

Factions

- [Hemisphere Raiders](#)
- [Stable 83 Staff](#)
- [Brainless Villagers](#)
- [Roboslavers](#)

Hemisphere Raiders

A somewhat split group of raiders whose leader attempted to replicate [Cere](#) and Bellum's brain split as a means of attaining greater control of his territory. However, lacking the proper equipment and expertise, the split was a failure and instead of creating two of himself there were now two distinct ponies, Lefty and Righty, that each wanted total control of the group. As a result, the party was split down the middle, somewhat literally as the followers of each pony also exposed and scooped out half of their brains to show loyalty to their chosen leader.

Every pony in these groups have only half a brain that is open to the air. One of their eyes are perpetually pointing in a random direction, dependent on which half of their brain they are missing. As a rule, these raiders may only have an INT of 4 or less, and drool is common. Talents are not affected by the lack of a full brain.

Hemisphere raiders, despite having two opposed leaders, share the same territory and are not openly hostile to each other.

Lefty

Lefties remove the right half of their brain and thus are more analytical, cold, and cruel. They may have difficulty expressing emotions or lack them entirely and make use of more high-tech gear such as beam pistols.

Righty

Righties remove the left half of the brain and thus are more emotional, talkative, and in some cases insane. They don't think very far ahead and favor more low-tech options such as clubs and pipe pistols.

Stable 83 Staff

The staff that manage and maintain Stable 83 and by proxy Stable City. Made up of Administrators and specialized Officers in command of mostly Roboponies, with the remaining ponies having brain domes and regular mental and neural backups. Each one has an assigned duty corresponding to their Talent and have priority access to the Auto-Doc and related facilities, such as brain repair or in extreme cases regrowth and replacement, assuming their scans are up to date.

Current Staff:

- **Administrators**

- [Cere](#)
- Bellum

- **Officers**

- [TBD] - Science
- [C-64](#) - Medical
- [M-42](#) - Maintenance
- [TBD] - Security

Brainless Villagers

The brainless villagers inhabit the [Brainless Village](#). Made up primarily of ponies, these villagers have all vowed to remove their brains either when they get their mark or when they come of age, whichever comes first. As a result they are all equally 'adapted' to live without any thoughts and are incapable of achieving higher INT scores than otherwise possible, capping at 2.



Roboslavers

A group of ponies inhabiting a [pre-war Robronco robotics factory](#), focused on capturing ponies and other sentient creatures and separating them from their brains both for cheap, cooperative labor and to manufacture more Roboponies.

After many years of laying dormant, a group of opportunistic ponies cracked into the security systems of the robotics factory, turning its defenses to their side and granting them access to the facility. Inside they discovered that much of the machinery was still operational, there was just one thing missing that was halting production: brains. Realizing what they could gain if they were to create an army of Roboponies under their command, these ponies began foalnapping anypony they could find in the area and using the facilities resources to extract their brains for use in these ancient machines. The brainless bodies are then sold off as slaves, or kept in the camp as laborers or slaves for the inhabitants.

After a few skirmishes with Stable 83, a temporary truce was settled on. While the factory was heavily defended, it had little in the way of resources besides an abundance of scrap and robotic parts. At the same time, 83 was perfectly capable of sustaining its population with fresh water and food, but could not easily repair its damaged Roboponies. Thus, in exchange for food, water, and access to the City, the Roboslavers would supply 83 with robotic components for repairs. Roboslavers entering the City are closely monitored, often being escorted by Roboponies or Stable security, and are banned from attempting to capture anyone inside or around the City.