

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

Locations:

Roll 1d12 for your starting location, or pay [50 cp] to choose freely.

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 any settlement in the Equestrian Wasteland.

Species:

What species you are will determine how many characters interact with you. You can also choose your own origin and history in the world so long as it makes sense, or you could be a Drop-In with no memories and history. May choose gender 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.

Roll 1d8+16 for age or pay [50 cp] to choose.

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.

Roll 1d8+16 for age or pay [50 cp] to choose.

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.

Roll 1d8+16 for age or pay [50 cp] to choose.

Zebra: The enemies of the Pony Races during the Great War, Zebras will stand out a lot in the Wasteland with their white coat 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.

Roll 1d8+16 for age or pay [50 cp] to choose.

Griffon: The predators of the skies, Griffons are a half bird, half cat species with deadly claws and strong senses. More often than not Griffons will outperform Pegusai when they clash.

Roll 1d8+16 for age or pay [50 cp] to choose.

Hellhound [200]: 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 when a Hellhound shows up.

For a discount, you are instead a Diamond Dog until the end of the Jump. *Roll 1d8+16 for age or pay [50 cp] to choose.*

Artificial Alicorn [400]: 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 magical radiation, becoming larger and more powerful the more magical radiation they absorb, and are biologically immortal.

Take the **Worshipper** drawback for no CP, but The Goddess won't treat you like another tool, instead acting more like an overbearing parent. Must change gender to Female. *Roll 1d8+16 or 2d8+40 for age or pay [50 cp] to choose.*

Dragon [200/400]: One of the most powerful predators in the Wasteland, the only real competition for a full sized Dragon would be an Ursa Major. All dragons boast fire breath and tough scales that progressively get stronger the older the dragon is, as well as being able to grow wings and immune to most types of fire.

For 200 cp, you are an Adolescent Dragon, just barely larger than a Pony. Your fire breath is as powerful as a normal flamer, and scales just as protective as reinforced combat armor, but your wings won't be useful for any kind of flight for the next few years. *Roll 1d8+16 for age or pay [50 cp] to choose.*

For 400 cp, you are a Young Adult Dragon, the size of a small building and large wings capable of flight. Your fire breath can melt stone and steel within seconds, and the only way for conventional weapons to hurt you would be to attack you from the inside. *Roll 2d8+40 for age or pay [50 cp] to choose.*

Ghoul [Cannot be taken with Alicorn]: Ghouls are different in that they can be combined with any race 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 the worst part is your mind. Should you lose yourself, you will be reduced to nothing more than a mindless zombie, and your chain will end.

Undiscounted Perks:

Virtue [Free]: You have a Virtue that you stick to so that you never lose yourself in the Wasteland, and one that subconsciously determines how you act at times. For something to be a Virtue, it must be a high, positive moral standard. This could be one of the 6 Virtues of Friendship, or it could be something else like Sacrifice, Perseverance, or Hope.

Rad Resistance [Free/100]: You are slightly resistant to magical radiation, and don't feel the effects of radiation poisoning as strongly. For 100 cp, this resistance is upgraded, allowing you to absorb half the magical radiation you normally would, don't feel the effects of radiation sickness at all, and it is much easier to flush your system of it than should be physically possible.

Cyborg [100/200]: You have been cybernetically enhanced in some way, making you better than what you were as a complete meat bag. There are three specialties to choose from below, and you can only choose one. For [100 cp], you get the basic level, only replacing or adding the bare minimum required. For [200 cp], anywhere from thirty to fifty percent of your body has been replaced and improved by technology, allowing for more benefits than before. Both levels of the perk give a decent resistance to magical radiation and poisons that scales, but with a weakness to EMP tech that also scales, along with not being able to heal normally.

Soldier: At the basic level, you have subdermal armor that increases your durability, effectively giving you permanent light armor. You are also given an EFS like what Pip-Bucks or Power Armor have.

At the advanced level, your subdermal armor has been improved to where it makes you immune to low caliber rounds as well as shrugging off medium caliber rounds as well as your strength and sense of balance being greatly increased. You can also ingest metal to heal yourself or repair your cybernetics.

Stealth: At the basic level, your hooves/feet have been replaced to allow for muffled movement, as well as housing a basic lockpicking set, and your eyes have been replaced to allow for night vision.

At the advanced level, your movement is completely silenced, your eyes have been upgraded to allow both night vision as well as thermal and

thaumaturgic, and your ears are enhanced for better hearing and allowing the user to use echolocation. Your lungs have been enhanced to filter most airborne toxins and allow you to breath under water.

Support: At the basic level, you either replace an arm or receive an extra arm used for fine manipulation with exceptional motor skills, but is too delicate for combat uses, with basic built-in tools for your chosen specialization, either mechanical, medicinal, or scientific.

At the advanced level, you have four extra limbs that are filled with high-quality tools useful for either mechanical or medicinal uses with better range of mobility and motor skills than before, and can act as a chemistry set if need be. You can also interface with any kind of technology you come across, as well as having a large archive/memory bank where you can store information.

Zebra Augments [100/200]: Zebra alchemy is an ancient art, so it should not be surprising to know that they have used it to enhance their warriors. Your physical attributes are at the peak of your race, and your bones do not break easily. In addition, you are also more resistant to poisons and diseases.

When upgraded, not only are your bones unbreakable, your skin is as durable as reinforced leather and your physical attributes are further enhanced to be twice as effective as before. You're also very resistant to poisons and diseases, along with minor resistance to radiation and magic in general.

Species Perks:

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

Special Talent [Free for Pony Races and Alicorn]: You are exceptionally good at one mundane skill or profession, will progress twice as fast when studying or practicing it, and come with a matching Cutie Mark on your flank to show the world.

Advanced Talent [200]: An upgrade from **[Special Talent]**, instead of being an expert in a mundane skill, you have a talent for an entire *category* of skills, like Twilight Sparkle and her talent in Magic.

Earthly Connection [Free Earth Pony and Hellhound]: You were born with an affinity with the earth below you, and despite how wounded it is, you can feel that connection. You seem sturdier and stronger when you are standing on or surrounded by the ground, plants grow twice as fast and twice as healthy under your care, and you can cultivate magical gems to grow inside rocks for harvest later.

Wild Magic [200 for Earth Pony]: A rare and often forgotten about branch of Earth Pony Magic, this is also called Slapstick Magic. A reminder from when Discord controlled all of Equestria over twelve-hundred years ago, 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, somehow walking on walls with crappy plungers, making zippers to stop someone from interrupting you again for the umpteenth time and more, the possibilities are truly chaotic!

Flight [Free for Pegasus, Griffon, Alicorn, and YA Dragon]: The gift of flight is an amazing one, and you have been blessed with it. You are mediocre at flying, able to get from point A to B, anything more is difficult.

Expert Flier [100]: You aren't some newbie flier are you? No, you've been trained by the best to handle the worst. With this **[Flight]** upgrade, you can pull off a number of impressive tricks, and can win almost any aerial dogfight you find yourself in from skill alone.

Sonic Rainboom [200, requires Pegasus]: 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 light that expands for miles, destroying all clouds in the sky, and letting you multiply your speed for a time!

Magic [Free for Unicorn and Alicorn]: You have been given the gift of magic, able to warp reality to your wims. Well, I say that, but in practice you are much more limited. You can easily learn and cast magic that is 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 lets you lift objects or creatures that weigh less or equal to you, and Light, which illuminates the area around you in your magic's color.

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.

Powerful Caster [200]: Your magical potential is staggering! You can cast ten times the amount of spells a normal member of your species could, and can super-charge them to become more potent or gain additional effects! You may also choose one spell related to your **[Special Talent]** as your specialty if you are a **[Unicorn]**, lowering the cost of casting it dramatically. For **[Alicorn]**, your specialty spell is instead either Teleportation, Invisibility, or Spell Linking.

Tribal Wisdom [Free for Zebra]: You are of a people that believes highly in mysticism and tradition, so is it no wonder that such ways are passed down upon you? You have the necessary survival skills to actually thrive within the Wasteland, knowledge of all Zebra legends, and do additional damage to animals.

Ancient Alchemy [200]: This skill is one of many that kept the Zebras from being overwhelmed by the Pony Races during the Great War, and while they may have had some success mimicking your people's art, they don't have the same sort of affinity for it. You are an expert in your crafts, with knowledge of how to create powerful potions, tonics, and fetishes that can have a variety of effects, from permanently strengthening your bones to temporarily growing bat wings for flight. Along with this, you can learn similar alchemical recipes and tricks from other worlds rather easily.

Hunter [Free/50 for Griffon]: By their very nature, Griffons are a predatory species. And with that comes a preferred prey to hunt. You get one kind of enemy you deal extra damage to, no matter how you deal said damage. This perk can be taken multiple times, with the first purchase being free.

Insulation [100 for Griffon]: Just as many prey adapt to deter predators, you have adapted a resistance to your ancestors' favored prey, the Pegasai, and their weather manipulation. Electrical and frost damage affects you half as much, and you are comfortable at just above freezing temperatures.

Iron Claws [Free for Hellhound]: A Diamond Dog's claws were meant for digging deep underground. Now, as a Hellhound, they can do so much more. You do double damage when attacking with just your bare hands, and can ignore armor.

Tunneling [100 for Hellhound]: If your ancestors were good at one thing, it was digging, and you have taken it to a level rarely seen even among your current brethren. You can tunnel through the earth and steel three times as fast as you can sprint.

Hive Mind [100 for Alicorn]: The Goddess created something truly special, and you are forever a part of it now. With this, you retain complete access to what knowledge and experiences The Goddess' hive mind has collected by the end of your time here. Post-Jump this lets you access other Hive Minds with relative ease, just be careful to not be consumed by them.

Soul of Fire [Free for 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.

Courier [50 for Dragon]: 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 must keep them in mind if you want to deliver it, otherwise it will just be burnt to a crisp.

Ghoul Biology [Free for Ghoul]: While you may look like a zombie now, that doesn't mean that it doesn't come with advantages. You can heal from radiation and can live indefinitely. Just hope that you don't mind the smell.

Canterlot Curse [200]: You are a special kind of damned. You are now a Canterlot Ghoul, permanently bound to whatever you were holding or was on your person when you were in the Pink Cloud of Canterlot. The only thing that can kill you now is the complete loss of your head, as you will eventually heal from anything else.

Tier 1 Perks:

Each Tier 1 perk costs [100 cp]. Choose three for free.

Bluff Master: 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 gambles. Whether it's because of your luck or cheating is anyone's guess.

Chemist: You have an in-depth knowledge of science and the periodic table, and with that the knowledge to combine them into cool things, like drugs! You might eventually figure out how to create your own Party-Time Mint-als!

Cherchez la Filly: You seem to have an irresistible charm to those that are open to your attempts at seduction. You deal extra damage to anyone who finds you attractive, and you find that they are more willing to go along with your requests and 'requests.'

Demolition Expert: You are a simple person, with simple wants. Those wants seem to be blowing your enemies to Kingdom Come as quickly as possible, and this helps. You are skilled in the art of explosives making, and can tell where it would be best to place one of your explosive beauties!

Educated: You are someone who appreciates knowledge, and the power that comes with it. You seem to have an improved memory, and you can improve your skills twice as quickly as you normally would.

Explorer: There's a lot to see in the Equestrian Wasteland, and you wouldn't want to miss any of it. Not only do you never get lost anymore, but you have a sort of sixth sense when it comes to finding shortcuts or interesting places.

Fortune Finder: There's surprisingly a lot out in the Wasteland that's still worth something, and you seem to find these things more often. Whether that's more ammo, caps, or weapons depends on how lucky you are.

Gunslinger: Pew pew! Lookout, here's the fastest tongue in the West! Okay, that sounds dirtier than I thought. Anyway, you're skilled with pistols and other mouth-held weapons, along with the skills to repair them.

Iron Hooves: When it comes down to it, you can only trust yourself and your own hooves. You are skilled in unarmed combat, and seem to do much more damage than you reasonably should.

Light Show: Magical Energy Weapons are a beautiful thing to look at, what with all the flashing lights and the burning and melting thing some of them do. Your love for these weapons is reflected in your considerable skill with using and repairing them.

Little Leaguer: In the old world, there was this one sport known as 'baseball' that involved hitting balls with big sticks. You must have trained in something similar, because you are great at hitting things with melee weapons, and do more damage with them.

Mare-Do-III: You weren't exactly a paragon of virtue, are you? But really, who could blame you, what with making sure that danger doesn't get the chance to see you, and with everyone hiding such shiny and valuable things behind locked doors. Needless to say, you aren't a beginner when it comes to sneaking and lockpicking.

Party Pony: The perky pink pony perpetually provides passionate parties! Sorry, couldn't resist. You are skilled with setting up parties that are enjoyable for nearly anyone who attends, and no matter how much alcohol you drink, you'll never get stuck with one of those nasty hangovers!

Rapid Reload: What's more important than firepower is being able to keep up that firepower. You can now reload any weapon you're using twice as fast.

Royal Canterlot Voice: You certainly have a unique way with words. Not only are you more convincing than the average pony, whether through flowery words or intimidating promises, but you can also raise your voice's volume to where it's comparable to a gun going off. No one is going to have trouble hearing you.

Saddle Crafter: Battle saddles were created for when a mouth cannon isn't enough, and you don't want to turn combat into a light show. Not only are you skilled with weapons designed for a battle saddle, but you can maintain them easily.

Vigilant Recycler: Ammo is a scarce commodity out here in the wastes. 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 Surgeon: While killing is definitely a useful skill to have in the Wasteland, an arguably better one would be the exact opposite. You are quite skilled in the basics of Equestrian first aid and surgery, and patients under you seem to heal faster than they normally should.

Tier 2 Perks:

Each Tier 2 perk costs [300 cp]. You may discount two for 50% off.

Blessed by Luna: The Princess of the Night must surely be smiling down upon you. During the night, your agility is enhanced and you can see perfectly in the dark. Your mental faculties also seem to clear up a fair bit during this time.

Deadshot: What with manufacturing dead and gone, there are no new bullets being made, meaning that each and every one needs to count. This isn't a problem for you, as your accuracy with firearms is greatly enhanced, and your reload speed is improved.

Explodey Mc-Gee: Explosions are such fun things, capable of turning even the mightiest of creatures into a stain on the everywhere. Not only are you better at aiming your explosives, but they seem to make twice as big a boom as they reasonably should.

Fallen Caesar: Zebras didn't have a lot going for them during the Great War, but what they did have let them stand equal to Equestria for a long time. Unarmed combat was one of those, and now you too can pierce through most armor and even paralyze others with but a touch.

Gaze of Celestia: The Princess of the Sun seems to have taken a shine to you. During the day, you seem to be a bit more beautiful and charismatic, and don't bruise as easily. Additionally, bright lights never seem to bother you.

Irradiated Beauty: Sleep is an important thing for most organics, but it seems like it does a little extra something for you. When you sleep for six hours or more, most negative ailments like radiation and poisons are completely purged from your body. As a plus, your hair will never fall out.

Jury Rigging: If nothing new is being built, that means that you need to use everything at your disposal if you don't want to be wasteful. You can repair any item using a roughly similar item. 'Waste not, want not' after all.

A Little Dash: When everyone is going on about what the best form of protection is, you seem to be of the opinion that avoiding being hit entirely is best. You move almost twice as fast when wearing light armor, and do not set off an enemy's mines or floor-based traps.

Overmare Studios: There are those who would work tirelessly on a project that would seem too big for them to handle, but everyone knows that somehow, they will succeed. You are now an exceptionally skilled programmer like them, and that means you know how to get past most security programs. In other words, you are a 133t h4x0r.

Scavenger: When the Old World ended, the participants of the conflict ruined everything for their descendants, forcing them to barely survive while they had thrived. Luckily, you seem to run into a lot of good and valuable loot, as well as knowing how to break items down into their base components for various uses.

Steel Determination: The Great War called for those with iron hearts in their chest and wills of steel, and you seem to embody that concept. Your willpower is second to none, able to withstand everything the Wasteland can throw at you and simply laugh it off, asking if that's all it's got. Your body's strength and endurance has also risen higher, seemingly in an attempt to match your will.

Toaster Repair Pony: Everypony knows that... toast is a very good meal, and that's why you want to always be able to fix your toaster in case you want any. In addition to being an amazing mechanic and engineer, you seem to have a sort of nerdy charm that others can't help but find endearing.

Touched By Taint: 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. As a side benefit, you no longer age, and can live indefinitely.

Voice of Truth: The Wasteland is filled with lies, betrayals, and secrets, and to them you say no more! When you are telling anyone the complete truth, no matter how bizarre or terrible it is, they will eventually come to accept it. As a bonus, you could be a killer DJ or song artist with your musical skills.

Tier 3 Perks:

Each Tier 3 perk costs [600 cp]. You may discount two for 50% off.

Apple Family Ingenuity: Applejack was an honest, hard worker that got shit done through blood, sweat, tears, and being real stubborn. This extends to her Ministry, being able to come up with the best technology that Equestria had ever seen, with a vast majority being fully operational even two hundred years later. You share this talent, being able to easily build and invent technological marvels that stand head and hoof above anything else. Shoot, you could probably be able to build a full suit of Power Armor within three days, and greatly improve it's design within a week.

Awesome Misdirection: Rainbow Dash was the most loyal pony to ever fight for Equestria, and never questioned the actions she took to ensure Equestria's future. A majority of her time was spent on the battlefield, and seemed to do little with her Ministry at all, but that is only what they wanted the public to believe. You are a master combatant, able to easily control the flow of any battle you are a part of and come out the undisputed victor. In addition to this, you have expert black ops and espionage training, able to extract information from any source and remain undetected. These two sides of you seem to have a correlation, as the louder and more obvious your public acts are, the less likely anyone will ever find out about your more secretive activities.

Celestial Governance: No one can deny that Equestria used to be the greatest country in the world. After all, before the Great War it stood tall for thousands of years while other governments rose and fell countless times during the same period, and it was primarily thanks to the Alicorn Sisters that such a feat was possible. Much like them, you could skillfully run any sort of government you tried your hoof at and find it prospering greatly under your wisdom, and are equally skilled in logistics. In addition, any government or group you are in charge of aligns itself with your personal and moral views and intentions. With enough time and effort, you could even create something that would put Equestria in it's peak to shame.

Chaotic Luck: What can be said about Discord that hasn't already been stated? Well, you seem to have much more to say, as you seem to have caught his attention. Simply put, your luck greatly increases. In a more complicated explanation, you seem to stumble into important events or scenarios that you or people around you are perfect for much more often than should be normal, and these always see you profiting in some way by the end of them. Your attacks also seem to land those lucky hits much more often, and lots of other things tend to go your way.

Harmonious Friendship: The Ministries failed at some level because they eroded at the Ministry Mares' greatest strength, each other. Their friendship is what allowed them to face any obstacle that stood in their way, and now you have something similar. When you are with your friends, there seems to be a synergy between you all that is almost unheard of in the Wasteland, allowing you all to work together in perfect harmony. You would trust them with your life, and they trust you the same, so in accordance to that you are all unable to harm or damage any of your friends on accident. Bullets seem to fly right past, and melee attacks seem to just glance right off their armor. My, with this level of friendship, you might even be the ones that a certain recluse is looking for.

Light Bringer: If there is one thing that the Wasteland desperately needs, it's Hope. And whether or not you decide to embrace that much needed aspect, your actions are sure to make some waves. Your reputation spreads fast, often painting you in the best possible light, and can inspire countless others to perform similar acts if it resonates with their characters. Along with this you seem to run into scenarios that, based on your decisions, resonate and even decide the fate of the world. You are a Symbol of what could be, so consider your actions carefully.

Pink Insight: Pinkamena Diane Pie was always somepony *unique*, but despite that there was always a method to her madness. Just like her, you now have a Pinkie Sense, which is a series of random bodily spasms that, if you can figure out what they mean, lets you predict danger. This is much like that one spider hero's own super sense, only that it can predict nearly anything within a mile radius. You could boost this to the point where you actually do see the future somehow, but even boosted it cannot predict everything. In addition to the Pinkie Sense, you are excellent in rooting out traitors, spies, or corruption within any organization you're a part of.

Rare Charm: Rarity found the time to make sure every action was precise, masterful, and elegant, with nothing put to waste. You seek to emulate that, and have done so masterfully. With a few words and the right movements, you could have anyone swooning over you, or agreeing with ideas they previously didn't before listening to you, and you can entrench yourself within any social circle quite easily. Even during something as base as combat you waste no movements, and can move around the battlefield like an untouchable dancer. This beauty and grace extends to your creations and organizations you are a part of, making them both very aesthetically pleasing and very efficient in form and function.

Shy Outlook: Fluttershy was a gentle soul, one who sought peace above all else. Much like her, you are an extremely empathetic person, able to empathise with nearly any kind of life form as well as easily telling what emotions they're going through. In addition to this, you would make a master physician look like a nurse with your level of medicinal expertise when it comes to ponies and animals, and can quickly learn how to treat something else at the same level within a few days or hours.

Sparkling Intelligence: Twilight Sparkle was one of, if not *the* brightest mind of the Old World, and now you are her Wasteland equivalent. Your intellect allows you to figure out complex problems in a fraction of the time it would take for others, and figure out the best ways to utilize your resources efficiently. If you really put your mind towards intellectual pursuits, you'd be making breakthrough after breakthrough so long as it is within one of your areas of expertise, and even then it wouldn't take long to become one in a different field altogether. This doesn't mean that you're good at putting them into practice, just that your theoretical findings are very sound.

Items:

You may choose any four items to discount, with discounted [50 cp] items being free. You can freely import items if you so wish.

Barding [Free]: Long ago, it used to be that ponies would walk around naked without a care in the world. But like many things, the Great War changed that. This is a set of clothing that matches your form. Whether that's an elegant ball gown or a dirty vest is up to you.

Basic Weapon [Free]: It's dangerous to go alone, take this! It might be a simple pistol or baton, but it won't jam or break on you, and always seems to find its way on you when you need it most.

Saddlebags [Free]: There's so much stuff to find and take in the Wasteland, and too few have hands to carry it all. These bags can store more than twice the amount it should, and automatically arranges whatever you put in there.

Wasteland Wailers [Free]: The Wasteland can be a quiet and empty place at times, with no company other than your own thoughts and hoof steps to fill the silence. This changes that, as you will have an archive of Equestrian Music that you can play anywhere at any time.

Ammo Stock [50]: If there's one thing that's always useful, it's ammunition. With this, you have a large stock of any ammo for any weapon you purchase here that replenishes itself once a week. However, the more rare or powerful an ammo type is, the less there is in the stock. Can be purchased multiple times.

Cowpony Hat [50]: It's a durable hat that always looks good on you.

Leather Armor [50]: A set of treated leather armor in whatever style you wish. Luckily, it breaths just like normal clothing.

Sparkle-Cola Vending Machine [50]: The most popular drink in Equestria, no one can seem to get enough of Sparkle-Cola and it's carroty aftertaste! This vending machine seems to have a limitless amount of this soft drink, which you don't need to pay for, conveniently enough.

Stable 2 Canteen [50]: This innocuous canteen must have a water talisman inside, because this is always filled with clean water. A useful item to be sure.

Weapon Repair Kit [50]: If there's one thing you need to take care of in the Wasteland, it's your weapons. This tool kit has all the tools needed to repair and maintain nearly any weapon you find here.

Chems [100]: There are lots of problems that could be solved if you were simply better in certain areas. Luckily, this purchase kind of helps, as you get a decent supply of most Pre-War drugs in the setting that replenishes itself once a week. Overuse can and will see you having an addiction, however, and the rarer the drug the less of it you have.

Combat Armor [100]: You understand that no matter how tough someone is, a bullet to the chest is an easy way to die. This set of Pre-War combat armor was designed to maximize defense while minimizing restricting mobility. Comes in any color you wish.

Little Macintosh [100]: 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. So not only does this have enough stopping power to penetrate Power Armor with just a few shots, but it's very easy to use and maintain.

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, and 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 EFS (Eyes Forward Sparkle) and STATS (Stable-Tec Arcane Targeting Spell), and a number of other useful features. It can also just function as a radio.

Pre-War Food Stock [100]: Well you certainly are lucky, coming across your own replenishing supply of Pre-War food. Not only is it enough to feed a family of six, but you also don't need to go grocery shopping/scavenging as it replenishes itself once a week.

Zebra Stealth Armor [100]: Zebras lived in a very inhospitable environment, and as such had to develop a way to avoid the many dangers amongst their home. This is the pinnacle of Zebra Shamanism, as this enchanted armor and cloak will hide you, your sounds, smells, and heat signature whenever you will it, making it seem as though you were never there to begin with.

Balefire Eggs [200]: While many hate the idea of Megaspells and Balefire Bombs, you can't deny the effectiveness of them. And so, with this monthly replenishing stock of five balefire eggs, as well as notes on how to make more, you can blow up... practically anything you want destroyed.

Healing Potions [200]: One of the best developments from the Ministry of Peace, these little miracles-in-a-bottle enhance cellular regeneration for a time, healing a majority of wounds. This replenishing stock of 20 potions cannot, however, be used to regrow limbs or anything too serious, like brain damage.

Magical Energy Rifle [200]: Though this is a standard energy rifle, it is still one of the most destructive types of weaponry in the Wasteland, capable of turning targets into ashes at times. Needless to say, almost nothing the local raiders scrounge together can hope to match your fire power.

Riot Gear [200]: A specialized variant of the Canterlot Royal Guard Armor, this medium armor comes with enchantments that boost durability and filter out most poisons and gases, as well as possessing night vision should it be needed.

Starmetal Weapon [200]: Forged from the rare starmetal, a feared substance in Zebra mythology, this melee weapon of your choice is resistant to magic, cutting through enchantments and spells, along with bodies, with ease.

Zebra Infiltrator Carbine [200]: The Zebra enchanted variant of a Carbine Assault Rifle, this rapid fire weapon has the nice added benefit of causing any bullet fired to literally set targets on fire.

Anti-Machine Rifle [400]: This is the absolute best gun to get should you require penetrating power. Using .50 mm rounds and needing a battle saddle or strong telekinesis to even *begin* using it for more than one shot, this can pierce through nearly any kind of armor, both natural and magically enhanced. Nothing will be standing when this is fired.

Enclave Power Armor [400]: None can deny that those wearing this will be the ruler of the sky. 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 in order to not hamper flight. This set can be modified for any aerial races, and definitely gives you a leg up on any foes in the sky.

Gestalt Rifle [400]: If one wanted the absolute, top of the line magical energy weapon, they would choose this one in a heartbeat. This is essentially the Anti-Machine Rifle's energy weapon equivalent, as it can melt it's way through nearly anything given enough time, ammo, and skill. You do *not* want to be on the receiving end of this.

Sky Carriage [400]: It's always important that you ride in style, and so long as you have a pegasus or other flight capable race willing to pull it. This can seat up to twenty ponies comfortably, and doesn't require recharging or extra batteries in order to power it. Few have an aerial advantage, and you're now one of them.

Stable [400]: Meant to safeguard Equestria's citizens in the event of complete annihilation, this Stable comes with a powerful reactor, a water talisman system, a waste recycler, hydroponics bay, and enough space to house over a thousand easily. Whether this is a livable Vault or one of the Social Experiments, and even if it was made with a certain race in mind is up to you. Post-Jump you can import it anywhere near your starting location or have it as a Warehouse attachment.

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.

Ministry Hub [600]: The Last Day was a terrible thing, leaving most of the world deadly or uninhabitable, but somehow this building seemed to have made it through just fine. You have complete access to a building of one of the Six Ministries filled with anything you'd expect there to be. A MoWT Hub would be a top of the line workshop with all the needed tools and machinery, while a MoP Hub would be a hospital with cutting edge medical technology, etc. In any event, it comes with a powerful shield that can withstand a Megaspell detonation, a security team of robots, a large living space, as well as a generator that could power everything and more for centuries to come.

MoAS Notes [600]: The Ministry of Arcane Sciences was, as one could imagine, the leading expert for all things magical within Equestria. From spells to poisons, these notes seem to have practically everything the MoAS worked on and developed during the War. Why, there's even an incomplete set of notes detailing how to recreate the Impelled Metamorphosis Potion (IMP), which could turn others into Artificial Alicorns. Maybe you could find a way to complete it?

MoT Schematics [600]: The Ministry of Wartime Technology was the pinnacle for Equestrian technology development, to the point where it's still being used two hundred years after the megaspells dropped. You receive a large archive filled with schematics for all Pre-War technology that was created under the MoT.

Single Pegasus Project [600]: This. This is a game changer. While you do not get an actual tower for yourself, you have the notes and schematics in order to build something similar in any world you come across. Simply put, this allows you complete control of the weather in a given area. From simply making hurricanes or tornadoes to changing the clouds to covering the sky in a cloud cover for two hundred years to allow the growth of crops on clouds, there's little you can't do with this, especially if you find a way to modify it.

Companions:

Friendly Faces [50/100/200]: Oh who would inhabit this bleak world alone? For a certain price, not you. You can create or import a number of companions, with 50cp for one, 100 cp for four, and 200cp for eight. You may purchase additional companions for 50cp each, with no extra discounts. Each companion can freely choose their own race, and have 800 cp to spend on perks and items, and cannot take companions or drawbacks.

Good Hearts [50]: Is there someone here that you've taken a shine to? This ensures that you meet whomever you want as a future companion soon after arriving and befriending them easily.

Pet [50]: Well who wouldn't want a pet? This mundane animal of your choice is completely loyal to you, and is smart enough to understand and follow most commands. You can optionally import a pet you already own.

Balefire Phoenix [100]: One of the rarest animals you'll find in the Wasteland, this radioactive Phoenix can actually heal from radiation, and can shoot an atomic fire breath as an attack. You may optionally import a pet you own.

Sweetie Bot [100]: Oh, oh my. Well, it seems as though you have found a pony shaped, sentient robot with the mind of a young filly, and she's under the impression that you're her older sibling. Sweetie Bot is essentially a tiny autonomous set of Power Armor with a *lot* of firepower that never runs out, that being missile launchers and gatling lasers. She can also interface with any tech you find, and with her software hacking should be a breeze. Do remember that she has a mind of her own, and is more than just her programming.

Scenarios:

Ashes of Equestria [Pony Races only]: 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.

For taking up Littlepip's role in the story, not only do you get to bring as many of your friends and traveling companions as you want as full on **Companions**, but you also gain **Additional Rewards** from the three scenarios below.

If taken with **Hero's Party**, however, you and Littlepip are instead partners and equals on this crazy journey yours, friends in the truest sense of the word. Post-Jump, **Littlepip** will stand by your side forever more, becoming a special Companion, self importing into future jumps with 1000 cp to spend, almost as though she were a second Jumper! Unfortunately, she will not be able to benefit from drawbacks or purchase companion options in these jumps.

Act Of Grace: The Goddess is something completely unique in the Wasteland. She is a Hivemind of hundreds of unicorns-turned-alicornns, 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.

If you sided against The Goddess, you now have a strong **Mental Resistance**, making it so then it is extremely difficult for anything to affect your mind, both magical and mundane. In addition to this boon, you seem to have an amazing **Divine Luck** when it comes to combating or slaying anything that has more physical or magical power than you. You will eventually come out on top no matter how outmatched you are, so long as you put in the effort.

If you sided with The Goddess, **The Goddess** Herself cannot think of a better reward than gracing you and future worlds with Her own presence. Though She will have a new body of Her own, She will still be a powerful telepath with access to thousands of collective years of experience and arcane knowledge, as well as access to the genius of Twilight Sparkle. Additionally, She will be able to summon a number of Her children whenever She so desires.

If completed with **Ashes of Equestria**, you gain a significant **Boost in Magic**, expanding your pool of magic to be ten times as large as it was before, as well as making any spells you cast twice as effective without changing how much they cost to perform.

The Chains of Industry: Before the bombs fell, 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 was a full blown Alicorn with the same celestial abilities as Celestia and Luna. Good luck.

If you sided against Red Eye, you gain the **Unchained** perk, which allows you to figure out how to escape anything that thinks to keep you trapped, whether its slavery or locking you into a cage. You will eventually find a way out, and nothing can stop you. In addition, you seem to have gained control of his **Sprite Bot System**. These flying radios can be used to, surprise, play any music you wish wherever they go. But these have a secondary function, letting you see and listen to anything these bots do. After all, who would expect a radio to spy on them?

If you sided with Red Eye, the eponymous stallion will have been so impressed with your actions that he has agreed to become your companion. **Red Eye** will have become a powerful Alicorn through your efforts, holding an impressive amount of magic at his disposal similar to Princess Luna, along with his skills in diplomacy, tactics, organization, and cunning planning that could make almost

any plan workable. He can also move the Sun and Moon, but outside of this Jump all it amounts to is changing the world's lighting conditions.

If completed with **Ashes of Equestria**, you gain the **Fillydelphia Amusement Park**, returned to all of its Pre-War glory. While you can change a few rides and the aesthetics of the park, there won't be any accidents or people suing you and your park so long as you don't deliberately make one of the rides a literal death trap. In addition, when you decide to import it, the park will be sure to net you a large amount of revenue. Plus, it's just a really fun place to be at in general. This becomes a Warehouse attachment when not in use.

Towards the Sun: The Grand Pegasus Enclave is a different beast from the previous two factions in that it wants to preserve the status quo it has going on, where it and its citizens are completely cut off from the barbaric grounders below. They have nearly completely cut off the sky from the surface, to where most ponies below have never seen the Sun or Moon. Despite this, they are not actively malevolent at all, merely doing what needs to be done in order to keep its civilians safe from the horrors below.

Your mission seems simple at first; clear the skies, and bring the Sun back to Equestria. You figure out pretty quickly that in order to do that, you must pass through a powerful force field that nothing and nopony has gotten through within the past two centuries. In addition to that, you are destroying nearly a country's worth of crops and living space for those above, and might even cause a civil war in the process.

Alternatively, you can side with the Enclave, and make sure that threats like The Goddess or Red Eye cannot threaten its current way of life, the closest thing to Old World civilization left. This might not seem like a hard job, but there seems to be a small group of travellers who might pose a threat in the future.

If you sided against the Enclave, you receive the **Lightbringer Title**, cementing your name in legend so long as there is civilization as being a great hero, who brought light back to a world lacking it. What you do with this unparalleled fame is up to you, but your second reward is interesting. A **Crusader Maneframe**, one of the most powerful supercomputers in the world that can actively learn, with only three having been made. For context, one of them could process and maintain a spell matrix that was meant to purge all radiation, Taint, and poisons from Equestria. As if that wasn't enough, Princess Celestia has attached both her mind and soul into this computer, making her a literal ghost in the machine. While you could figure out a way to get her her own body eventually, for now she is effectively an incredibly powerful AI with millennia of experience.

If you side with the Enclave, then the **Grand Pegasus Enclave** will name you President, allowing you to take it and all of its resources and citizens with you to future jumps. This is an entire flight-capable society with advanced technology and weather altering capabilities that is completely loyal to you and your ideology. Post-Jump you can import it anywhere near your starting location or have it as a Warehouse attachment within a pocket dimension.

If completed with **Ashes of Equestria**, you now have the ability of **Weather Control**, able to make it storm with but a stomp of your hoof or clear the skies

with but a breath. You might not make it literally rain cats and dogs, but you can still create a category 5 hurricane whenever you want, along with other weather effects.

My Little Ponies: In the Wasteland, there are seven sets of very special statuettes. These all take the form of the Ministry Mares, and are known as 'Limited Edition Ponies of Harmony.' It is your job to collect a complete set. These are scattered all throughout the Wasteland, and will take more than a little while to collect them all.

Each statuette gives a significant bonus to one of your attributes. Applejack improves your Strength. Pinkie Pie improves your Perception. Rarity improves your Endurance. Fluttershy improves your Charisma. Twilight Sparkle improves your Intelligence. And Rainbow Dash improves your Agility.

Upon collecting all six, not only does your **Luck** greatly increase, but something else happens. You get **Six Personalities** in your mind, each one based off of a different statuette. These personalities do nothing besides give you legitimately helpful advice and voicing their own opinions on your actions at times, and they can defend your mind from any malevolent or unwanted actions.

Past Sins [Cannot take any other Scenarios]: This scenario is unlike any of the others. Instead of it being when Littlepip exits the Stable, you are now in Equestria's past. Specifically, when Princess Luna gathers the Element Bearers to have them form the Ministries. Your mission here? Win the war and prevent Armageddon. Depending on your choices, you may either replace one of the Element Bearers or will be chosen to form a Seventh Ministry of your choosing. You have thirty years to accomplish this, or your chain will end.

Upon completion, not only will the **Ministry Mares** become your companions, but this new Post-War **Equestria** you have helped create shall follow you into future worlds, being able to import freely or in a pocket dimension connected to your Warehouse is up to you. Not only is this Equestria completely loyal to you and the Ministry Mares, but has full access to all technology created during the war and can produce it however you see fit. In addition, it can have it advance in any way you deem necessary in the future, though it will take time.

Drawbacks:

Limit of +1200 cp.

Anthro [+0]: Do you not like the idea of being stuck on four legs, or not having a humanoid body structure? Congrats, as this is the option for you! Now all sentient races in the Jump is an anthropomorphic version! The world also adapts to this new development, acting as if this was always the case.

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.

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 befriendng 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 to you. Good luck, and try not to get the future Hopebringer killed, Equestria kind of needs her.

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. You are addicted to your bottle or your inhaler, always 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]: Even surviving a single year is a challenge for many. Unfortunately for you, your stay here has now been doubled. This drawback can be taken multiple times, but you will only benefit from three.

Old-Fashioned [+100]: The Wasteland is undoubtedly Equestria at its worst. Where the term og-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.

Twisted Virtue [+100]: 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 fit your needs, to make you think you're doing the right thing. For an extreme example, you could have the Virtue of Kindness, and justify massacring every Wastelander you come across as mercy killing, 'saving them' from experiencing the horrors of the Wasteland.

Young [+100]: Well, shortstack, I really hope you know what you're getting into. You are now 10 years old, a child in a very deadly world where even talking a walk 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 Zebras? When did everything get a 50's aesthetic? Twilight never ascended?! To sum it up, you will no longer have any knowledge of Fallout: Equestria beyond what someone with your chosen background would reasonably know.

Jinxed [+200]: Discord must really hate you, because I can't find any other reason for you having such bad luck. Weapons will jam, loot will have already been taken, running into more ambushes, or even just tripping over nothing!

Pre-Alpha [+200]: Well, that isn't good. It seems as though due to a bug in the system, all your supernatural abilities and perks from other Jumps have been taken away along with access to your Warehouse, leaving you with only the purchases here, your Body Mod, and any regular or mundane skills you know.

"Suck it, Grounder!" [+200]: I really hope you can back this up, because your arrogance is through the cloud cover. You are ironclad in your (and your race's, to a lesser extent) superiority, and nothing can change it.

Tainted [+200]: Some ponies react decently to Taint, gaining extremely useful 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 cause cancerous growths and horrible mutations unless you see a skilled medical professional.

Last Day [+300]: You no longer start at the beginning of the story, oh no. You are now starting the day after the Megaspells destroyed the world as we know it. Magical

radiation is everywhere, the Stables are sealed up tight, food and clean water are scarce, and the Skies have closed up. Good luck.

Powerful Enemy [+300]: This is not a singular enemy, oh no. That would be much too simple. You seem to have incurred the wrath of a major faction within the Wasteland. Either the Goddess, Red Eye's Army, or the Enclave will spend a significant amount of resources to get to you. Notice the wording there? See, while they could straight up kill you, it's more than a little likely that they will attempt to capture and experiment on you, trying to enhance their own armies with whatever makes a Jumper so special. If you do get caught, you must escape by the time the Jump is over, or else your chain ends.

Worshipper [+300]: The Goddess is something... unique. And now, She has control over you. Not only can She access any of your memories, skills, or powers to distribute among all of Her creations, She can also take direct control of your body whenever She wants. You will have no way of fighting Her will, and the only place you can be free from Her control, but not Her voice or power leeching, is the Canterlot Ruins. You know, the place filled with a magical poisonous gas that killed the Princesses. Well, at least it's not like you know how a certain mare would orchestrate Her demise, right? ... Right?

Soul Jar [+600]: Oh, this isn't good. It seems as though all of your powers have been taken from you, and placed within forty-two statuettes and distributed across the Wasteland. You are reduced to your body mod and what you bought in this Jump, with no access to your Warehouse. While you can gain your powers back by finding them all, that's not stopping a local wastelander from picking one up and gaining your powers for themselves. Specifically, the three most powerful ones (whether in terms of actual power or amount of abilities is up to your Benefactor) are in the possession of The Goddess, Red Eye, the Enclave.

Ending:

Go Home: Time here has opened your eyes, making you realize how much you miss your home. You gain a picture depicting your happiest moment here.

Stay: This world is one of terrible hardships, but also one of untapped potential, and because of that you have decided to stay here. Gain an additional 500 cp to spend.

Continue: Well this has certainly been an... experience. Nonetheless, there is more for you to do and see, and you can't stop now. You gain a holotape with everyone you've befriended here wishing you luck in the future.

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 is the PnP version of Fallout Equestria, 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**.

-On **Anthro**:

- Your chosen **Species** becomes an alt-form post-Jump, and if taken with **Anthro**, then you get two alt-forms. One is the normal form, and the other being the anthro form.
- For **Earth Ponies**, you can channel the effects of **Earthly Connection** through your hands.
- If you chose either a **Unicorn** or an **Artificial Alicorn**, you can fanwank it where you can use your hands to cast magic, but your horn will still glow when you do so.
- If you choose to discount the **Hellhound** species to become a **Diamond Dog**, you will get both of them as alt-forms. This does stack with **Anthro** form-wise.
- If you have taken the **Ghoulified** drawback, the same applies, with you gaining both a Healthy Form and a Ghoul Form.

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

-For Unicorns, 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 **Earthly Connection** or **Sonic Rainboom**.

-As state, your **Virtue** is a positive moral characteristic that you possess more of than any other. Even if you are an evil person, that simply means that you have twisted your virtue to fit your goals. Even Red Eye, one of the least moral ponies in the Wasteland, did everything in the name of Generosity, of giving everything he could to a better future, as questionable as his actions were.

-About the **Cyborg** perk:

- You can design how the **Cyborg** perk manifests, but it must be noted that the basic level is very simple and utilitarian in design.
- Resistances and EMP weakness start off at +25% at basic level, and +50% for basic level.
- For the **Soldier** specialization, your resistances are instead +30% or +60%, while your weakness is +20% or +40%.
- Post-Jump, your weakness to EMPs are removed.
- For the Upgraded **Stealth** specialization, Thaumaturgic Vision allows one to see magic. The magic you see comes in different colors based on the person or source, while everything else is in monochrome. The more vibrant a color, the more magic it has.
- For the **Support** specialization, you can determine how the extra arms manifest, whether they are always out or have a compartment to hide them while they are not in use.

-About the **Zebra Augments** Perk:

- At the 1st level: +25% Poison and Disease Resistance
- At the 2nd level: +50% Poison and Disease Resistance, +10% Radiation and Magic Resistance

-The **Hunter** perk can either affect a specific sapient species, like Unicorns or Hellhounds, or a type of non-sapient creature, like Animals or Robots.

-**Wasteland Wails** is filled with both Fallout Equestria music (both in setting and fanmade), but all fanmade MLP songs in general. There's a surprising amount of good music coming out of the fandom.

-The **Gestalt Rifle** is essentially a powerful laser sniper rifle, in case that wasn't clear.

-About **Littlepip** from **Ashes of Equestria**:

- She will push for you to side against the other three Factions, but will go along with you should you be convincing enough. Doesn't mean she'll be happy with the decision, though.
- Basically, in any future Jumps, she will be automatically imported without taking up a slot and given access to 1000cp to spend. She can take drawbacks, but does not gain extra cp from doing so. She also cannot purchase companion options.
- You and her will generally hold a very friendly disposition between each other, but that doesn't mean that you can't piss each other off at times, and if you're evil enough or do too much that disagrees with her, she will either leave or try to kill you. If she does try to kill you, keep in mind that she is *very* resourceful and cunning when she needs to be.
- She is a hardcore lesbian, so if you're male then you won't be able to romance/seduce her without some specific perks or serious brainwashing power.

-The statuettes in the **My Little Ponies** scenario will increase your attributes proportionally to what it currently is, making them just as valuable to endgame Jumpers as they are to those just starting.

-Yes, you basically get the Mane 6 living inside your mind. Don't worry, as they won't be as intrusive in your thoughts as you might think. They will act more like advisers, giving sound advice on how to deal with situations or coming up with good ideas you didn't think of (mostly Pinkie, but others have their moments).

-In the **Past Sins** scenario, you can replace the Mane 6 member whose related Tier 3 you have taken.

-The **Continuity** drawback is weird, I know. However, it will work like this:

- Your previous actions are the same, and eventually turn into a world similar to the canon of FoE, but wildly different.
 - As an example, maybe after liberating Equestria from the grasp of changelings, they feared extinction at the hooves of ponies, and used megaspells and balefire bombs as a last resort shortly after you left.
- A similar timeline that veered off at some point early on, this option more closely follows the FoE canon, but with a different version of you and their actions.
 - This shift was caused sometime before the Canterlot Wedding, likely because Shining Armor, Cadence, and Changelings don't exist here. You decide how this difference would affect your stay in this timeline, so long as it's relatively close to canon.

- *Have the day that you deserve~!*