My Little Pony: Friendship is Magic

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By Tvgo2

Welcome to the world of My Little Pony Friendship is Magic. A world of harmony, a place of friendship and all positive emotions. Equestria a land that has been ruled by Princess Celestia for over 1000 years.The Summer Sun celebration is soon approaching an event that will be hailed with the return of Nightmare Moon and the emergence of the Elements of harmony, 6 ponies who play a major role in the goings on of Equestria and the world from here on out. What role will you play? Will you make a change, or let things play out as they did? I suppose only you can answer that question so here you go,

Get +1000 Cp

Locations

Choose where you want to start for free or roll below for +1 cp. With your own choice you may choose from anywhere that is not secret, heavily protected, does not allow anypony in. So long as it can be reasonably Justified it's fine.

1 Ponyville
2 Canterlot
3 Manehattan
4 Yakyakistan
5 Griffonstone
6 Klugetown
7 Hippogriffa
8 Dragon Lands
9 Crystal empire
10 Las Pegasus
11 Cloudsdale
12 Appleoosa

Starting Time.

By default you will be starting 1 week before Celestia sends Twilight Sparkle to Ponyville and the show begins. You may optionally Start as far back as when Celestia and Luna became princesses. You may also Late as soon as the start of season 9. For how long of a timeframe that is between those two points, see notes. No matter when you start you may optionally stay for up to 5 years past the epilogue. The length of stay

you choose provides no benefit, so it would be wise to acquire protection against the ravages of age if you wish to stay for a thousand and some odd years.

Origins

There are none, Instead you may choose to discount one perk from each tier including and up to the 800cp tier. (note discounts may be used in the racial selection section.) One 100cp perk free, and you get discounts and freebies from the race you chose. You may choose to have any backstory you wish so long as it would be reasonable and provide you with no overwhelming advantages besides those granted in perks and items below. Otherwise go wild.

Races (descriptions)

Earth Pony (Free)
Earth ponies are one of the three pony races. They are the strongest and most physically inclined of the three pony races, and their form of magic tends to center around their bodys, and a connection to nature.

Pegasus (Free)
Pegasai are the second of the three pony races, They are the fastest and most agile of the three races. They possess wings and are able to soar amongst the clouds. Their magic centers around the weather and clouds, which they are able to manipulate and mold.

Unicorn (free)
Unicorns are the third of the three pony races, on average they are the physically weakest of the three pony races, but more than make up for it with their form of magic. They are able to channel magic through their horns to cast spells which can have a variety of effects. They have much greater affinity for spells tied to their cutie mark.

Alicorn (800)
Alicorns are what you could call the fourth of the pony races, they combine the magic of all three races into a single body. They have horns and wings, just as Unicorns and Pegasai do respectively. They also are of greater physical stature than the other races once fully developed.

Griffon (Free)
Griffons are half eagle half lion creatures. They are a sentient race native to Griffonstone. They are known to have a greed that rivals even the dragons own lust for

wealth. Once they were a mighty race but their decline came after the loss of the Idol of Boreas, and now their homeland is in squalor. They, on average, tend to be stronger and have more endurance than pegasus, but are typically not quite as agile.

Changeling (100)
Changelings are a race of insect-like creatures. They have the unique ability to shapeshift and feed off of the love of other creatures, or the love that is given to them. Depending on whether they have metamorphosed they would have one of two appearances. Regular changelings are jet black, have holes in their hooves, sharp fangs and a jagged horn. Metamorphosed changelings come in a variety of colors, have a smoother appearance and lack the protruding fangs.

Hippogriff/Seapony (200)
Hippogriffs were once a race of flying creatures, who inhabited Mt. Aris, this changed however when the Storm king Attacked, they fled under the sea and due to the power of a magical pearl they became the seaponies. Now they inhabit the underseal land of Seaquestria.

Dragon (100)
Dragons are a race of lizard-like creatures. They have wings and are capable of flying as well as spitting fire as they get older. They are native to the Dragon Lands.

Kirin (Free)
Kirin are a race of ponies with scales on their backs, cloven hooves, and long curved horns. They inhabit a forested village in an area called Kirin grove. A noticeable characteristic of them is that except for one, they are all very stoic and almost emotionless. In truth this is because they had plunged themselves into the stream of silence.

Zebra (Free) (Free. Racials discounts as Earth Pony)
Zebras are a quadrupedal race native to Farasi. They are notable for being the only non pony race to have a cutie mark visible on their flanks.

Yak (Free)
Yaks are a Bovine Race Native to the icy land of Yakyakistan. They are notable for speaking in the thor person, their physicality, and their unique culture.

Buffalo (Free)

Buffalo are a bovine race of quadrupeds. They are notable for their tribal culture and their sustenance and harmony with the land, able to survive in any environment.

Human (Free)
You are a regular everyday human. How did you get here, who knows?

Race perks

(All perks specific to your chosen race are discounted.)

Common Racial Perks

Crystal Cross (0 or 50)
You are now a crystalized version of your race. For 0 cp this provides no benefits and is only an aesthetic change, for 50 cp however it provides two benefits. The first being you are mildly more durable and resilient than before, and the second being you have a mildly greater talent at magic and actions related to hope and love.

Magic (Free Unicorn, Kirin, Changeling, and alicorn)
You are capable of using magic. You can channel it through your horn to produce a variety of effects. You are capable of using basic telekinesis. You have a much easier time learning spells related to your special talent than those outside of it, that isn't to say it’s impossible to learn other spells, but they will be harder with unique, or incredibly complicated spells taking a herculean effort as compared to a spell of similar complexity within your field of talent. For simple spells the difference in difficulty would be negligible, but the difference in how hard it is to learn outside of your talent increases with complexity.

Flight (Free Pegasus, Changeling, Griffon, Hippogriff, Alicorn, Dragon)
You have a set of wings which allow you to fly. You can also interact with clouds, and are able to touch them and land on them. You aren’t anymore capable than any other creature but with practice you certainly could reach the lofty heights of the wonderbolts.

Expert flyer (200)
Now you are an expert flyer, you are capable of doing daring tricks, flying at great speeds, and performing a variety of aerial maneuvers. You might even be skilled enough to become a Wonderbolt. If it really came down to it you would also have great talent for any form of aerial combat, able to adapt your aerial skills for a more direct purpose instead of just for show.

Earth Pony

Earth Pony Way (Free)

As an earth pony you possess two key traits that make up your magic, enhanced physical prowess and a connection to the land. In terms of physical capabilities you are Ten percent more capable in any physical attribute than you would have been otherwise. Your connection to the land manifests as a talent at growing plants and botany. You remember any information related to the farming or harvesting of plants better, and flora under your care tends to flourish, and be more resilient to the elements.

Pegasus

Weather magic (Free Pegasus, Alicorn)

You have the ability to manipulate clouds to produce weather effects. By stomping on them you could make it rain, create lightning and thunder, or create snowstorms. If you flew in a circle really fast you might be able to create a tornado. You can also leave a trail behind you of your choice when you fly. Most ponies leave a cloud trail behind them, but some for example have different trails, Such as a rainbow trail for Rainbow dash. So if you have another appropriately fitting element or such you can leave a trail of that behind you.

Unicorn

Magical Prodigy (400)(Requires Magic Racial Perk.)

You now have Magical talents of like are very rarely seen. You are now a magical prodigy on the same level As Starwhirl, Starlight, and Twilight. This means you have a much easier time learning magic, and are no longer burdened by your special talent in terms of what is easy for you to learn. The cost of using magic is also expressly reduced in comparison to your lessers. In all forms of magic you now have a great talent and are capable of learning it quicked and using it at less of a strain.

Alicorn

Alicorn Aptitude Free
As an Alicorn you combine the characteristics of all three pony races, this confers a few benefits. You have the natural abilities of all three pony races represented by receiving the Unicorns, Pegasus, Earth ponies, free racial perk for free.

Magical power (Free Alicorn, 300 otherwise, requires Magic racial perk)

Your raw magical power is incredible compared to that of the average unicorn. You can cast more powerful spells with much less difficulty and tire from magical use at a much slower rate. As a note the combined magical power of the four alicorns in Equestria was enough to stalemate a Centaur who had absorbed the magic from a sizeable amount of ponies in equestria and Discord's magic as well. Your output is not any greater however, just your reserves. Your reserves of magic are thus much greater than any normal pony, and will continue to grow with age.

Celestial Movement. (Free Alicorn) (200cp other races, requires Magical power.)

You are now able to move and control a celestial body of your choice. Just as Celestia raises the sun, and Luna the moon, you now have providence over an object among the stars. Whether this be one of the two aforementioned or something else of your choice is up to you. With this power you can freely move the Body around with your magic, and can control its location and direct it's movement. You also gain the ability to decide if it actually has an effect on related bodies or whether you are moving it for show. That way you can actually use your newfound talent without killing everyone alive in an accident.

Griffon

Griffonian Greed free

Griffons are a greedy race, with a love of money rivaling that for dragons. It drove them to ruin after they lost the Idol of Boreas, but you have turned it to a less ruinous purpose. You have great business acumen and have a natural talent when it comes to managing money, and engaging in business transactions. You have a natural intuition for what the best way to acquire money is and businesses you own or have stake in are just a bit luckier in their operations.

Changeling

Changeling magic free

You have the ability to feed off of love, whether it be freely given or stolen is up to you. You can also shapeshift and take the form of ponies that you encounter, mimicking their appearance. If you have someone restrained you can forcibly feed off of their love to sustain yourself as well as empower yourself when you take in excess amounts. You can feed off of the love that is freely given to you. It is up to you whether your natural form is of the original changeling appearance or of the metamorphosed appearance. When you are transformed you gain the abilities and capabilities of an average member of the species you are impersonating.

Hippogriff/ Seapony

Breath of the Ocean. (Free)
In your seapony form you are capable of breathing in the water. You are also quite capable of swimming whether that be in your Seapony form or your hippogriff form. You are adjusted to the ocean and understand how it works.

A Tale of Storms and the Sea (Free)
As a Hippogriff/Seapony you have two forms, that of a seapony, and that of a hippogriff. You are unable to change between the forms without the aid of a special necklace, as described in the items section which you receive for free. You are naturally accustomed to these forms and have less of an adjustment period when getting used to any other new forms you may acquire.

Between Sky and Sea (400)

What to do when you have to choose between two sides. Pick both I presume. This perk allows you to instantly change form between your Hippogriff and Seapony form as you please. In addition this perk allows you to remain part of groups even if they are directly conflicting with each other. They will willingly overlook such group conflicts when it comes to you. This protection is immediately dropped of course if you take an action that goes against one of the groups, but so long as you remain a bystander you are safe from consequence.

Dragon

Dragon Physiology (Free)

As a Dragon, You have a variety of abilities that are innate to your form. The first of which is fire breath which grows more powerful with age. The second of which is the ability to consume gemstones. As a dragon you are perfectly capable of living off of and nourishing yourself using gemstones, instead of any other form of substance. You also grow with age, going from about the size of a pony as a teen to the size of a two story house at an much older age. You also have a very great life span and can live for centuries. You may either start off around Spike's age to your adolescence when you have acquired your wings.

Messenger Fire (200)

You now have the ability to breathe a magic fire which can teleport the burned object to the location of your desire. THe'yre are two key conditions, it must be an object which is capable of being burned, and you must have reference for where you're sending it,whether that be having been there before or having a clear picture. THe way this works is by breathing fire onto the object it is burned and transported to the location before reforming undamaged.

Kirin

Nirik (Free)

Kirin when they are enraged or lose their temper transform into Niriks beasts of flame who cause destruction, as a kirin you do to, but you can also summon this flame when you are in your normal kirin form at the end of your hoof or in other places. The flames are much more potent when transformed into a Nirik. You have an affinity with this fire and can control it freely. When transformed you have much less control and the flames tend to burst out. In time with practice training and patience you might even be able to control and harness your Nirik form, and make use of the flames potency.

Yak
Yak Smash (Free)

You are very strong, You could easily kick down a stone wall with ease. You are capable of lifting great weights and are much less prone to tiring. You have greater endurance as well and could run the equivalent of a marathon at dead sprint before feeling exhausted.

Buffalo
Life of the Land (Free)

You now have a connection with nature and the wild. From the buffalos lifestyle you have learned the dangers of nature, and how to live off of its bounty. You naturally understand the dangers of any environment you come into contact with, and are able to recall what creatures inhabit the area. Suitably altered environments, or non transversable environments, you do not have the same knowledge of.

Human

Interspecies Relations Free

You have the ability to gel with members of other species. You naturally get along with and have a substantial increase in your charisma when it comes to interaction with any members of other species. In addition to this you have a greater affinity in pursuing relations with other species. They are also more accepting of any social faux pas and eccentric behaviour, so long as it is not directly harmful. They tend to be much more open to your advances, even when they otherwise might be concerned about your species. You are also good at maintaining your relationships with other species, and making sure the other parties are happy and cared for. It allows you to avoid any prejudice that would be directed at you based on your species, from all but the most hateful of individuals. This works for both romantic relations, and friendships.
(See notes for why that perk is a thing)

Resistance to magic [n1] 200

Due to coming from a world with absolutely no magic it seems you have a curious condition. You are now optionally resistant to magic. You can toggle this resistance at will. This resistance can't stop the greatest of magic, the magic of friendship and that of the most powerful would still have an effect, but magic from an averager unicorn or other such effects of lesser power would have no bearing on you unless you desired it. For reference in equestria the average unicorn would be completely unable to affect you, a prodigy like Twilight before becoming a alicorn would have a moderately hard time affecting you, and beings such as alicorns, discord, and other similarly powerful beings would have a mildly harder time affecting you but it would very much still be within their means.

Perks

Special Talent (free to everyone. 100 for broad ones)

You have a talent, what it is is something of your choice. This is something that sets you apart from other ponies, something that you have a much easier time learning things related to and improving yourself in. they tend to be relatively narrow, but for 100 cp you may pick something broad such as Magic in general, science, war, and other such broad categories. In addition, in your field of expertise, you could very much find a way to make a living no matter how niche or specific it is. For example you could make a living just selling sofas and quills.

Cutie Mark (free everybody)

You have a cutie mark on your flanks if you are one of the pony races, or a zebra. Otherwise this functions a bit differently. A cutie mark is a symbol that shows who you are; it represents your special talent, but for you that may not have to be the case. Pick some skill or talent you have, you now have a symbol that represents that talent and who you are. You can also choose to inscribe this symbol on anything you own or work the design into your possessions or creations. When someone looks at it they always get a vague sense of who you are.

Song and Dance (50 or 100)

Just as many of the ponies here do you now have the ability to convey your feelings through song. This gives you the ability to weave a song routine into whatever it is you are in the middle of. It allows you to clearly convey how you feel as you do this. You can convey incredibly complex ideas, stories, and tales through a single song. Of course they have to be reasonably capable of understanding the info in the first place. You could tell someone your life story in a song for example, but could not instantly teach them the whole of physics in a single song. You could convey the majority of your backstory or life in just one of these with the audience getting a good grasp of who you are and what you want them to know. The tone and feel of the songs always suit the

situation, and they are always pleasing to the ears and resonate to convey whatever is needed to be conveyed. Of course you can always have them sound bad or be misleading on purpose.

Daring Deception 200

Like a certain adventurer and author, You are very good at leading a double life. You could be an adventurer who liberated treasures and went on multiple adventures, and then go home and write about them without anyone realizing that they actually happened and that you are the adventurer. For some reason no one ever puts it together that you are both people. Even if you were a famous author who wrote stories with details that only the adventurer would know while also looking very similar. Nobody, not even your enemies would ever put it together that you are both the adventurer and the writer. The only way someone would find out your identity is if you made a mistake and let yourself be seen changing between the two identities or if somebody else revealed it. Essentially this perk allows you to keep a secret identity, and makes nobody notice the connections between the two unless they are told or actively see you change.

Guided Guardian 200

You now have training equivalent to that of the royal guard. What this does is make you proficient in combat as far as this world is concerned, and you have greater talent for combat. You also have knowledge and greater talent for turning your purchase here to combative means. You, due to your training have become more resolute, and are able to ignore any fear you may feel to a greater degree and act in spite of it.

Artisanal Appearance 200

You now look quite great. You represent some form of appearance quite well. Whether this be, Cute, Beautiful, Menacing, or some other word of your choice, your appearance radiates this aspect and your looks come to fit in that category very well. You easily look great enough that you could become a model should you try. It would be no hard task to charm somebody using your appearance as an aid.

Perfected Potions (200)

Just like Zecora you are now talented in the art of making potions. You are talented in brewing and creating a variety of potent and magical potions. These can range from

curing diseases, to viewing the past, to swapping bodys, and a variety of other effects. With study effort and experimentation you can discover even more effects to imbue your myriad of potions with.

Royalty (400 or 200)

You are now royalty, if you are a pony you are equestrian royalty if not you are royalty for wherever your race calls home. If they do not have royalty you are simply part of an old respected family or may hold a high position of office. In future jumps you may also use this perk to be part of a royal or noble family or be a high ranking official. For the lower price tier however you are merely a duke or count, or such other lower rank of nobility. For lands without nobility this simply confers a lesser place of office. Your high standing also comes with a few other benefits. You are knowledgeable in high class manners and culture, as well as diplomatic relations. In any matters which would be necessary you are reasonably proficient in matters of statecraft and high class social interactions, your knowledge of manners and social customs is sharpened greatly.

Villainous Vernacular 400

You are now much more capable in the matters of bluffing and lying, as any good scoundrel should be. You are now much more able to both come up with stories, and lies, as well as convincing others they are true. You have a much easier time concealing any evil plans you have or may have taken part in. Others are even more willing to give you the benefit of the doubt unless conclusive evidence is presented. You also are adept in the flipside as well, You are much more talented in leveraging yourself into intimidating and threatening the meek and weak willed. You have a talent for scaring them and coercing them through a libreal application of forceful words and deft linguistics. In addition you have one final benefit, when you finally reveal your villainy you are much better at being seen as a threat and are able to take on a more wicked and villainous appearance.

Apples Together, Apples Forever 400

You have a very very large family that cares for each other. In all major cities, and many small towns you likely have at least one family member who lives there. While they may not be the most useful at doing great tasks, they're always willing to lend a hand and give you a place to rest. In addition, your bonds with anyone who you could call family are strengthened, and you have an easier time improving relations and working things out with your family. You get along better with family and clashes between members of

your family are reduced in frequency, and when they do occur they smooth over much better.

An Extension of Kindness (600)

You are very good at pulling others out of the depths of despair and villainy. By extending a helping hand, showing kindness to others, and showing the error of their ways, you are very good at redeeming villains and other such people. When you direct this at a group or person you can show them the value of friendship, and cause them to realize their past mistakes. Given effort this will work on all but the most coldhearted of villains, and even then you may have a chance. After being redeemed they tend to still carry over some of their old behaviour and traits, but not to the point of outright villainy or evil with them.

Nature Magic (600)

You can actively grow plants at a rapid rate causing vinces to grow from the ground and are able to control them and give them directives. For example you could set out which way they will go and use them to cause mischief and wreak havoc. You have an innate connection to plants and can commune with nature and feel the emotions of plants.

Nocturnal Exploration (600)

You now have the magic with the Purview of dreams. You are able to enter dreams when someone is sleeping and affect the dreams. You can warp the reality of dreams, and affect the environment in them. Any damage caused to somebody will leave no physical damage but can be quite traumatizing. You also have a keen sense for what to say to comfort someone over their nightmares if you enter them, On the other hand you also have a keen sense of what to say to cause nightmares or make someone's nightmares worse.

Friendship is Magic (free this jump, 600 to keep. Disc Element of harmony)

The magic of friendship, a power very near and dear to this world. Something resonates deep with the creatures of the world, and now you have it too. When you are with a group of friends acting against a threat greater than yourself, you will find that your power soars to new heights going to such lengths as allowing the friendship between a group of 6 normal ponies to defeat an evil Alicorn, The changeling queen, and a reality warping Draconequus. You will find all of your abilities soar to much greater heights, allowing you to contend with something far outside yourself. Of course, This only shows its full power when you work with your friends, and only really bears its full force at the most dramatic moments, when the stakes are highest. This perk has no effect when acting to cause lethal harm, acting with the intent to kill, or acting to bring about death, or any cruel act. Banishment, Imprisonment, Non Lethal combat, and such are all fair game though.

Magical Absorption 800
You now have the ability to absorb magic from living creatures. This works by sucking it from the creature you wish to take it from typically by inhaling it through your mouth. As of now without any sort of magical empowerment you can only absorb the magic of unicorns. As your magic reserves grow, you can absorb magic from otherand more powerful beings, with potentially no limit so long as you keep growing your capacity. You do not gain the special abilities that these creatures may have, only an increase to your own capacity. Post jump this works on other spiritual and innate energy reserves.

Element of Harmony 800
You now embody one of the elements of harmony, one of the aspects of the magic of friendship. Whether this be one of the canon ones or one of your own design is up to you. The canon elements are Laughter, Generosity, Kindness, Loyalty, Honesty, and Magic. For a custom element any personality trait with a positive connotation may be chosen, some examples being, Perseverance, Fairness, . This perk empowers you when you act in a way that characterizes your element, and gives you a knack for finding solutions to problems utilizing the tenants of your element. With this perk you will always know when you are acting against the characteristics you uphold and can find great will by sticking to it. It also allows you to make friends easier and makes teaching the values of friendship easier. You also get the element of harmony item for free, and a discount on The magic of friendship perk above. Take Plotting the course drawback at a level equivalent to the mane 6, to symbolize how important you now are to Equestria, and the world. You also receive a discount on Mane 6 companion option. If you chose to replace one of the existing mane 6 as an element they are no longer included in the option.

Discordian Disorder 2000

Here we have the big guns. You now have the same source of magic that discord has, Mostly. This allows you to do quite a lot You can essentially warp reality, there are a few limits however. The first being that it is weak to the magic of friendship, and other such similar sources of power, that draw on positive emotions. The only other caveat is the magic is rather hard to control, and as such be a little careful to not let things get too out of control. The magic works better when used to produce effects that are chaotic, comedic, and thus you will be able to exceed your normal limits with the magic when used in such ways. The magic can also be used to make portals between locations and travel the local multiverse.

Items

(1 100cp item free, 1 50cp time free, and a discount on an item of each tier besides 50. Discounts can be used on the higher priced version of 50cp items)

Element of Harmony (Free and exclusive, Element of harmony perk)

This is a golden necklace or tiara which represents your Element of Harmony. When you have this on or near yourself, you find it much easier to channel the magic of friendship for whatever purpose you desire. Wearing it will also always remind you of your bonds with friends and allies, thus allowing you to know what they would think of your actions. You also find it easier to act against any mental contamination with it on.

Party Cannon 50

This is a pony sized cannon that is filled with a seemingly unlimited amount of party supplies. When lit the cannon will shoot out a burst of party supplies. Whether that be a blast of confetti, balloons, streamers, or other miscellaneous party supplies is decided by you upon lighting it. The force it launches with is also variable, ranging from enough to just be a blast of air to the pony in front of it, to enough to launch a pony out of it a substantial distance of roughly 100 feet.

Castle Sweet Castle (50/100/150)

With this purchase you gain a home to live in. for 50cp this is an average home in your starting location, but for 100 cp this is a home worthy of being made into a toy set. For 150 it's an actual castle ala castle of 2 sisters, Twilight's Castle, Canterlot Castle, and the Crystal Castle. Good examples of the 100cp tier would be a house in a tree that functions as a library, a boutique shape like a carousel, a home above a bakery or store, think any of the mane 6's homes for an example. Your house is allowed to have a special appearance and a special function at the 100cp tier. For 150 you get a castle, it can fit whatever theme you like, or it may be a replica of one of the castles in the show, or in the case of the castle of the two sisters you can have the actual castle if you desire since it's abandoned

Pony Music Archive (50/100)

For 50 cp you can get a copy of all of the music shown in the show, including any songs you sing yourself, and that are sung during your stay here. It comes in any format you please, and it updates to any new format you have, or want. For 100 cp you get all of the music Related to My Little Pony that has been made. A surprisingly large amount. It also comes in any format you wish and updates formats as you please. See notes to learn how much music it really is.

Animalia Attachment (50 or 100)

You now have an animal which is your pet. For 50 cp this can be any form of mundane animal from a mouse to a bear any mundane animal is fine. For 100 Cp you instead have a more magical animal as a pet. A Phoenix, a Timberwolf, or a Cockatrice, would all be good examples. Any magical or mystical animal that is not sentient may be your pet. Your pet is guaranteed to be loyal to you as long as you are not particularly abusive towards it.

Made to Sell Toys (100/200)
With this item you get possession of every officially licensed piece of my little pony merchandise and memorabilia collected. You have instinctive knowledge of every object that has been created, and can summon pieces of merchandise to your hand at will. For 200 Cp you gain all of the non officially licensed My Little Pony creations added to your collection. This also includes a physical piece of any My Little Pony related artwork as well.

Cutie Map (100)

This is a holographic map of the world. It covers the world in decent detail, but that's not what's special about it. The map displays problems around the world that you or your allies are suited to solve. The map can Illuminate a spot and project a symbol that represents you or one of your allies. The spots that it illuminates are places where there is a problem that the represented person Is suited to solve. You can choose who it includes in those it will send places, and what kinds of problems you wish for it to look for. You can also limit it to cover a smaller area than the whole world if you wish, in which case the projections will change and resize to cover your chosen distance.

The Whole World and You (100, 200, 300, 600)

This allows you to take a landmass with you. For 100 you can take something the size of a town with you. 200 and you can take something the size of a country with you, Equestria, the Crystal Empire, and Seaquestria for examples. For 300 you can take interrelated countries, that tier only really applies to the Crystal Empire and Equestria together. And for 600 you can take the whole world. In future jumps you can choose whether your territory will be an actual land mass or just a warehouse attachment. The choice may be made once per jump at the beginning. For the 600 cp tier you can choose where to place the planet at the beginning of the jump or keep it as a warehouse attachment. The same rules apply for making a choice at the beginning of a jump. All living things in your territory will be considered to be non respawning followers from hence on.

Worldly Journal (200)

This is a set of 2 dusty journals which have a few special properties. The first being that they have a seemingly unending amount of pages. The more important seeing as those set of journals were created for communication. Anything that is written in one of the journals will appear on the same page and spot on the other journal. THis was done so communication could be had between any distance. It even works across dimensions. No matter the barrier or separation what is written in one journal will appear in the other.

Friendship Journal (300)

This is a leather bound Journal which will automatically self update and record any friendship lessons you and anyone you designate learns. When this book is in your possession, it allows you to instantly recall the moral of any lesson written inside, and explain them to others. When you show the lessons to others, it inspires them to learn from the book, and strengthen their own friendships.

Necklace of the Sea and Sky (300 Disc Hippogriff.)

This necklace allows you to transform into a seapony or into a Hippogriff, or in the case of a hippogriff into their sea pony form. You can activate the necklace at will to transform into one of the two forms. If you are not naturally a hippogriff, while a seapony you gain the ability to breathe water and swim as described in the Hippogriff section. In the Hippogriff form you gain the flight perk as detailed in the common Racial perks section. If the necklace is removed you would be reverted back into your normal form. For a Natural hIppogriff however, your ability to swim is enhanced, allowing to swim much more agility and speed. A Natural Hippogriff in their Hippogriff form gains an increased ability to fly equivalent to that of the Expert Flyer perk detailed above. A Hippogriff also does not change forms when the necklace is removed.

Seed of Friendship (300)

This is quite literally a seed. When planted it will grow a tree of harmony. This tree will have an effect in the country/area/land/place that it is planted. Friendship will be more easily cultivated there and it also has a spirit. The spirit of the tree will appear to people in desperate situations and give guidance in the ways of friendship and how to promote it. Guidance can also be sought out from it. By going to the tree and concentrating, meditating, taking a nap and other such things you can contact the spirit and attempt to seek its guidance. The tree also provides the place where it is placed with a resistance to dark magics and it positively influences the area to prosper.

Power Pony Up (300)
You have found in your possession an enchanted issue of a Power Ponies comic book. Instead of pulling you inside the comic this book instead pulls the powers of one of the power ponies out. If you hold the comic book to the sky and Yell Time To Power Pony Up, you will be granted the powers of one of the power ponies for 24 hours. After the 24 hours are up, or when you choose to relinquish the powers, whichever comes first, the comic will disappear for one month, after that time you will mysteriously find it on your person again.

Alicorn Amulet (600)

This is an amulet in the shape of an alicorn, what it does is it empowers your magic. For a unicorn this would allow you to perform magic of the highest caliber by the standards of unicorn magic. For any other race this would empower your racial abilities to a similar extent. For a completely non magical race this would instead give you magical ability similar to Twilight sparkle before she became an alicorn. Post jump this works with any other magical energies and abilities you have access to.

The Idol of Boreas (600)

The treasure That King Grover I used to unite the griffon race. It gave them such pride they were able to flourish and largely rise above their greed. Now you have a copy. WIth this treasure you can give it to any group, nation, or race and have them largely Rise above their worst traits and change. With it they could become better creatures and prosper. You have the ability to choose what trait you wish for them to change. If they lose it they will soon fall back into whatever behaviours and attitudes they eschewed in favour of the Idol unless you put in the effort to convince them to truly change. While they have it it makes it easier for you to convince them to permanently make the change and redeem them, though this would take some time and it would still be hard.

Crystal Mirror (600)

This is a mirror to an alternate world, A world where everyone is a human and all the Important characters go to high school. In every jump after which one You will be able to enter the mirror to go to an alternate world where anyone of note is in highschool and the stakes are much lower. You will be able to spend one month every year in the alternate world before you get spit out. In the alternate world everyone will go about normal high school life with the social dynamics being roughly similar as to the normal world.

Companions

(Friendship is magic afterall, so it would be a shame if you didn't have any friends with you, Take +200 Cp to spend only in the companion section.)
(for any canon companion or group companion option you will be guaranteed to meet on good terms and, should you wish too, become an important part of their social group.)

Import/Create (50, 100, 200, 600.)

For 50 cp you can import or create one companion, for 100 the number is increased 4, for 200 you may import or create up to 8 companions, and for 600 you may import as many companions as you wish, but created companions are still limited to 8. Each companion imported or created is provided with 600 cp for which to spend themselves. They receive discounts per normal for races and a discount for a perk of each tier up to the 800 cp tier.

Canon Companion (50 per)

For 50 cp you gain a slot that can be used to bring any canon character with you as a companion going forward. On purchase you can choose one character, fate will guarantee that you encounter this character on good terms at least once, and will have an opportunity to form a friendship with them. They do not have to be the character you use your slot on, it is just a courtesy to give you an easier chance to acquire those that catch your eye.

Group O' Guards (100, 200. Disc Guided guardian, Disc Royalty)

With the purchase of this you gain a squadron of 10 guards under your command who are loyal to you. They may be of any of the free species and are trained to the level described in the guided guardian perk. At the 200 cp price point however you gain enough guards to provide protection and watch over any properties you own. These guards respawn after one week if they die and are guaranteed to be loyal to you.

Mirrored Reflection (50)

With this purchase you get the alternate version of yourself. If you are any race besides a human they will be a human involved with Canterlot High school. Whether that is as a student or member of the faculty it is up to you. If you are a human this will be one of the races from the racial section. They will have a largely similar personality to you at heart, but will have a variety of differing quirks and interests that differentiate them. You will be guaranteed to meet them and strike it off well with this purchase. They receive 600 cp to spend and you may optionally have them be of the same race or species as yourself in both this jump and going forward.

Mane 6 200 (Disc element of harmony. Disc Plotting the rails)

Pinkie Pie, Rainbow Dash, Fluttershy, Rarity, Applejack, and Twilight Sparkle. These 6 ponies are the key to the future fate of equestria, and now you can bring them along with you. In addition to these six you can also bring along Spike and Starlight glimmer if you wish. If you apply the effect of plotting the rails to the EQG drawback you may also take Sunset Shimmer. If you can convince them by the end of the Jump you may bring them all with you, or whomever you manage to convince if not all of them. Whether they share a companion slot or are all individual companions is up to you, but once you designate them individuals they may no longer be a group companion.

Pillars of Old Equestria 200 (disc old times + plotting the rails)

Starswirl the Bearded, Mage Meadowbrook, Flash Magnus, Somnambula, Mistmane, and Rockhoof. These are the ponies that protected equestria and supported harmony in the times of old. You may take them as a group companion. They are quite powerful and have great magic and abilities.

The Young Six 200 (Disc Plotting the Rails + The Next Generation.)

Gallus, Silver Stream, Smolder, Sandbar, Yona, Ocellus. These six are some of the key students at the School of friendship, which will be opened, or has been depending on what point of town you are in. You are now bound to come in contact with, and form a fast friendship with them. You will bond well with them, and become an integral part of their social circle. If you can convince them by the end of the Jump you may bring them all with you, or whomever you manage to convince if not all of them. Whether they share a companion slot or are all individual companions is up to you, but once you designate them individuals they may no longer be a group companion.

Cutie Mark Crusaders (100)

Scootaloo, Apple Bloom, Sweetie Belle, These Three fillies are the Cutie mark crusaders. These three ponies were all brought together by their slack of cutie marks. They are close friends who participate in many activities to find their cutie marks. If you are past the point in time when they find their cutie marks however, They spend time helping other ponies and creatures discover what makes them special, and their talents.

The Royal Family (150)

Celestia, Luna, Cadence, Flurry Heart, and Shining Armor. These four are the primary royalty of equestria. They spend their time taking care of royal duties and looking after the ponies of equestria. They are available for a group companion purchase. I guess you can have Twilight too if you really want.

Troublesome Trio 100

Queen Chrysalis, Tierk, and Cozy Glow. These are three villains who posed great threats to equestria. They later ended up working together to try to take it over. They may frequently have conflicts between themselves when working together but they are no doubt the firecrest band of villains to team up in equestrian history. See notes for details on each specifically.

Drawbacks

Canonicity Toggle +0

By default this jump draws from, includes, and counts the comics, the movie, a few miscellaneous books, the tabletop game tails of equestria, the tv show, as canon. You may choose how much of this you wish to include. You can ignore as much of or as little of the extended media as you wish and in case of conflicts you can choose which source you wish to be correct, in the case of conflict between sources. Anything directly shown in the show can not be modified however. See notes for more exact details on what went over to produce the jump.

Equestira Girls +0

WIth this drawback you may make all of the equestria girls movies canon. You may optimally apply the effect of plotting the course to this drawback to ensure that you get involved with the plots of the movies, fate will bend to make sure you play a part in the events to come.

Fanfic toggle +0

You can freely choose any Mlp fanfic you wish for as the setting of your jump instead of the regular canon. One limit though is that you may not bring anything you acquire that could not be reasonably produced in canon mlp with you out of jump. Basically no picking a crossover that has laser guns and advanced tech and bringing it with you, or stuff of crazy magic power. Use your best judgement, and if it could reasonably exist within canon mlp you can bring it with.

Anthro Toggle +0

You can freely choose any degree of anthropomorphism in the world. From basically Just looking like a human with a horn or wings to being a dead on realistic looking horse any degree in between it’s up to you.

The next Generation +0

Taking this drawback sets your location to the school of friendship, and your time is it’s opening. You are either a student or a teacher at the new freshly opened school. If taken with plotting the course, you may instead become involved with the lives of the young six and whatever adventures the future holds for them.

Old times +0

Taking this perk now sets your time to when the pillars of equestria are united. You location is set near them. If taking with plotting the course you may choose to become involved with their legends and become an integral part of their group and key to what challenges they face.

Plotting the course +50

You will be drawn into the main plot. In some way you will be drawn to have interactions with the mane 6 and become involved in the major events. To what degree you are drawn in is your choice but you can be no less involved than spike. If taken with the next generation, you may instead become involved with the lives of the young six and whatever adventures the future holds for them. If taken with old times then you can instead choose to involve yourself with the pillars of equestria and their lives and adventures.

Sounds of silence +200

You are completely unable to talk or engage in any form of verbal communication, any form of mental communication using words also counts.In addition your emotions are also suppressed, and you are unable to express any intense feelings.

Pony Powerless +200

You are limited to your body mod and whatever perks you have bought here. All outside perks and Equipment are now disallowed. If you take this all imported companions automatically have it applied at half value.

Bad end life +150 or 300

You are now trapped in one of the alternate timelines shown in The Cutie Re-Mark. For 150 cp you are stuck in Crystal wat timeline, The changeling Timeline, Or the Nightmare moon Timeline. For 300 you are stuck in the desolate timeline where everything is just a flat dusty landscape with no life at all. (Check notes for info)

Stuck on the Moon +300 or 400

You are now banished to the moon. As a side effect of the banishment You are guaranteed to be able to breathe, not require food and water, and be able to survive while on it. You are not able to bring companions or any other living creature onto the moon at the start, but if you have a way to escape you are still able to do so. For 400 You're stuck on the moon for 1000 years with no hope of escape and yes that does extend your jump to 1000 years.

Stone Cold Statue +400

You have been turned into a statue, for whatever reason you have been turned into a statue and are stuck as such. You are still aware and can think, but are unable to move, act or engage in any action. For 10 years you will be stuck like this. You are guaranteed to not be accidentally broken during your stay. You can still engage in communication telepathically, but are unable to take any action that affects the physical world.

Scenarios

My Little Pony

You are now on earth, the year is 2011, You live in a major city of your choice. You will not be able to use any powers, abilities, items, or anything that a normal human could not achieve. While you are walking along one day you find a cardboard box. You look inside and you see a young creature. This may be any character of your choice, (They shall be referred to as pony even though they don't have to be a pony.) . The goal for this scenario is to raise them for the next 15 Years until ponies show up to your house to retrieve them. They will be predisposed to have roughly the same personality and traits they would normally have. You have to raise them to be relatively emotionally well, and happy. If you are ever caught, they are taken away, or if they die this counts as a failure of the scenario. As does the pony hating you, or resenting you to the point where they wish you never found them. As a note they can hate you for periods, it is at the end of the 15 years they must not. They can have troubles along the way, but need to be alright at the end. After 15 years of raising them, a group of ponies including Twilight Sparkle the Princesses, and a group of your child's friends will appear. They will wish to take your child back with them to equestria. Ultimately you can not prevent this, as it is best for them to live a life where they can have friends and be accepted by society, you will realize this. But you may be able to convince them to let you come to equestria. This will be a hard task as they are rather hesitant to let you come for a variety of reasons. If you can assuage their doubts and convince them to let you go to equestria as well, you may spend up to 10 more years there. If not your child will leave and your jump will end but not before you find some mementos.

(For why they would come for an evil character if that’s who you raised. Then something, something the timeline needs them back. If that's not a good enough reason you think of a better one.)

Reward

If you were not able to convince the ponies that showed up. You will find upon returning to your living room two things. A heartfelt note from the child you raised describing their feelings towards you and how much you mattered, and their appreciation of being raised by you. You will also find a photo book that contains a variety of pictures of the two of you. It shows many of your happiest memories and the situation you got into with them. It will also continue to update with new photos of the sweetest moments you have with family. These Items also provide a few more benefits. The note if you have it on you, will prevent you from ever giving into despair or the true depths of any negative emotion. You will always find it in your heart to carry on. The photo book will let you relive your memories, and realize why they were important to you.

If you can convince them to let you go to equestria you will receive two things the firstly will be an additional 500 cp to spend on anything you wish in the jump and a discount on any one perk or item with a value of less than 800 cp. More importantly,

You will be able to take your child along with you as a companion for free. They will be overjoyed to be able to stay with you, and will always be there for you. They will be free to import, and have 800 Cp to spend on perks. They also really love you, don’t take that for granted.

Equestrian Exemplary

In this world Luna and Celestia never existed. It is now up to you to become the leader and protector of equestria. One thing you have going for you is that the three pony tribes still decided to come together, but there are many more issues. The first being that although they have come together there are still frequent arguments and squabbles, they need leadership. You need to establish yourself as the head of the three groups and take charge to protect them. If you purchased the alicorn Race earlier this will be very easy as Starswirl the bearded will personally approach you and suggest that you take leadership as alicorns are the blend of and represent all three pony races. and after that the leaders of the tribes will largely go along with your leadership. If you are not an Alicorn this will be much harder as if you are a pony the two other tribes will object to having a leader of whichever race you are. So help you if you aren't even a pony. The three leaders will be very resistant to any form of consolidation of powership unless you can prove yourself to them or have a very good way with words. Should you not be able to convince them verbally the leader of each race will send you on a quest to either complete a task or find some artifact so that way you may prove your valor and worthiness as a leader. The unicorn's task will be something requiring smarts intellect and bookishness.The earth ponies' task will be something requiring fortitude strght, and raw persistence, while the pegasus's task will be something requiring agility, flexibility, adaptability, and quick thinking. Once you have assumed leadership you will run into the main body of this scenario, you must successfully rule and keep equestria safe for 1000 years. If you are an alicorn your lifespan is naturally of no concern, but if you are not you are still in luck. Star Swirl the bearded will be the one to present you with your crown, and as long as it is unbroken you shall not fear the ravishes of age. After this you need to maintain peace and prosperity over equestria for the next 1000 years, as well as expanding it to cover at least as much area as in canon. You will run into many difficulties during these times ranging from political issues, to villains attempting to threaten and take over equestria. Should you maintain equestria for 1000 years you shall receive a few rewards.

The first is that you shall receive the whole nation of equestria as something you can bring with you in future jumps. At the beginning of each jump you may make two choices, Whether or not equestria is an actual physical landmass in the world, or whether it is a warehouse attachment, and whether or not the residents will take the form of their natural species or that of a species local to the world. This second choice is only available if you decided to make equestria a physical landmass in the jump.

Your second reward will be that over your thousand years of government you will have obtained a few abilities. The first will be granted a large knowledge of how to lead, effectively govern and inspire.

The second being you will be able to radiate an aura of leadership, and those in your vicinity and that you know will generally come to you for advice, and look to you to be a leader. Should you wish you can turn this off.

Third, for those who are under your leadership, you are supernaturally inspiring and talented at inspiring them. You are a symbol for those you lead and so long as you remain those under you will perform their duties to a greater degree of competency.

Princess Partition

In this scenario you have one goal that is to prevent the transformation of princess Luna into Nightmare moon. You need to bring the princess back into harmony and help them to reconcile their differences. The main cause of the developing rift between the sisters is that Luna feels unappreciated due to how ponies sleep through her nights. She feels that both her sister and the ponies do not show her respect, and appreciate the work that she does, she feels that her sister overlooks her and that all the spotlight is on Celestia. An, in fact this is largely the case Luna does not get nearly the recognition as her sister. The common ponies don't understand the work Luna puts in. It is also true that Celestia does not fully recognize or appreciate her sister. However it should be known this is not of any ill will on Celestia's part. Neither does luna truly appreciate the work Celestia puts in. It is largely driven by their differing roles and duties that lead them to have a gap in understanding each other. To succeed in this scenario you must help the Sisters reconcile and come to a better understanding of each other. You must also help the average pony to become more appreciative of Luna and respect her as they do celestia. The final condition is that Luna must not transform into Nightmare Moon. Obviously it will take some work to get the sisters to reconcile. You will also face some difficulties from the common pony. Some will be rather dismissive and rude to the idea of appreciating luna. Many will be accepting, but the holdouts against her will actively try to sabotage any efforts you take to promote her. Once you overcome these groups and ease Luna’s troubles you will be provided a few rewards.

Luna and Celestia will be very appreciative of you helping them to come together. To express their appreciation they will offer to go with you as companions. Should you wish to bring them with you may decide if they take once companion slot or two.

In addition You gain an increased ability to reconcile differences and to help others work through their issues.

Equestrian Extinction

In this scenario your goal is simple, You must take over equestria, and cause the magic of friendship to crumble. How you go about this is your choice but there will be a variety of threats you face along the way. The first, Most obvious, and arguably most dangerous is that of The Elements of harmony and their bearers, The Mane 6 are indeed dangerous opponents, and have stopped many powerful creatures with their friendship. They will be the first opposition to your plan once it leaves the shadow. You must watch out for they were able to Defeat Discord, who could warp reality with the power of Friendship. If you think you can handle them straight forward then go ahead, but there are more subtle routes to defeat them. One of the simplest would be to destroy the Tree of Harmony and the elements themselves. This would likely work so long as you can get to the Mane 6 before they realize that they don't need the elements to channel the magic of friendship. The other option would be to break apart their friendships and drive them apart. Of course this is no easy task either, as their bonds have stood the test of time. They will also have the backings of the princess who can also pose their own threat. Luna controls the moon and has power over dreams, and Celestia controls the sun. Cadence is the princess of the Crystal Empire, and would work to defend Equestria from you. After Neutralizing the Mane 6 and Princesses The common pony would quite quickly give in, though there would still be resistance. How you take care of extinguishing the last threat of friendship is up to you. There will be one final threat after this. The other Villains who Wish to take over Equestria Will band up and attempt to overthrow you, only worse is they will work together to accomplish this task. The major Villains to be aware of are Discord, the aforementioned Reality Warping Draconequus, who wields his chaotic magic to influence reality. Queen Chrysalis, a changeling who possesses the ability to transform and feed off of love. Sombra, a unicorn who holds the power of dark magics. Tierek A centaur whose ability is to absorb Magic from living beings, and magic directed against him. Starlight Glimmer, A magical Prodigy, who knows a spell that allows her to Travel Back in time. Once you have taken care of all of these threats you will now be in full control of Equestria, and thus may claim your rewards.

For your first Reward you may bring your Equestria and Crystal Empire forth with you going forward. In each world you go to you may designate whether you wish it to be a warehouse attachment or a physical country in the world. The ponies will by default be

loyal to you out of fear and will not rebel. If you can inspire non fear based loyalty then that is fine too, but by default they will always be loyal out of fear and not rebel.

For your second reward you will gain the ability to become incredibly intimidating, and project an aura of malevolence That would strike fear into the hearts of all but the bravest.

And your final Reward would be You now have the power of disharmony, As a result of you stopping the elements and striking down the magic of friendship, You have gained the power of disharmony. This magic grows your strength the darker your actions are, when you work alone, prey on the weak, and commit atrocities you will find your abilities growing to heights far beyond your normal capabilities. The kinder you are and the nicer your actions the less power you get from this ability.

If you actually read all the scenarios and rewards have 23 Cp on the house.

Meta and Non effect explanation Notes

This jump draws content from My little pony Friendship is magic the tv show, all 222 episodes, all as of the release date of the jump 173 comics, 1 movie, and two tv specials A handful of books, and a tabletop game.

If you can't tell, I really like alliteration.

How much time passed since the start of the show? How much time since Luna and celestia became princesses?

The answer to this question is not particularly clear. As a ballpark I'd say about 4-7 years at most has passed since season one episode one, (Not including the epilogue.) It was 1000 years since Luna was banished. They were princesses for some time before that. I'd reckon it was between 5 and 50 years at most maybe less. It's not really clear. For the epilogue I'd say it was around somewhere between 10, 20, 25, or 30 years after Princess Twilight's assumption of ruling duties. This is a children's show they probably wouldn't choose some odd number like 14.5 years. In addition the mane 6 were roughly established to be somewhere around what we would consider to be late teens to early 20s at the start of the show so 17-24 in all likelihood. And by the signs of aging they show that much time could fit to have passed since the final episode.
Scenario inspiration
The scenario "My Little Pony" was quite obviously inspired by and basically ripped from the story My Little Dashie. Link below as to give credit.
https://www.fimfiction.net/story/1888/my-little-dashie

Pony music archive
Inspiration of this item came from all the music in the fandom, the name and specific details came from the aptly named Pony music archive. Credit to them below they compile pretty much all of the music made in the fandom and upload it for download.
https://ponemusic.net/

Reason for human perks
Let's be honest the Interspecies Relation Perk looks pretty suspect. There is a good reason for it to be included however. In my experience most of the fanfics I have read that involve a human in equestria are for one of two things. They're typically romance stories, or just smut. Not all of them of course but most of them in my experience hence the perk.

Ruling and Perk Explanation Notes

N1 Resistance to magic
In D&D terms here's how magic would affect you.You could no sell 1st-3rd level spells, 4th-6th Level spells would be between 33 and 50 percent less effective, 7-9th level spells would have a negligible difference in effectiveness on you.

Twilight is best Pony :) If you agree get 25 cp

