP) – A set of textbooks, equipment and supplies for beginners in the arcane arts. Updates to include instructions in the magic system of whatever setting you are in. It isn't much, but it's a start. Handily, the textbooks include the care and maintenance of magical creatures.

Magical Bait (300 CP) – A small sack containing an unlimited supply of bait suited for magical creatures. Which magical creatures? Any magical creatures. Whatever you are looking to lure in, you can pull out whatever tasty treat they would want the most at the moment.

Horses

We've finally arrived at the reason you picked this world – a chance to have your very own horse! Or horses. Or… well, read on.

As with the Perks, any horse or such that is linked to a particular background will be reduced in price by 50% for someone of that background. Any choices that cost 100 CP will be free for their background or if you choose to apply your gifted discount to them.

What gifted discount? I'm so glad you asked!

Now, horses are expensive. It's a sad fact of life. So, just this once, I'm going to give you a little treat. You, my friend, get to take THIS!

[Receive one 50% discount, no requirements. Receive +1,000 CP for Horse section]

That's right. In addition to the discounts provided by your background, you also receive ONE 50% discount which you may apply to any ONE horse or horse-like being of your choice. This discount can stack with the discount provided by your background, so if you would like to double-down on a particular specimen within that bracket you could potentially reduce its full price by 75% or even get it for free (depending on the initial cost). Additionally, here is one last CP bonus to help you pick your new ride.

All the options given here are guaranteed to be young adults and fully healthy, with no illnesses, injuries or genetic disorders to speak of. Their sex is up to you, as is whether or not they've still got their babymaker intact. A stallion might be tempting, but a gelding is usually less of a primadonna.

The purchases here count as Items for the purposes of Jumpchain. You can of course change their status to Companion by importing them into your next Jump.

Do you have a Companion or Companions you plan on importing? Instead of having them join you as a rider, why not import them as a horse or such? Simply add the cost of their breed to their import fee. Post-Jump this will be an alternate form they can assume at will.

You can choose your mount's appearance, so long as it complies with the breed. Same with height, weight and even their temperament. A Shire might be known for being calm, but there are always exceptions to the rule.

One last thing – although some horse breeds are better for some tasks than others, if you are willing to put in the time, you can train just about any horse in just about any way.

Happy shopping!

<u>Horse Girl</u>

Shetland Pony (100 CP) – Probably the most famous of pony breeds, these little ones have earned their fame. Originating in Scotland, this breed is surprisingly strong for its size and is useful in pulling carts. More useful, however, is its gentle nature, making it a favorite of child riders everywhere.

Shire (200 CP) – Just because you might be little doesn't mean your ride has to be. Shire horses are among the largest horses alive in the world today, but their calm temperament makes them suitable for riders of all levels of experience.

Pony of the Americas (300 CP) – Uncommonly smart, friendly and with a unique look to boot, these are a popular choice for many a young rider.

Quarter Pony (400 CP) – Essentially a Quarter Horse in miniature, these hard-working and speedy little equines will carry you through life with enthusiasm.

Grade Horse (Cost Variable) – So, you don't want a specific breed? Just a horse that meets your needs? Fair enough. Find up to four horses whose traits you would like for your horse and combine as you like to get the final product. The cost will be the combined total of all horses involved. The only requirement is that they *must* be horses and regular horses at that – no using this for anything in the Amateur Enthusiast or General trees.

<u>Die In (Horse) Harness</u>

Quarter Horse (100 CP) – The horse of the American southwest, the Quarter Horse is fantastically quick over short distances – quarter mile distances, in fact. They have also been described as having something of a 'cow-sense,' excelling in livestock work.

Mule (200 CP) – Technically only half horse, the mule has excellent carrying capacity and endurance. Functionally sterile as a result of being the offspring between two separate species (a male donkey and a female horse).

Mustang (300 CP) – Descendants of Spanish Colonial Era horses, these feral creatures are usually regarded as pests by the ranching industry. The thing is, the very same characteristics that make them so hard to eradicate – their hardiness, intelligence, agility – also make them reliable work horses.

Belgian Draught (400 CP) – This heavy draft horse can pull up to 8,000 pounds and will do so happily. Good for any sort of of heavy labor, this gentle giant will never let you down on the job.

Morgan (500 CP) – A versatile breed, it may not surprise you that the Morgan carries many of the traits it would pass on to its Quarter Horse descendants – stamina, eagerness, intelligence and speed.

<u>Horse Money</u>

Appaloosa (100 CP) – Known more for their spots and striped hooves than their even temperament and all-round excellence, the Appaloosa is a striking horse that you can be proud to call your own.

Hanover (200 CP) – One of the oldest Warmblood breeds, the Hanover is best exemplified by its beauty, grace and agility. Hunting, dressage, show jumping – the Hanover does it all.

Paso Fino (300 CP) – Prized for their natural gait, these horses are known for driving, trail riding and endurance competitions.

Clydesdale (400 CP) – Nearly extinct at one point, these gorgeous draft horses have made a comeback. Now you can have one of your very own. These horses are popular in parades and carriage driving.

Akhal Teke (500 CP) – Arguably the most beautiful horses in the world due to their unique metallic sheen, these desert dwelling horses can carry you through harsh conditions with their head held high. Incredibly rare, you will be receiving some jealous looks with one of these.

<u>Old Warhorse</u>

Andalusian (100 CP) – Coming from the Iberian Peninsula, these horses have long, thick manes and tails. Prized as battle mounts for centuries, kings and common soldiers alike have ridden these intelligent and docile beasts into combat.

Arabian (200 CP) – High spirited and alert, this horse belongs to one of the oldest breeds in the world. It can cross a desert in the morning, fight a battle in the afternoon and gallop you home in the evening.

Percheron (300 CP) – Believed to be descended from the horses that once carried their armored knights into battle, the Percheron is the most famous of French draft breeds in the modern day. Their lack of

feathering along the bottom of their legs makes them easier to care for in the muck of a battlefield.

Warlander (400 CP) – An experimental crossbreed between Friesian and Andalusian-type horses to produce a superior cavalry beast sometime around the sixteenth century, the oddly named Warlander combines the Friesian's obedience and strong forequarters with the Andalusian's intelligence and powerful hindquarters.

Swedish Warmblood (500 CP) – The result of many crossings, the Swedish Warmblood is known for bravery, stamina, speed and agility. A tall and lanky horse, this equine will excel no matter the circumstances.

<u>Traveler</u>

Thoroughbred (100 CP) – A favorite racing horse all around the world, always preforming with maximum exertion.

Icelandic Horse (200 CP) – Small, long-lived and hardy. Known for its sure-footedness and five gaits, this double-coated horse is beloved in its native country.

Friesian (300 CP) – Coming from the Netherlands, this large horse is very nimble for its size. It is believed to be a descendant of the warhorses who carried knights into battle.

Welsh Pony (400 CP) – An ancient breed with four variations, this pony excels at just about any use you may have for it. However, it was most popular in the 1800's and the favorite test to determine a given specimen's worth? How fast could it carry its rider along an uphill route.

Mongolian (500 CP) – Arguably the ancestor of all east Asian horse breeds, these horses can still be found roaming wild today. Incredibly hardy and easy to maintain on little food, wily in mind and reliable in character, it is easy to see how this horse once helped to conquer nations.

Amateur Enthusiast

Pegasus (100 CP) – Also called a Tulpar or a Chollima. Arguably the most common type of mythical horse, this fellow can fly via the enormous pair of wings it bears. As nimble in the air as it is on land, this strange mix of bird and horse is courageous and able to bear you into battle against men or monsters.

Kelpie (100 CP) – Sometimes a beautiful black horse, sometimes a lovely woman, the Kelpie is a mystery. The only things anyone knows for sure are that they are cunning, mischievous and dangerous. As their rider, you are safe from their deadly tricks, but anyone else who mounts them will find themselves on a wild ride to the nearest body of water.

Unicorn (200 CP) – Symbol of purity and divine authority. The unicorn's horn holds powerful healing and purification magic, capable of cleansing poison and evil magic from anyone or anything suffering from them. The horn will heal any wound instantaneously, but with a caveat – the injured party must be innocent. A servant of evil will be horribly burned. This unicorn does not require you to be a virgin, thankfully.

Hippocampus (200 CP) – A relative of the Hippocampi who pull the chariot of Neptune, this young and eager fish-horse can go on to land, but is much more agile and swift beneath the waves. They have excellent low-light vision and are fantastically strong.

Mare of Thrace (400 CP) – Originally there were four of these beasts. Seems you've found a fifth. This horse is a carnivorous monster that occasionally breathes fire. Will become much more docile after a filling meal of human flesh. Take care not to let it bite you.

Hippogriff (400 CP) – The other, much more vicious flying bird-horse. This creature is extremely fast and can even carry you into outer space, at least far enough to reach the moon. It excels in war, but, as the child of two parents who would traditionally be enemies, it knows how to love

deeply in spite of difficulties. Treat it with respect and kindness, and it will no doubt choose you over anything else.

Alicorn (600 CP) – The best of both worlds. This winged mount has all the mobility of a pegasus with the unicorn's magical power on top of that.

Nuckelavee (600 CP) – Why would you pick this? This terrifying sea-demon that looks vaguely like a skinned centaur when it ventures onto land is the most malevolent of its kind to be found around the Scottish islands. It can kill with its breath alone, to say nothing of what it can bring to bear when it is actively trying to ruin someone's day. The only thing that reliably stops it in its tracks is flowing freshwater. As its rider you are safe from its power, but that does no one else any good.

<u>General</u>

Some of these horses are plucked from the pages of a history book, some step free from the silver screen and some stretch the definition of 'horse' to the breaking point. The only thing they have in common is that they are ready to join you on your adventures.

Seahorse (FREE) – A small aquarium with a pair of immortal, invincible seahorses in your choice of breed. Also comes with everything you need to ensure they remain comfortable.

Sawhorse (FREE) – An unbreakable sawhorse. Would probably be useful for construction jobs and the like.

Horseradish (FREE) – A small bag with an infinite supply of horseradish roots. Good if you like roast beef.

Horsefly (100) – Unique among its kind, this invincible and immortal insect will protect your mount from the attentions of any of its brethren.

Zorse (100) – The result of crossing a zebra with a horse. Has a natural resistance to nagana disease. Often has a striking appearance due to the zebra stripes, but can also have a bad attitude from that same parent. Yeah, you heard me. Zebra are bastards.

Hinny (100) – The other side of the coin to the mule, the hinny is the result of a male horse and a female donkey mating. Generally smaller than a mule, the hinny nonetheless has a fantastic carrying capacity.

Misty (100) – Descended from Spanish ponies gone feral over the centuries, this little mare with a brown patch over one eye is famous on her home island.

Haru Urara (100) The living embodiment of never giving up, this bay Japanese racing mare made headlines with her consecutive record of losses. She never won a single race! Despite that, she is something of a good luck charm against traffic accidents and is a sweetheart of Japan's horse community.

Incitatus (100) – This favorite horse of Emperor Caligula has been described as a consul, a priest and a walking practical joke. While only one of these may be true, what certainly is true is that this horse comes with his riding gear of purple velvet and precious gemstones. You will surely turn heads.

Black Beauty (100) – A black horse who is beautiful. His life had many moments of cruelty, but he had happy homes as well. Perhaps you can give him a better fate than he would have received elsewhere.

Promotea (100) – A Haflinger mare that made history by being the first cloned horse. Wouldn't it be great to be able to ride a walking contribution to science?

Bela (200) – This shaggy brown mare has wandered far from her home in Two Rivers. She seems to always be where she is needed and has a stout heart, which will surely serve her well in all your travels.

Radium (200) – An Australian Stock Horse, this bay stallion was such a good campdrafter that his owner was sometimes asked to not compete in certain events just to give others a chance at the prize. He was so well-trained he could work without a bridle and to have his lineage in modern Australian Stock Horse pedigrees is a thing of pride.

Totilas (200) – This black Dutch Warmblood stallion is the first horse to score above a ninety in a dressage competition. The holder of multiple world records, Totilas had to undergo harsh (some say too harsh) training to stand where he did. Perhaps you could give him an easier life.

Babieca (200) – The warhorse of El Cid. Supposedly an Andalusian stallion that seemed a weak choice, El Cid's grandfather gave it the name 'stupid' to reflect this. If so, this was a poor decision on the part of El Cid's grandfather, for Babieca became as feared to El Cid's enemies as he was loved by El Cid.

Chetak (200) – In 1576, the Maharana Pratap was badly wounded in the Battle of Haldighati. He would surely have died, had not this spirited horse borne the wounded man away to safety at the cost of his own life.

Kasztanka (200) – The favored horse of Marshal Jozef Pilsudski. An elegant mare named for her chestnut coloring, she won the hearts of Poland with her loyalty to her human. After her military career ended, she remained an equine celebrity and appeared in many parades.

Marengo (200) – The horse that Napoleon Bonaparte took home with him from Egypt. A small, gray-white Arabian breed, he was a steady mount and a brave soldier. He saw action in Austerlitz, Jena-Auerstedt, Wagram and Waterloo, was wounded eight times and lived to the ripe old age of thirty-eight.

Niatross (200) – Arguably the greatest harness horse of all time, Niatross is an American Standardbred who won the Harness Horse of the Year award twice in a row and became the first Standardbred to take home

more than two million dollars in prize money. A large bay horse with plenty of heart.

Palomo (200) – The faithful companion of Simon Bolivar. As the story goes, Bolivar was gifted this horse by a peasant woman who had a prophetic dream that her new colt has destined to be given to a great general. Palomo died after being lent to an officer and undergoing a grueling march in the Hacienda Mulalo.

Brooklyn Supreme (200) – A red roan Belgian stallion, notable for being arguably the largest horse to have ever lived.

Sampson (200) – A Shire horse, notable for being the tallest horse ever recorded at 21.25 hands in height.

Reckless (200) – Staff Sergeant Reckless of the United States Marine Corps. The Hero of Outpost Vegas. This little Mongolian mare received two Purple Hearts, two Navy Presidential Unit Citations, four Korean Service Medals and a host of other rewards during her military service. Now she's here to help you.

Matsukaze (200) – A large and loyal horse of immense strength, able to carry his equally massive rider for days. He refused to have any rider until Maeda Toshimasu tamed him. After his human's death, he ran away and was never seen again.

Kincsem (200) – A Hungarian Thoroughbred with the longest undefeated record of any racehorse. After winning all of her fifty-four races, this liver chestnut mare would go on to have a lasting influence on her breed through her many descendants.

Secretariat (200) – Still holding the record for fastest time in all three of the American Triple Crown races, this massive chestnut stallion was described as a tremendous machine of a horse, with exceptional conformation. His biomechanics gave him an almost unbelievable stride and all who knew him described him as the sweetest thing alive.

Seabiscuit (200) – A descendant of Man O' War, this little bay stallion started out life a knobbly-kneed, undersized layabout. By the time of his death, he was horse racing's all-time leading money winner. If you work with him, he will work with you.

Bucephalus (200) – With a white star and a blue eye, this horse was striking even before taking into account his massive size and wild nature. Still, if you take the time to make a good impression on him, he will no doubt come to show you the same love and loyalty that led Alexander the Great to name a city after him upon Bucephalus' death.

Trigger (300) – This Palomino stallion inspired a generation of little cowpokes to want their own horses. A very smart boy, he knows over a hundred tricks, is fully housebroken and can pick up new lessons like a magnet. Very good with children.

Tornado (300) – A jet black Andalusian stallion. Or was it a Friesian? Eh, depends on the setting. Whichever it is, this horse is stunning in his looks. He is also very intelligent (when he puts forth an effort), very loyal (if you can put up with his tricks) and very fast (no conditions on this one. Just hold on, for the love of God).

Silver (300) – This mustang stallion has a coat and shoes of shining silver, so expect to draw attention. He is blindingly fast, though not quite light speed. Perhaps more like a comet? Silver is a loyal boy and will always come when you whistle for him.

Trojan Horse (300) – This large wooden horse is viewed as sacrosanct and will never be investigated. Useful, as there is a cavity inside large enough to fit several unscrupulous men.

Agro (300) – This massive black horse will stand up to even the largest of monsters without fear, has a stride smooth enough that you could stand in the saddle even at a full gallop and will always come back to you, no matter what may befall her.

Epona (400) – A Clydesdale mare who loves her rider so much that she reincarnates to be there for each of his battles, no matter how far apart they may be. Strangely, she never seems to get tired of moving so long as you don't push her faster than a canter. Experienced in mounted combat with a variety of monsters and loves music.

Shadowfax (400) – Lord of Horses, last of the *mearas* in his time, this stunning white stallion has left behind Gandalf to join you on your travels. He understands the speech of men, can travel at full speed without rest or food for days on end and somehow always appears when his rider needs him. Additionally, due to the habit of his ancestors only bearing the kings of Rohan, he can identify those of royal blood at a glance.

Bayard (400) – Capable of adjusting his size to match his riders need and understanding human speech, this bay stallion was the mount of Rinaldo. After Rinaldo and his brothers ran afoul of the French emperor Charlemagne, Bayard was almost drowned by the vengeful monarch. Thankfully, this clever horse managed to escape into the woods.

Red Hare (400) – Among men, Lu Bu. Among steeds, Red Hare. This legendary Chinese horse from the Eastern Han dynasty is described as being able to cross roughly three-hundred miles in one day, climb mountains as though they are flat land and leap over rivers. All of his riders have come to some misfortune, but you will surely be the exception.

Centaur (500 CP) - This centaur has *opinions* on being ridden around like a beast of burden, but will easily agree to be your mentor in subjects such as philosophy, archery, mathematics and more. Quite intelligent and erudite, but keep them away from alcohol.

The Last Unicorn (500) - Appearing as a white horse to those who do not believe in her kind, she once went on a quest to look for her missing kindred and in doing so became the one among them all to understand

humanity, love and regret. It seems she has grown weary of her life alone in the forest and wishes to seek out new experiences once more. She is able to negate or enhance magic at her whim and would not appreciate being ridden like a common mare, but is a steadfast companion and has much wisdom to offer.

Sleipnir (1000) – This eight-legged horse seems to have run away from Odin for an adventure with you. Odin himself is fine with this, knowing that a good walkabout will let him stretch his own legs. The best of all horses, Sleipnir never tires, possesses the power to traverse between the mortal and divine realms and can change his size from that of a regular horse to big enough that his hooves can cause canyons to form where he steps.

Companions

Bring 'em In (50/200 CP) – Want to bring someone else into the wide world of all things horse? Drop 50 CP towards that idea and they're set to ride with 600 CP of their own to spend and up to 400 CP in Drawbacks if they choose to take any. If you want to bring in your full roster of Companions, you can do so for 200 CP and they will get the same as above.

A Stable Friendship (FREE) – There is nothing, absolutely nothing, like the love of a horse. Or maybe there is and it's not a horse, but you get what I mean. The point is, why would you ever go anywhere without them? If you so desire, you may take this Perk and permanently apply it to any one mount.* That mount will then be able to be imported free of charge to all of your future Jumps as a Companion with whatever allowance of CP that document offers.

Russle 'em Up (50/200 CP) – If you think you will find someone you would like to bring along when you leave this world, pay 50 CP now for the privilege of taking them with you at the end. If you're going on a recruiting drive, pay 200 CP and you can gather up as many future Companions as you would like.

Horse(wo)man (50 CP/FREE if taken with the You Are A Horse Drawback) – This designed-by-you equine enthusiast is ready to ride into the sunset with you. Or possibly on you, if you happen to have four legs. They have your choice of background and all the freebies available to them.

If taken as part of the You Are A Horse Drawback, rest assured that they will take perfect care of you for your entire stay here. You will never lack for food, water, shelter or safety while they are responsible for you.

Scenarios

Supplement Mode – If you would rather attach this document to your Jump as a Supplement, go ahead. There is very little that cannot be improved with the addition of horses.

To assist with the upkeep of a massive horse herd, completion of any of these scenarios will automatically grant you three combined instances of the Bigger Stable Item, as well as a dozen NPCs to act as horse caregivers.

The details of the scenarios are given below. There are no breed restriction on what mount you bring in to these, so if you want to win the Triple Crown with Sleipnir, go crazy. I will leave the details of that experience to you.

Just Like On TV – Well, time to be a horse girl in truth. For this scenario, the only thing you can buy about your horse is the breed. You don't get to design a dream horse. Instead, you get this horse. This foul tempered, untrained, weak looking, hates everyone, about-to-be-sent-to-the-slaughter horse. Additionally, whatever your dream family is? Yeah, these aren't them. Your parents are on the verge of divorce and your sibling is a jerk. Life at home is unpleasant and you've taken to running away to spend your free time at the neighboring horse ranch, with its sympathetic horse trainer who misses their own grandchildren.

So, why would you want this? Well, don't you want to prove them all wrong? Your parents who ignore you because nothing about you stands out? Your sibling who thinks you are a loser? The ranch owner who thinks that this beast is only useful for dog food? You'll show them.

Because the thing is, this horse does like someone. They like *you*. They trust you. They even listen to you, when old horse trainer there was about ready to throw up their hands and admit defeat. So, if you can win the local derby in three months time with this completely untrained horse, you will win the following – a herd of fifty of whatever breed your

horse is, your now rehabilitated family as loving Followers to bring along (and the horse trainer, who wants to see new places before they die) and a completely accurate sense of empathy regarding animals, allowing you to always know what they are feeling and even why they are feeling it.

<u>Pony Express</u> – Operating from April 3rd, 1860 to October 26th, 1861 between California and Missouri in the U.S.A., the Pony Express was the most direct means of east-west coast communications until the first transcontinental telegraph made its debut. A financial failure, it is still seen in a romantic light despite the dangerous work running the route entailed. Now you will be a part of that dangerous work.

From the first day of the Pony Express' operations until the last, you will be running mail from station to station. If you lose your package, your horse or your life, you will fail this challenge. Should you manage to make it to the last day, your reward will be a herd of fifty Morgans, a postal system that follows you into future worlds with yourself as postmaster and the ability to immediately know whether or not a business venture is a good idea and, more importantly, why that is so.

<u>Triple Crown</u> – A series of horse races consisting of the Kentucky Derby, Preakness Stakes and Belmont Stakes. They are limited to three year old Thoroughbreds. Should you win all three, then your horse and yourself will be deemed a Triple Crown winner. The sums of money offered as prizes are immense, as is the prestige attached to the award.

Now, you must take home the prize. For this challenge, your horse does not necessarily have to be three years old. Or a horse. Should you manage to win the coveted award, you receive a herd of fifty Akhal-Tekes, your own copies of Churchill Downs, Pimlico Race Course, and Belmont Park to be attached to your Warehouse or its equivalent, and a permanent boost to your teaching ability, allowing anyone or anything you train to succeed beyond all reasonable measure at what they are learning.

<u>The Charge of the Light Brigade</u> – Ah, the romantic yet tragic tale of the Light Brigade. Poor communication kills and it certainly killed them. During the Battle of Balaclava during the Crimean War, the British Light Brigade led by Lord Cardigan misunderstood their orders and attacked a heavily fortified Russian artillery battery. The results were one hundred and eighteen men killed, one hundred and twenty seven wounded and roughly sixty taken captive. Some three hundred and thirty horses were killed. It was, to be blunt, a disaster.

Your job is now to prevent this from happening. You find yourself a mounted soldier in the British armed forces, assigned to the Light Brigade under Lord Cardigan. By whatever means necessary, you must ensure that the Light Brigade does not follow through with the original attack and ends the day with at least 90% of its men and horses intact.

Should you manage to change fate, you will be given a herd of fifty Swedish Warmbloods, an exact copy of the Light Brigade made up of NPC Followers and the ability to foresee the results of a battle while it is still in the planning stages. This will begin with a simple knowledge of who the winner(s) will be, but with time and practice, you can expand this to see every aspect of the battle on a moment by moment basis to truly see everything that will result if it is allowed to go through.

<u>Mongol Derby</u> – The longest endurance race in the current modern world, this event seeks to recreate the postal system of the great Khans. Involving long hours of riding and multiple horses, it is not uncommon for over half of the participants to drop out before reaching the finish line.

Should you manage to complete the race and take first place, your prize will be a herd of fifty Mongolian horses, a copy of Mongolia itself to attach to your Warehouse or its equivalent and a revived Ogedei Khan to take along as a Companion. He is somewhat confused about the circumstances, but finding himself in the prime of his youth again has lead to his enthusiastic agreement to conquer and administer cities in your name.

<u>The (Not So) Last Unicorn</u> – Did you ever wonder why there are no unicorns or such left in the world? Well, obviously they never existed at all… right? In the normal world, yes. In this world… maybe not. Someone has been seeking out and killing all the magical types of horses to be found. Now there are only a few left.

Your job is to seek out and find the few remaining unicorns, pegasi, hippocampi, griffons, kelpies and alicorns of the world, see to their permanent safety and ensure that they have the time and resources needed to reestablish their numbers.

Not the Nuckelavee. That can go.

Should you succeed, you will be rewarded with a herd of fifty alicorns, a magical castle* that can be attached to your Warehouse or its equivalent and you will gain a sixth sense for anti-magic conspiracies of all kinds in future Jumps. Finding the complete goals, means and ringleaders of such will the work of a day, circumstances piling up on top of each other to hand you the answers.

Drawbacks

All Drawbacks will last for the duration of the Jump. Upon leaving the Jump, whether by successfully completing it or otherwise, all Drawbacks and their effects will fade. A horse under the effects of Poor Health will be the picture of fitness again, for example. If you purchased more than one mount, the Drawbacks will apply equally to all of them.

While your own Benefactor's house rules will certainly trump whatever this document says, for those who prefer to follow local law we have the following – these Drawbacks are not insurmountable. Someone with the Listen Up! Perk would do better in teaching a horse suffering from the Wild Beast Drawback (hypothetically, consistent work could get them fully trained in about one to two years), but even someone who opted out of the training Perks could take the Wild Beast Drawback and get their horse under bridle in a few years, so long as they were willing to put the time and effort in. These Drawbacks are intended as challenges, not stumbling blocks.

You can take up to +1,000 CP in Drawbacks. You are certainly able to take more Drawbacks beyond that, but you will not get any more points for your choices.

Poor Temperament (+100/200/300/400/500 CP) – Well, seems your mount has some sass. For +100 CP, your mount is a mischievous little shit and delights in making life difficult for you. They will escape their confines, get into the supplies, try to get you off of them, etc. For +200 CP, they do the exact same thing, but somehow manage to rope any other creatures nearby into their antics! For +300 CP, they seem to be rather apathetic about you and don't much like the idea of being anyone's ride. They won't be going out of their way to hurt you, but if the quickest way to get you off is to run full bore under that low hanging branch, that's exactly what they will do. For +400 CP, your mount actively hates you and everything you do. They will try to hurt you and run away at every given opportunity. For +500 CP… they are your worst enemy. They are actively trying to kill you and will not stop

until either you or they are dead. Happily, as mentioned above, once the Jump ends all of these naughty inclinations of theirs will vanish.

Not Terribly Attractive (100 CP) – Well, this is unfortunate. Seems your mount won't be winning any beauty contests any time soon. This does not affect their temperament or health, but it does mean that they will gain attention for all the wrong reasons. People feel compelled to comment on their looks too. How rude!

Bought On Credit (+100 CP X Variable) – If you don't mind waiting, you can take 100 CP for your stipend per mount purchased. In exchange, you will not receive the mount in question until after the Jump ends. You can decide how many of your mounts this applies to.

Wild Beast (+100 CP) – You are starting from the ground up. Your mount has absolutely no training. They do not even seem to know that you are not trying to hurt them. You will have to tame and train them yourself to be able to ride them. No one else will make any headway.

Too Young (+100 CP) – Rather than a young adult, your mount seems to be just plain young. You must wait three years before they can be ridden safely.

Wobbly Knees (+100 CP, Requires Too Young) – Nevermind, they are not a yearling. That's a foal! They can't be more than a few days old. You will need to care for them 24/7 for the first few months of their life and then wait until they are four years old to ride them.

Too Old (+200 CP) – Rather than a young adult, your mount seems to be just plain an adult. An older adult at that. With your mount in its early twilight years, you will not be able to ride them as hard as you may like and their health problems will only increase with age.

One Track Mind (+200 CP) – Well, the good news is your mount has some training. The bad news is, that's the only kind of training it has and will have for the duration of this Jump. Your mount will only follow

one type of command style – either touch or verbal based – and it cannot learn anything more than it already has until the Jump ends.

Nothing Fits (+200 CP) – Well, this is odd. Your mount's shape is… a bit different. Enough that none of the equipment you have seems to fit quite right. Expect saddle sores, loose straps, thrown shoes, etc. You will need to make constant adjustments to make sure all the gear stays on and neither you nor your mount will ever be comfortable.

Poor Health (+200 CP) – Your mount is prone to breaking down for whatever reason. A weak immune system, brittle bones, poor conformation – you choose. You will have to take it easy on your ride with this or risk permanently injuring them beyond recovery.

Clingy (+200 CP) – There's affection and then there's obsession. The good news is, your mount loves you. The bad news is, they love you way too much. Any time you are not in their sight, they grow depressed and moody. They refuse to eat, drink or exercise unless you are around. They are not too fond of anyone who isn't you, either.

CHOMP! (+100 CP, Requires Clingy) – Eh, remember how I said they were not too fond of anyone who isn't you? Make that, they tend to kick and snap at anyone who isn't you. This could potentially cause some lawsuits, so be careful who gets near your mount.

Money Pit (+200 CP) – They say a horse is a money pit. With your horse (or what have you), it is quite literal. Your mount eats money. Paper currency, gold coins, gems – whatever. You must feed your mount the equivalent of $2,500 per day in whatever form of wealth you can get your hands on. Anything else will cause it to starve.

Badly Trained (+300 CP) – Oh boy. Worse than having no training is having plenty of bad training and both you and your mount certainly seem to have that. Expect many, many stumbles and screw ups as you undo the bad habits of a lifetime with your new mount.

Powers Removed [+300 CP] – All out-of-setting Perks and

abilities are disabled. You can only take this if you have any out-of-setting Perks or abilities to lose.

Companions Removed [+300 CP] – All of your out-of-setting personnel are forbidden from entering this setting, although they can still make their purchases if you are still willing to pay the importation fee. You can only take this if you have any out-of-setting personnel to lose.

Items and Warehouse removed [+300 CP] – All of your out-of-setting items are banned for the duration of the Jump. You cannot access your Cosmic Warehouse or any of its equivalents until the Jump has ended. You can only take this if you have any out-of-setting items and/or a Cosmic Warehouse or any of its equivalents to lose.

You Are A Horse (+500 CP) – Um, what happened? Rather than getting a horse from this document, you seem to have become your choice of horse from this document. You will spend the duration of this Jump trapped as a horse (or what have you) in the lifestyle relating to your background and no amount of chicanery or cleverness will ever convince anyone to see or treat you as anything else. I hope you like nose scratches and sleeping in straw.

Any other Drawbacks you picked will apply to you. You do get a free Companion in the form of your own rider (see Horse(wo)man in the Companion section), so there's that. This Drawback lowers its payout to +200 CP if you pick something from the Amateur Enthusiast horse section or the 300/400/500/1000 CP options in the General horse section, since being able to cure cancer with your horn or something along those lines might take the sting out of your transformation. Post-Jump, this becomes an alt-form for you and you will receive the mount you purchased as it was intended.

Notes

***This terrible accent brought to you by barely remembered 1950's Western TV shows.**

***This very much does exclude A Ride's A Ride, But I Want Another Ride and Permanent Perk Placement Posterior. You can only apply A Stable Friendship to ONE mount and it is theirs forever. Choose wisely.**

***For the Perks that could provide a non-sentient, non-sapient mount (such as your standard bicycle) with personality qualities such as can be found with Just A Wee Thing, you have the choice of either fanwanking something to suit your tastes or treating it as a sort of enchantment, wherein any situation where those qualities would be triggered if your ride was a horse would cause your bicycle to somehow take the action needed for the situation. Someone hassling you on an incline? The bicycle's kickstand breaks and it falls in such a way that it lands on the perpetrator's feet hard enough to break them both.**

***Design your castle however you like. If you want me to do it for you, 13th century Italian fortress, with invisible servants that never speak but obey any order. You have red silk and gold enameled everything, it's big enough to cover twenty-thousand square feet and there is a lovely garden in the center courtyard.**

***Since someone asked, the Badly Trained Drawback is much worse than the Wild Beast Drawback and would take longer to correct, since you would be working against the previous training and trying to instill new training in both your mount AND yourself. I would say at least half of your Jump, unless you invested heavily into the training options.**

***I've given up finding more horse puns/sayings. Traveler and Amateur Enthusiast it is. Equally, not quite happy with the arrangement of the horse in each of the background sections, but I never managed to find an arrangement I DID like, so it's whatever.**

V1.1 Changes – added a couple of CP stipends for items and horses, since multiple people said it was hard stretching 1000 CP to get all that they wanted. Changed the pricing on a few things. Added a Perk to keep your mount from dying of old age.

V1.2 Changes – added some more Drawbacks and tweaked existing ones, put each section on a new page, pumped up the stipend for buying your mounts and (sigh) lowered the price of Permanent Perk Placement Posterior and But I Want Another Ride. I also clarified the wording to make it clear why I was not enthusiastic about this. You may now create an army of more-terrifying-than-you horses that hold you in highest regard by doing nothing more than sitting on them with the correct combination of Perks. ...Actually, that sounds hilarious. Someone, make it happen.