MLP Project

Jump by Soul Shifter with great help from ketch117.

Comic by Metal-Kitty



Did you know I witnessed the banishment of Princess Luna?
That day I saw the power magic possessed. So powerful… beautiful… terrifying…
I love magic.
It is my life, my passion.
I fear magic.
Because despite the good it can do…
It creates monsters like myself.

Welcome to a story of Equestria, jumper. Or, rather, welcome to the story of Harvest Moon, a talented unicorn, who saw how dangerous magic truly is, and decided to get rid of it. He will stop at nothing, until he achieves his goal, and even his own death is a part of a thousand-year long plan.
You are arriving at this world on the same day Celestia receives a mysterious letter.

Here, take 1000 Choice Points. You will definitely need them.

Oh, and one more thing. If you've completed the Murdertale jump… Well… Don't bother reading through all of this… Skip straight to the end.

Time and Place

From the canon perspective upcoming events will take place after King Sombra's return, but before Discord's reformation.

Roll 1d8 to start in one of the locations below, or choose freely for 50 CP.

1. Ponyville - A small town and a home to the main characters. Peaceful atmosphere will soon cease, as it will be announced that Twilight Sparkle is dead.
2. Canterlot - Capital of Equestria and home of Princesses. Soon a tragedy will happen here - Princess Celestia will be kidnapped by an unknown enemy.
3. Manehattan - A large city that Twilight Sparkle visited a long time ago. She was on a mission that, if messed up, would've doomed Equestria. What would that mission be?
4. The Forest - A small forest located near Manehattan. Waking up here you can feel chill crawling down your spine. Whatever it is you feel, it is not friendly.
5. Red Harvest' Dungeon - You will wake up in the corridors of Red Harvest' dungeon. I suggest you to run. As fast as you can.
6. Crystal Empire - The Crystal Empire. A place ruled by Princess Cadence and Shining Armor. Both of them won't be here much, instead being busy mobilizing soldiers in search of Celestia's kidnapper.
7. Human World - What a (un)lucky Jumper you are. You will now start your jump in the human world, as a human, right in front of the Canterlot High. You can rest easy, knowing that Red Harvest can't reach you here. If you decide against it, then perhaps you want to find Twilight of this world, as she is the only one who can help you. Take **Equestria Girls** drawback.
8. Tartarus - A prison for ancient evil creatures. Are you one of them? Regardless of your answer, it will be quite lonely here. Tirek already escaped.

You can freely choose your age and gender.



Races

Those starting in the Human World can choose one of these races as usual, but won't gain their benefits in the Human World.

Blank Flank (+300)

Not quite, of course, but close enough. You may choose any race that has magic abilities weaker than any of the below races. Which are almost guaranteed to be nonexistent.

Earth Pony (+200)

Your "vanilla" option. These ponies are physically strong, tough, and have a deep connection with nature, being especially proficient in everything regarding it.



Pegasus (+100)

Pegasus are ponies with wings. They are not as strong as earth ponies, but are fast, agile, can fly, and have a deep connection with air. Also, their magic allows them to walk on clouds and control weather.



Changeling (100)

Changelings are despicable creatures of unknown origins. Natural infiltrators are capable of assuming the form of any creature that already exists, any object they've seen, and anything in between. Additionally, despite not wielding traditional unicorn magic, they are able to use basic telekinesis and energy blasts. They do not need food, feasting on the love ponies are giving instead.

Changelings are getting 200 CP stipend in the magic level section, but for the duration of this jump can't exceed Low Tier, and are incapable of using spells.



Unicorn (200)

While not particularly excelling in their physical attributes, unicorns are the only pony race, capable of using active magic. They can not only channel their magic to levitate objects or blast enemies, but also cause various other effects by using spells.

Unicorns are getting 200 CP stipend in the magic level section.



Pseudo-Changeling (300)

You are a unicorn… and not. Upon absorbing changeling's magic, you became a horrifying abomination, combining in itself the best of both worlds. Aside from all of the unicorn's benefits, you are able to freely shapeshift into anything you want. Not only that, but upon doing that, you are able to combine parts of different creatures together, to assume truly monstrous forms. While you can freely change your appearance to any living creature, mix and match their parts, and increase your size, it'll require quite some time for you to perfect this ability.

Abominations are getting 200 CP stipend in the magic level section.



Background

Drop-In

An enigma appeared out of nowhere. You. No one knows who you are or what you're capable of. There are no new bothersome memories, but also no one who can call you a friend. And in Equestria this can be very dangerous.

Hero

Born in this world, you were always inspired by heroes of old times. Having morals equal to Bearers of Harmony themselves, and with friends by your side, your goal is to protect the innocent with all your might.
Soon we will hear about your adventures, Jumper.

Villain

A vile creature you are, Jumper. I do not know why you decided to follow this path, but undoubtedly, you had a fair share of trials. It is sad, of course. However...
Reconsider your goals, or this road will be your undoing.



Perks

The 100 cp perk of your background is free and the rest are discounted (cost half the cost).

Special Talent (0)

"Worst. Surprise. EVER!"

Choose one thing. It can be as broad as all magic, or as narrow as one fruit. Now you are extremely talented in everything related to it. Not only that, but any improvements in the chosen field are getting slightly boosted. Comes with a toggleable mark on your flank.



Endless Improvement (100)

"Even before I apprenticed under Starswirl, I studied magic daily."

As long as you are continuing doing something, you'll find out that there's no limit to your growth. The speed of the growth is entirely up to you and your efforts.



Pony Movements (100)

"Hammer time!"

Pretty bizarre, right? First you are a regular two-legged human, or whatever you are, then moments later you're a pony. Well, this perk should help.

Now any change in your body won't be disorientating, from torn hands and legs, to transmutation into solid stone or an AI. Additionally, you'll instantly have knowledge of combat perfectly suited for your current body.



Warrior of Destiny (200)

"The pony who wishes it dead… will die in turn..."

Fate is one tricky mare, and she has a lot of things prepared for you. No matter what hardships you endure, how much you've been hurt, it seems you're destined to die somewhere else, if at all.

Now the winds of fate herself are pushing you towards victory. Your luck is boosted to the impossible levels, allowing you to fool Death again and again, until achieving victory.



Starswirl's Student (400)

"You should have known it would end like this. I am your senior by a millenium."

Your sheer intelligence and ability to absorb knowledge is now rivaling Twilight herself. Your memory is perfect, your multitasking ability is absolute, and any spells you have are easier to use and are greatly enhanced. Not only that, but any other similar intelligence perks are amplified tenfold and will be quickly improving with time (including this one).

Gives 600 stipend in the Spells section.



Power Overwhelming (Capstone Booster) (600)

"You're the most powerful unicorn to ever live! They say even Celestia saw you her equal! "

Your magical potential rivals the Element of Magic herself. All your magic abilities get a boost, one comparable to transforming a candle flame to a star, and this boost will keep growing with time.

Gives 800 stipend in the magic level section. Also improves all other 600 cost origin's perks.



Element of Friendship (800)

"We're friends to the end, Twi… No matter what that end is..."

Isn't it inconvenient that you sometimes need to leave your friends behind? Well, not anymore. The light of friendship shines bright within you, allowing you to bypass Jump-Chan's rules.

Now if you choose so and will be able to convince an individual to follow you in your future travels, you can make them an official Companion regardless of whether the jump allows it or not. And if it does, the cost of this Companion becomes 0 CP.

Not only that, but also in all future jumps you can import all your Companions for free. In that case they are getting the origin, all free perks and items, and are getting an amount of choice points equal to half of yours (before the drawbacks are applied).



Quick Thinking (100) (Free for Drop-In)

"Gotcha."

It seems you are quite a fighter. Only natural for you to have such a perk.

Now, as long as you're able to react to something, you will always be able to analyse the situation and make a perfect move.



Profession (200) (Discounted for Drop-In)

"Pony-casso was a HACK!"

You are now an absolute master in one chosen field. From culinary, to teaching, to combat, anything really. It won't make you the best of the best, but it will for sure make you end up in the top ten. Post jump your knowledge and skills will be boosted to match future setting's level.

Can be taken multiple times.



Guests from the Omniverse (400) (Discounted for Drop-In)

"Ah am a mite curious as t' what those two find so fascinatin' in that statue..."

Whether it is the Doctor from "Doctor Who", or Rick from "Rick and Morty", the characters from other franchises (or their versions) now will be appearing in your chain. They won't influence any of the canon events without your interference and will be bound by the rules of the universe they're in (ex: in this jump they will be ponies and will be peaceful).



Unknown Background (600) (Discounted for Drop-In)

"It's... him… The… killer..."

Like Starflare, your life prior to this moment is full of mystery, to the point of it being seemingly retconned from time to time.

Now you can change your past however you like, as long as it makes sense and doesn't affect anybody else's past. If you stated that you are a doctor, then you will have the knowledge and skills of a doctor. If you will state later that you are a veterinarian (doesn't contradict the facts you stated before), then these skills change into a veterinarian ones. Drop-In's now can also freely create their background like other origins, but without bothering memories. It should still make some sense and not contradict canon events.

Capstone Boosted

Make sense? Where's the fun in that? Now you can freely change any past events of your jump's entire world, as long as it is at least visually (for an outside viewer) does not contradict canon events. Want for Celestia to be secretly evil? Go wild! Want to be Harvest's student? As long as it is possible, you can make it happen.



“Come with us if you want to live!” (100) (Free for Hero)

“I need to fake my death.”

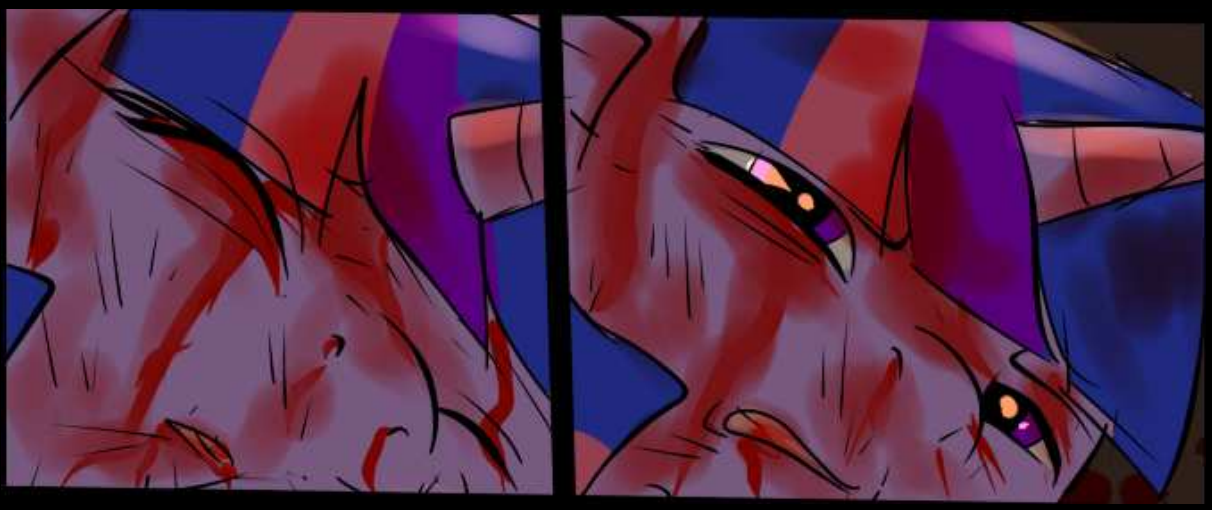
No need for long explanations or proving your words. Does anyone ever have time for that? When the time is running out, they will help or follow you without questions.
That works only if you’re telling the truth and generally mean no harm.



Heroic Resolve (200) (Discounted for Hero)

“Because everyone is the hero in their own eyes.”

Never give up, even in the face of death itself.
You have this unshakable will, that helps you move forward no matter what. Nothing can stop you from standing up, not wounds, not fear, not losses. You are quite literally... unstoppable.

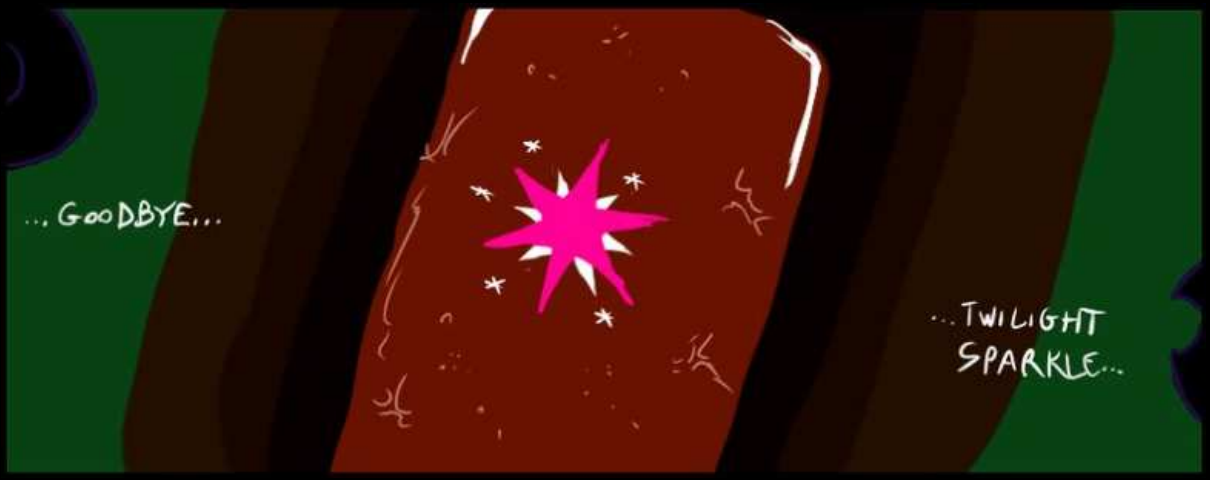


“I just wanted to live” (400) (Discounted for Hero)

“You’re persistent. I’ll give you that much.”

You are quite a liar, aren’t you?

You are now able to perfectly lie, with only the smartest individuals being able to figure you out. This perk gets a boost when you are lying to your friends and/or for the greater good. Furthermore, once per jump you can escape any death by faking it.



Friendship is Magic (600) (Discounted for Hero)

“We will protect the harmony YOU threaten!”

The gift of friendship. This perk allows you to resolve **any** situation, **any** conflict without usage of violence, and in a way for everyone involved to be happy. Additionally it allows to rehabilitate even the cruelest of villains and save everyone involved with no exceptions.

Capstone Boosted

For friendship to work at its fullest you’ll need something else. Friends.

Now, whenever you stand with friends by your side, you will always win, regardless of your opponents powers, abilities, and any other factors. This does ensure that you will triumph against forces of evil and save those you fight for, but your own life is not guaranteed to be safe, nor do the lives of those who stand by your side.



“Don’t laugh, Obscura…” (100) (Free for Villain)

“I… will… not… die...”

Always a plan, a backup plan, a B-Z plan!

You are able to formulate both short and long term plans on the fly. No matter the circumstances, it will require coordination and preparation from at least an entire kingdom to break your plans, and even then it is not guaranteed and you’ll have a dozen backup plans for such a case. Also, even if you’ve lost, you’ll never actually “lose”. As long as your schemes are still in motion, your death won’t count as chain-fail.



Villain Team-Up (200) (Discounted for Villain)

“I have a client who wants that. It would be unhealthy to get in my way.”

It is very hard to be a villain, especially fighting against the most powerful force of all - Friendship. What to do? Make friends of your own!

You have a talent of convincing people to join your crusade, whatever it aims for. It is basically effortless for you to create a small army of followers and as long as your goals are aligned even a little, you can convince even “major players” to help your cause.



Dark Magic (400) (Discounted for Villain)

"It may surprise you to know Starswirl knew some tricks for cheating death."

Dark spells are forbidden for studying because of how dangerous they are. Yet the sheer power of these spells must attract someone like you, Jumper.

You now have knowledge about dark spells, not all of them, only the ones you can handle. It all depends on your **Magic Level**.

More in **Notes**.

This automatically gives you access to all dark spells of Equestria of chosen level, except for the ones in the **Spells** section.

In future jumps you'll continue automatically gaining knowledge about all dark spells of your level, but it'll take some practice for you to perfect them.



Me and My Shadow (600) (Discounted for Villain)

"FEED..."

Red Harvest's ultimate technique. Whenever you desire, you can summon Dark Crown's shade, visible only to its target, and only if you choose so. This creature is capable of driving people to paranoia and/or insanity, and slowly influencing their actions, pushing them to results you desire, with long exposure being equal to a very subtle mind control.

Capstone Boosted

Additionally, like Pony of Shadows, you ARE the shadow. You are fused with darkness, which gives you a body made of it. Firstly, you are getting both a horn and a pair of wings, making your appearance similar to an alicorn, allowing you to fly and using magic (if you are incapable of magic, it allows you to use dark magic normally). Secondly, it grants you minor shapeshifting, allowing you to create weapons out of your own body. Appearance is toggleable post-jump.

All your darkness based spells and powers are now boosted to **Beyond God Tier**, as well as every future power you'll ever get.



Items

One 100 CP item is free, and one of 200 and 400 CP are discounted.

The Dark Crown (800)

Hora Umbrae. The Hour of Shadow. The Dark Crown. The artifact Harvest Moon created as a twisted reflection of the Element of Magic. Upon wearing it, it boosts every aspect of the owner's being depending on how many sacrifices it was empowered with. Powered by countless sacrifices, enhanced by them, this Crown elevated Harvest from a half-dying unicorn to being able to match the Princess sisters. Not worth mentioning, but yes, it does allow the use of magic even for non-unicorns.

The owner can summon the Crown's shadow, just like the one mentioned in Me and My Shadow perk, although slightly weakened, being unable to reach mind control levels. Inside of it is a soul of the first sacrifice, which usually never betrays its master, unless something extraordinarily will happen, like with Spring Bloom.

Furthermore, the crown is immune to both **Elements of Harmony** and similar light artefacts, since to them it appears as one of their own. Even the owner can't destroy the crown without dying in the process. The only weakness being the crown itself, if the soul inside will decide to turn against its owner, and the Bearers of Harmony, it is a very formidable weapon.

However, I can't give it to you. This is not that weapon yet, but an empty vessel that can be filled. With some effort, you can slowly fill it with power by sacrificing people and forcing their souls into the crown. It will work without souls, but each one will increase overall power by a magnitude. No souls that comprise it will be able to influence the crown (unlike in canon), nor the crown itself will be able to turn it's dark power upon itself by someone's wish - unless it's yours. And if you do decide to destroy the crown, it won't result in your death, it being wholly separate from you.

If you're not a fan of causing genocide for power, there is another version - The Crown of Light. Unlike the above version, this crown is forged with the Magic of Friendship, recognised as such by the **Elements of Harmony**, and can be effectively used as a seventh Element. Instead of sacrificing other living beings, you can feed it with precious memories and essences of your friends (without losing them yourself, of course). Each time you put the crown on, all of your friends' "spirits" will be empowering you, giving you advice, and sharing their skills and knowledge. Although sacrifices would make you much more powerful, much quicker, they would give no versatility of the Crown of Light.



Royal Library (100)

Canterlot's library contains an incredible amount of all types of knowledge. Naturally this includes magic knowledge as well.

Tomes from these library will always contain some answers that will help you move forward in your current task, especially excelling if the topic is magical.

Post-jump this library will automatically include most books of current jump, saving them for future use.

Free with **Dungeon**.



Special "Big Boss Macintosh" Cider (100)

Do you like alcohol? Well, it doesn't matter because you're getting it.

This cider gets you slightly drunk no matter what protection you have. In exchange, it massively boosts your strength. Safe to say, that after drinking the whole thing even an old man would be able to wrestle Godzilla. Probably.



Party Cannon (200)

Pinkie Pie's weapon of choice. Despite its appearance, this cannon can pack quite a punch. Useful to knock out bad guys without actually hurting them.

If you're not a fan of confetti cannons, you can instead choose any weapon you own. Chosen weapon won't become any less powerful, but instead of harming the enemy, it'll be always dealing non-lethal damage.



Power Negating Accessory (200)

For 200 choice points you're getting a set of five suppression rings. Putting them on Unicorn's or Changeling's horn will result in a complete negation of all magic abilities. It will work on Alicorns as well, but there's no guarantee to what degree it will work.

Post-jump these rings will be able to change into any other shape from shackles to cages.

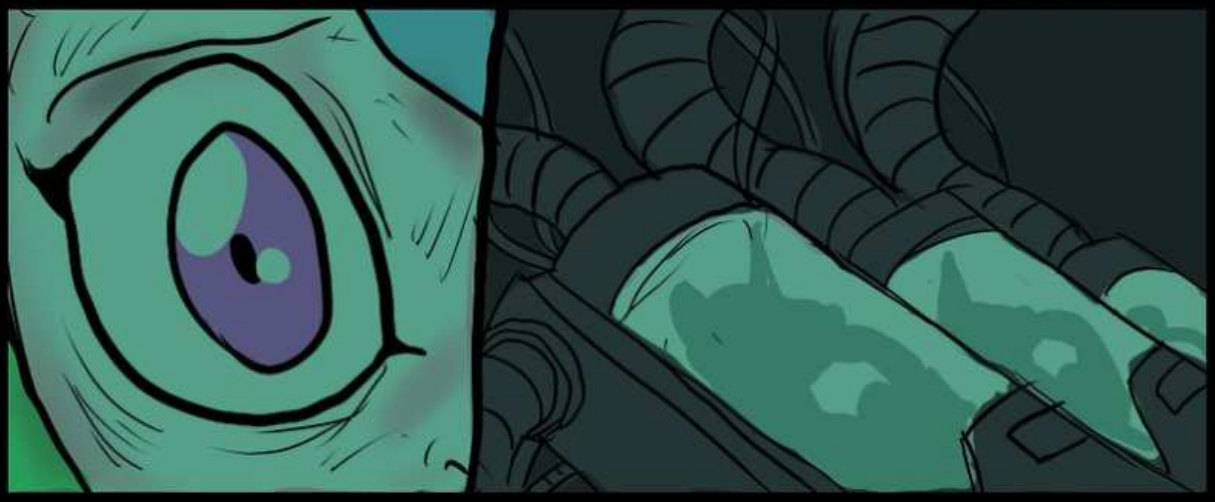


Army of Clones (400)

For 400 choice points you'll get two dozen capsules, each containing a clone of Starflare - Starfury. Each one is capable of matching in power an above-average unicorn (or one gifted, but sleep deprived) and induce fear, using monster form. And each one is yours to command.

Post-Jump you can instead choose for these capsules to be filled with your clones, with the same properties otherwise, although they won't have any of your perks or powers.

Discounted with **Dungeon**.



Dungeon (400)

Exactly the same dungeon as the one Harvest had.

It has prison cells for captured enemies, technology to keep someone alive for ages, and enough space to contain an entire army of followers.

This dungeon is guaranteed to never be found by your enemies, unless you choose so.

Alternatively you can purchase Canterlot, the capital of Equestria. It has many properties of various benefits, one of the most notable being it's library.

Those that chose **Dungeon** get a discount on the **Army of Clones** item. Owners of Canterlot instead get the **Royal Library** for free.

Post-jump you can attach whatever you chose to your warehouse.



Elements of Harmony (600)

You guessed it. The Elements of Harmony. The universal “I win” button of Equestria. The Elements can be used to amplify magic powers, protect users from any harm, seal and banish beings, and reverse any damage done to reality.

Although by themselves they are basically trinkets. It’s when friends with pure hearts are using them, they truly shine. Using the Elements of Harmony is usually kept as a last resort. However at their full potential, attuning to them requires you to first discover whichever aspect of friendship particularly resonates with you. This might be a relatively simple moment of introspection, or require a journey of self-discovery (depending, in the main, how well you know yourself). Upon discovering this you should endeavour to live up to it. The Elements are more effective the better you connect with and embody your chosen element - and the closer you are with the other users.

When you and five of your friends are using the Elements, you gain the effects of capstoned **Friendship is Magic** perk, although overall on a slightly lower level.

Once per jump, or ten years if it comes first, they can be used to seal, banish, and/or petrify any being, regardless of their power and abilities.



Wish Upon the Star (600)

What do you wish for, jumper?

State what your heart desires and look to the sky. That little spark will grant your wish.

Once per jump if there’s something you truly desire with your whole heart, you can will it into existence. Regardless of what you wish for, it’s effects can’t follow you post-jump.



Magic Level

Each tier gives all of their generic tier's spells for free (which aren't in the list below). This does not include some extremely rare or forbidden spells (like Starswirl's spells).
You can purchase these tiers, but you will be incapable of benefiting from them until post-jump, if you are not a magic-using race.
Purchase in this section is mandatory.

No Magic (+600)

You cannot use magic at all. Whether you are a dragon without breath or a unicorn without a horn, now you are in big trouble. This applies only to "active" magic, so flight and shapeshifting will stay, but telekinesis won't.
Additionally take +600 CP Depowered drawback and keep the CP.

Low Tier (200)

You are capable of using very basic magic abilities. You are a regular unicorn or changeling.

Mid Tier (600)

You are capable of using advanced magic. You are equal to the royal captain or Starfuries.

High Tier (1000)

You are a heavy hitter now. Someone with once in a lifetime magical abilities. You are equal to Twilight Sparkle.

God Tier (1600)

Your power is nearly unmatched. Some may even see you as a god. You are a match to alicorn sisters, Red Harvest, King Sombra, and Starswirl the Bearded himself.



Spells

Emotional Overcharge (100) (Discounted for Low Tier and free for higher)

While you are experiencing powerful emotions (be it anger, happiness, or despair), you get a massive boost to all your magic abilities. Effectively, your magic level increases by one.



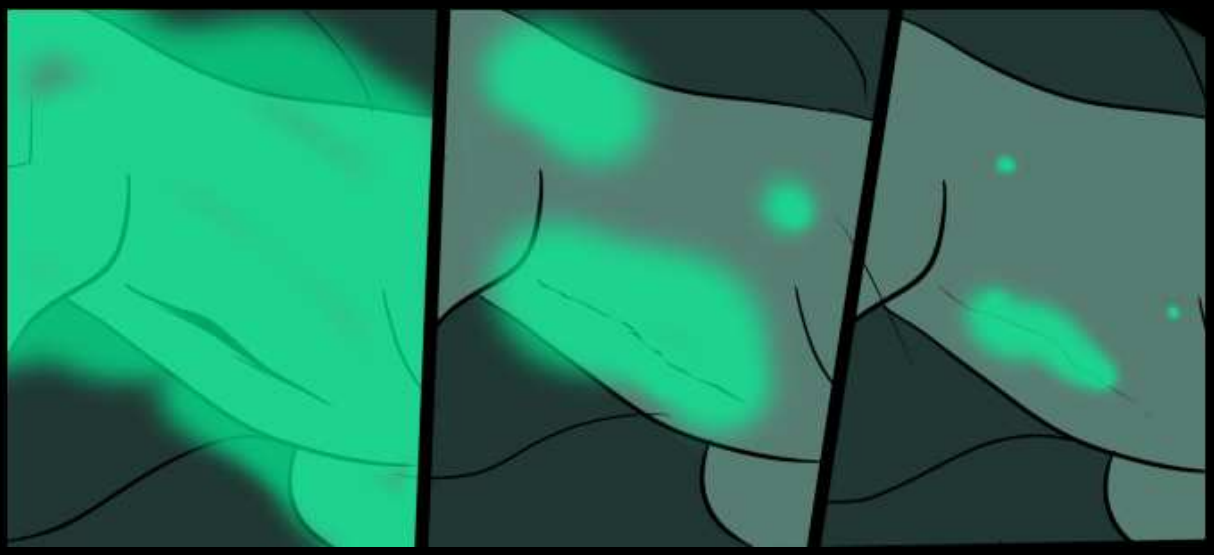
Aura (100) (Discounted for Low Tier and free for higher)

At will, you can choose to externalise any great conviction that you have, or other tangible feeling - joy, hope, love and compassion are all very valid choices - so that others may benefit from that as well. This doesn't have to be telepathic, and can manifest as some sort of glow. The effect grows weaker the further away from you they might be physically, and its effects depend on the strength of the feeling you're feeling. If you don't wish to bolster your allies (or at least the people around you), this effect can also channel other sensations, such as terror.



Healing (200) (Discounted for Low Tier and higher)

This spell allows you to quickly heal wounds and diseases. From small cuts to torn limbs, you can heal everything. Depending on the severity of the wound, it will take more time, but there is nothing that you can't handle, except for death itself.



Signature Spawn (200) (Discounted for Low Tier and higher)

The first spell Harvest learned, and the one he uses most often. Plant growing spell. He uses them, Sombra - his black crystals. What about you?

Choose one object. Bones, stone spikes, crystals, etc. You can grow these objects from any surface, manipulate them with great precision, and it won't cost you anything to use.



Monstrofication (400) (Discounted for Mid Tier and higher)

You can change creatures now. It can range from simply increasing someone's strength or eyesight to creating horrifying deformed immortal abominations, like Bruno. The only limits are your imagination and sanity.



The Champion of Me (400) (Discounted for Mid Tier and higher)

Empowering someone with a part of your essence, you can grant them any of your powers, albeit not at their maximum potency. This process makes them more loyal to you and changes their aesthetics to clearly show that they are your subordinate.



Necromancy (600) (Discounted for High Tier and higher)

The power to raise the dead is now yours to command. The undead will have all abilities they had in life and will follow your every command.

For now you won't be able to raise armies of undead, not without a significant amount of preparation, like seeking and digging out chosen bodies beforehand.



Binding Spell (600) (Discounted for High Tier and higher)

Spell, which allows you to temporarily disable and depower any being, which you are at least comparable in power to. With enough time to analyse said being, not only would you be able to nullify this requirement, but also change the spell to a permanent one.



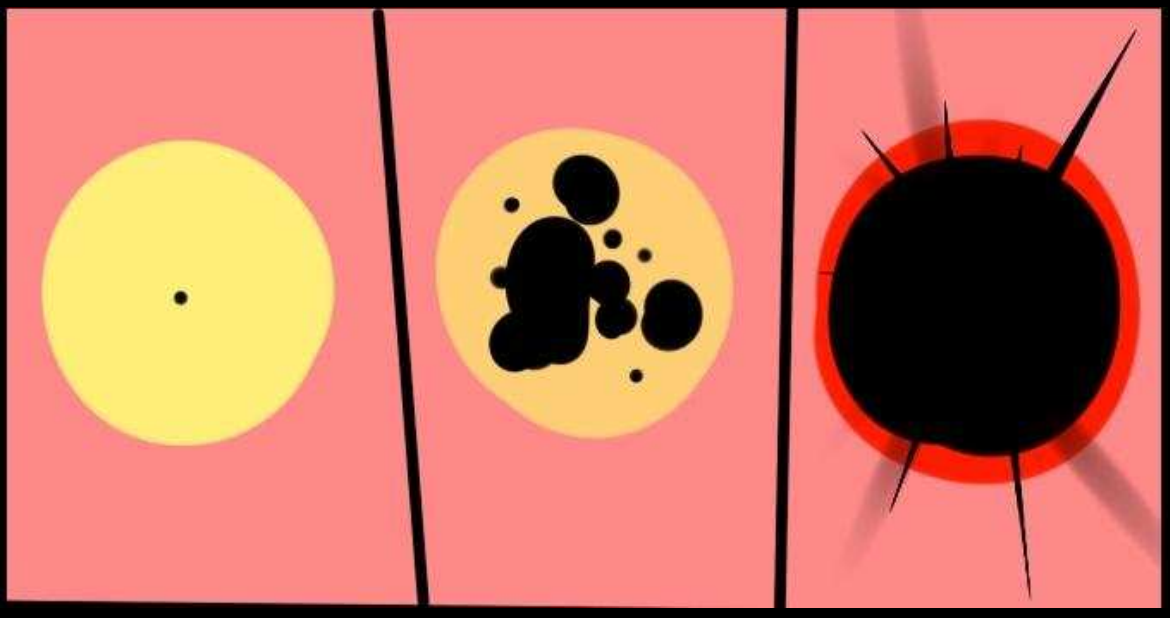
Immortality (400) (Exclusive for God Tier)

Any immortality you can describe, you now have. This grants you one and only one way of cheating death. It can either be a passive immortality with a flaw that can be exploited to bypass it, or it can be a perfect immortality that works only once per jump.



The Red Eclipse (400) (Exclusive for God Tier)

The horrifying spell created by Starswirl the Bearded as a means to destroy Tirek, should he ever become a problem. After an hour or so of casting, every supernatural being or object touched by the Sun's light will permanently lose all of their supernatural abilities. Additionally, those with such abilities on a much higher level will be burned with their own magic from the inside out. This spell's casting requires almost full undivided attention, so it's hard to use in battle.



Automatic Barrier (1200) (Discounted for Drop-In and God Tier)

You are now functionally invulnerable. The barrier is constantly around you, and will automatically protect you from any danger present. The barrier can block any attack you are able to survive, does not require stamina to maintain, and reforms near-instantly if broken.



Resurrection (1200) (Discounted for Hero and God Tier)

A final component to perfect your healing spell. At will, you can choose to resurrect any dead individual, whose body is located next to you. It will instantly bring the soul back to its body, saving it from death. Still, it'll require that you heal the body separately from resurrection, since the wounds aren't going anywhere.

It is a hard to use spell, so you won't be able to use it more than once a day. At least for now.



Final Battle (1200) (Discounted for Villain and God Tier)

At will you can trap both your chosen targets and yourself inside a pocket dimension. No one from the outside will be able to interfire.

Inside this dimension no means of cheating death will work. Not only that, no means of luck and plot-armor will work either. Yes, yours too.

If you win, you can choose to erase targets not only from existence, but from the minds of the whole world as well.



Companions

Companion Import (50/200)

In these lands friends are everything.

You can import your Companion for 50 CP. They are getting 600 CP which they can spend as they please. Additional imports cost 50 CP each.

You can alternatively import up to twelve Companions for 200 CP.

Canon Companion (200/1000)

Or perhaps you would like to invite someone from this world to your journey?

Choose any character from this world. If you're able to convince them to follow you, pay the small price of 200 CP for each.

If you want to invite the Bearers of Harmony, pay 1000 CP instead.

Bearers of Harmony take a single Companion slot.

Except for Bearers, you can't choose anyone with the power of **Beyond God Tier**, like Discord or Grogar.



Scenarios

True Redemption (cannot be taken with Original Design)

Red Harvest was doing what he was doing not because of malicious intent. He chose the wrong path, but all he ever wanted is to give Equestria a peace it truly deserved.

And he will still try. Again, and again, and again. Eight times in total, not including this one. At the end of each season of the show Red Harvest will appear with a new plan, with a new scheme, each time growing in power to at least pose a serious threat. No perks or powers will help you stop him for good, until the end of season ten.

Your task is pretty straightforward. Defeat Red Harvest each time, ruin his plans, and reform him into a better person. Force the true Harvest, that pleasant gentle young colt, to appear once more.

If you have a **Friendship is Magic** perk, it's effect will be greatly weakened when used on Red Harvest (as well as every other similar perk or power you possess), with its capstone variant being nullified against him. You have to do it yourself, Jumper.

Reward: To award you for succeeding in this near-impossible task, royal sisters gifted you with something special. You are now an alicorn, combining the best traits of all pony species. In all future jumps you are allowed to purchase all available races, with each purchase being discounted. Your appearance is always up to you.

Successor of the Great

There are so many great individuals in Equestria. So many things to learn, so many people to see.

Choose one person. If they are dead, then fate itself will ensure that you two are able to meet. By the end of your jump this person should be your mentor. Not only should they teach you something, you also need to create a bond between each other, the one Starswirl and Harvest failed to create.

Alternatively, you can take on the mantle of the mentor yourself. Choose a single person out there, and guide them through their adventures.

Reward: Your time here comes to an end, but it does not mean that you have to leave your teacher/student behind. You have a choice of either getting them for free as a Companion, or being able to always summon them to aid you.

Unlike Canon Companion option, this one can be **Beyond God Tier**.

Equestria Stands

Do you know how many events are happening in these lands? How many adventures can you be part of? Well, worry not! Now you don't have to wonder, as you will take part in all of them.

Your task is simple. Combine this jump with every other My Little Pony jump. Live through the entire story of Equestria as it is. Resolve all the events present peacefully, be the shining beacon of Harmony for both canon Equestria, Fallout one, and every other there is.

Reward: All of the things you acquired in this jump become part of your body mod. Not only that, but if your chain ends either with your death or failure of some sort, you can come back here, keeping everything you've purchased in-jump.

Original Design (cannot be taken with True Redemption)

What world... is this....? What.... are you....? Familiar.... but..... no..... no this.... this is wrong.... this "feels" wrong.....

I have slept so long..... so long..... and while I slept I dreamed..... I dreamed that I was..... scuttled..... scattered, near and far, to the reaches of some world, my energy seeped, sapped, spilled into the land itself..... new creatures, they drank from my might..... they..... they multiplied.... grew..... evolved over centuries, over millennia..... and my power grew too.... but..... without me.....

*No..... no, this..... this isn't right..... this is wrong..... **you** are wrong....*

***You**.... your kind.... you have drank from fragments of my life's blood..... but I will have it back..... you have no right.....*

YOU. HAVE. NO. RIGHT.

Originally there was no Red Harvest in the early drafts of this story. Instead, an alien being crashed on the lands that many years later will be called Equestria. Upon landing, this creature was greatly wounded leaking from itself magical radiation, which then affected the entirety of this world. This creature is the one true creator of magic as Equestria knows it.

This alien is a mysterious being, a living machine that has been sleeping for thousands of years with no signs of life… Until Celestia saw a vision of it…

This creature has been slowly regaining consciousness over the course of the past century and a half and soon will finally reawaken. Upon reawakening, it will reclaim all the magic from every creature of Equestria, draining them from both their magic and their lives.

That includes you as well, Jumper.

All perks, items, and companions from outside this jump are locked until you succeed, and the ones available are greatly weakened.

Prevent this creature from reawakening or die and say goodbye to your Chain.

Reward: Your reward is as great as the achievement itself. All of your current magical abilities, as well as all the future ones, are now **Beyond God Tier** in power. Additionally, you are now able to replicate this creature's ability to absorb magic. At will you can choose to do so, temporarily increasing your inner reserve, and effectively becoming immune to any supernatural energies.

Blood is Thicker

Jumpchain? Other worlds? Quite a weird dream, my love...

Open your eyes, dreamer. You are Lucid Sprout, a young unicorn of long and pure bloodline of unicorns. You had a weird dream just now, but forgot it upon looking at the face of the one you love. Sitting together under the tree, you feel at peace, until familiar hoofsteps of Silver, your family's butler, are heard from behind. It appears your grandfather wishes to talk to you.

Lucid Sprout, one of many spare bodies raised by Red Harvest. And a man in love with a mare, who will much later be called Granny Smith.

Survive the next 24 hours. Fate prepared quite a gruesome end to the grandfather of Applejack and Apple Bloom, but maybe you'll make a difference. You have nothing except for Lucid's magical abilities. Even your memories are gone too.

Reward: Only the ashes of the place you called home remain behind you. You are safe now. You saved Lucid and gave him a chance to have a real family.

As a reward you can take his ukulele. It's not magical or anything. Let it just be a reminder of a good deed.

Thank you, Jumper.

Drawbacks

Wider Universe (+0)
This jump is assumed to be a part of the cartoon's storyline, disregarding comics, books, and games. You can make any of these canon by taking this drawback.

Self-Insert Toggle (+0)
By taking this drawback you can, instead of appearing out of thin air or being born here, be inserted inside of someone else's body, replacing them. It has to be someone with "mechanically" the same background as the one you took.

Cyclops (+100)
It appears you've suffered in some sort of accident, just like Starflare did.
One eye of your choosing becomes visually gray, and makes you half blind. This will be exploited by your enemies and will cause at least some discomfort.
If you have some perks which make you capable of seeing all around you or similar, they are affected as well.

Honorary Crusader (+200)
Not even baking? What, by Starswirl's beard, can it possibly be? It seems you have yet to find your special talent, and until you'll find it all your perks and powers are entirely mysterious to you - you'll have no idea of what they are, or how they work, and it will be up to you to discover them… and learn to use them effectively. This doesn't remove your abilities, but it does remove any knowledge of what your abilities are… and any competence you might have in using them (beyond what would be expected for an adolescent pony). This includes the perks and abilities purchased here.

The Dark Jumper (+200/+600)
You've witnessed it, right? The crown? Have you heard it's whispers?
It seems you are now prone to hasty decisions, paranoias, sleep deprivation, and even borderline insanity as you see shadows creeping from every direction. Just like Twilight, you are likely to create plans upon plans, trying to escape this invisible threat. Lying to and backstabbing your friends are very viable options now.
For 600 CP you also seem to have some sort of a memory loss, forgetting what you were doing for the past few hours, waking up in the middle of nowhere, catching scared looks from passing strangers…
You will forget about taking this drawback upon entering the jump.

"Dear Princess Celestia..." (+200/+100 if taken with the Successor of the Great)
...today I've learned how good some drawbacks can really be. You now should regularly send letters to someone you know, about the adventures you're having, and lessons you're learning.
Regularly means at least once per week - and if you can't find anything to write about, you'll feel a growing anxiety which will at first be distracting and grow increasingly crippling until you find a topic.

At the end of the jump, you will receive a box containing all the letters you wrote, and looking over them will always motivate you how far you've come in this jump alone. You may also keep up the practice of writing letters to this person (without the attendant consequences for a lack of topics) if you wish - better not to wonder how they receive them - or how they answer back to you.

Equestria Girls (+200/+800/+1000, all exclusive and first mandatory for those starting in Human World)

For 200 CP you will be unable to use any supernatural abilities in the human world. Rules are for everyone, after all.

For 800 CP human world won't be as safe as you may remember it. Fate will create new obstacles to prevent you from having a peaceful life, and it will require your active intervention to resolve. You will be at risk most of the time.

For 1000 CP human version of Red Harvest will appear, with all of his plans and corrupted ideals (though without much magic, he'll target something just as ubiquitous to the human world)… and there's nobody who will see his plan coming. Good luck.

Depowered (+200/+400/+600)

Do I really need to explain the infamous drawback no one ever takes?

For 200 CP all your items vanish for the duration of this jump.

For 400 CP your companions are gone, having a well deserved rest, while you're having your adventures.

For 600 CP all your perks are disabled, leaving you only your Body Mod and whatever you bought here.

Skipped Lesson (+400/+600)

It seems no one here is able to truly stick to the lessons they've learned. For 400 CP villains will be slowly reverting back to their previous convictions, unless you or any other hero will directly supervise them. For 600 CP now everyone will have a hard time learning lessons they've learned, even heroes - and you. It's like running on a treadmill.

Old and Early Foes (+600/+800)

You think it will be easy beating Harvest? Want to spice things up a little? Very well then. Choose any My Little Pony series villain. It can be anyone, regardless if they appeared before or have yet to appear. Now they will arrive shortly after your appearance. For 600 CP each, Sombra will come back early, Tirek will gather powers quicker, Stygian and Pillars will be brought back by some unsuspecting scholar, and a parallel version of Nightmare Moon will be teleported into this world. All these villains possess powerful magic, and with your arrival are empowered beyond their limitations in the original texts - they will return to hound you for the entirety of your stay no matter what you try to destroy or imprison them - and will devise new strategies taking into account your abilities after every defeat. Even attempts to rehabilitate or redeem them will never hold (at least, until the final year of the Jump…)

If you are that cruel, you can free Discord once more for 800 CP.

Additionally, if you took the **Wider Universe**, or if you're starting in the Human world, you can choose their respective villains. Fanwank the CP they'll give you between 600 and 800 yourself.

Broken Walls (+800)

Remember the **Guests from the Omniverse** perk? Yeah, well… Things are a bit different. Now characters from every previous jump you've been in will start popping up here and there. It won't necessarily change how dangerous things will be, but it is quarantined to be a VERY chaotic ten years… and makes any meta knowledge you possess completely useless.

HOUR OF DARKNESS (+1000)

"Even your princess… is NOTHING compared to ME."

Harvest knows about you. From the day he created his crown he knew that you would arrive. He knows who you are, what perks you have, what items you possess, what companions accompany you, and what rewards you've gathered along the way. He knows literally EVERYTHING. And he is prepared. Over nearly a thousand years of planning he either found or created a workaround against everything you have in your arsenal.

Also, nothing in this world poses any serious threat to him anymore.

You will forget about taking this drawback upon entering the jump.

If he succeeds in killing you, he will use soul transfer to become a new Jumper, free to purge your Chain from all magic he can reach. As for you - you won't wake up home. You are dead. And your Benefactor can't get you out of this one.

The End

The end of your journey is near.
What will you choose?

To **stay** in these peaceful lands?

To **return** back to your home?

Or to **continue** your endless adventure?

Stay safe out there, Jumper. And remember…

Friendship is Magic.

Notes

This jump is based on Metal-Kitty's deviantart comic.
Go check it out, it's amazing.

Races

Blank Flank race option is supposed to include only native races, like diamond dogs or griffins, but yes, you can stay as a human.

Perks

Element of Friendship literally allows you to bypass Jump-Chan's rules, working even in times when it shouldn't, like gauntlets. Or not. Funwank it however you want.
Also, "before Drawbacks are applied" does not automatically include Supplements, like Universal Drawbacks. Fanwank responsibly.

Dark Spells by Magic Tier
If Low: you know spells of the level of Rarity with Inspiration Manifestation. Simple and straightforward spells with powerful effects. Not many offensive ones though.
If Mid: you know spells of the level of Trixie with Alicorn Amulet. Spells that are both versatile and mildly powerful, like Stone-Sleeping spell.
If High: you know spells of the level of Pony of Shadows. Highly powerful spells most people haven't even heard of, like Starswirl's death cheating methods.
If God: you know spells of the level of King Sombra and Red Harvest. These spells overshadow almost any other known spell due to how versatile, powerful, and effective they are..

Items

The Dark Crown can't store souls in the original. The souls were part of Harvest' immortality spell. However, due to some scenes, Starswirl putting his copy there, and other factors, I consider this fanwank reasonable. You can ignore it, if you wish.

Magic Level

Beyond God Tier (Usually Unavailable)
You have the power to quite literally reshape the entire cosmos. There are only a couple examples of beings of this level: Discord, Pony of Shadows, Cosmos, and the Bearers of Harmony.

Spells

Monstrofication is basically a blank check biomancy.

Companions

It should be obvious, but you can't use other jump's Companion options to purchase versions of ponies from this jump, even with the **Equestria Stands** scenario.

Scenarios

By season 10 I mean the official comics, which continue the storyline of the cartoon.

The jumps required to be taken for **Equestria Stands** scenario are:
MLP Jump by Malbutoriu
MLP: FiM by Tvgo2
MLP: Empires of Legends by Pokebrat_J
Equestria at War by FlashzappaMekbrain
Fallout Equestria by Pokebrat_J
and every other MLP jump that will be created afterwards.
General rule for combining jumps is that you spend each pool of CP separately for each jump. Alternatively you can combine CP in a single pool to spend as you want to.
You can fanwank yourself how the events of these jumps affect one another. For example wars in Equestria at War could've caused Fallout to happen.

Other

Some people seem intended for other worlds, rather than the ones they were born in - Sunset Shimmer, for instance, belonged to the Human World far more than she ever did in Equestria. If you like, you can shift your Body Mod to make your pony form your default form, retaining all the advantages (though a Unicorn won't be able to do more than parlor tricks in a gauntlet, or setting without any magic without some form of personal reservoir of power. Be warned that this is a one way change - once your body-mod has taken its new form, you can only change it with some superseding ability.

Changelog

v 1.0: Jump created.
v 1.1: Me and My Shadow now does not discount all darkness perks in future jumps.
Added **Blood is Thicker** scenario. Changed **Canon Companion** purchase cost.
Minor fixes.

Long ago, jumper was stupid enough to cause GENOCIDE.

Then he disappeared without a trace.

