Je4sse



Welcome to Canterlot High Jumper! Something about this place seems awfully familiar. Almost like everyone here is an anthropomorphized version of a little girl's cartoon character… While this would've been a completely ordinary high school jump, you have arrived a few days before Sunset Shimmer returns to the school, bringing magic with her. Expect some wacky things to start happening around here soon. Take some Canterlot Points to help adjust to your time here in academia.

+1000 CP

Species

Human (Free): Your average bipedal hairless ape, albeit with a wider variety of coloration and name options. The humans of this world suffer from the condition of being toyetic; despite the variation, their bodies are much more uniform than those of average human beings.

Equestrian (-100 CP): You aren't originally from this dimension. Maybe you crossed through a magic mirror, or maybe you were banished from Equestria. However you got here, you now have a human form to help you blend in. Despite no longer having access to Equestrian magic, the attributes each species is attuned to are still stronger than they would be in a normal human. Should you have previously been an Equestrian species in another jump, this option is free.

> **Earth Pony:** These ponies are full of strength and vitality with a deep connection to the land. Perhaps you were a farmer or a traveling salespony of some sort before coming to this world.

Pegasus: Ponies built for soaring in the skies and living in the clouds, whether you were a weather pony or a Wonderbolt, your agility and sense of balance are second to none.

Unicorn: The only of the three tribes that can direct their magic into spells. Unicorns are known for their intelligence and creative thinking, though they have a reputation for being snooty.

Siren: A species long since banished from Equestria, capable of dominating the minds of others through song and feeding off the negative emotions of others. While not well-liked, these semi-aquatic beings are nonetheless quite charismatic.

Other: Equestria has all sorts of sapient races. You may freely choose a race not listed here, though don't expect to be any more powerful than those listed. (Beings with godlike power, such as Alicorns or Draconequus, are not available)

Origins

Drop-In: Are you new to the school? Or perhaps new to this universe? Either way, you'll have no history here and will have to rely on the kindness of others and your own efforts in order to get by.

Student: Ah, puberty, a magical time of life. A time you likely have already lived through, this time around, it should be much easier. Since you've already learned most of the lessons on offer at Canterlot High, you'll have plenty of time to actually enjoy your youth this time around.

Teacher: Or another member of the school administration. Frankly, nothing would get done around here without people like you. You'll have tenure for your job, too, so don't worry about your qualifications.

Perks

Song Montage (Free): The music in this series is almost completely diegetic, and it's used to great effect to move the story along. This is an ability you can carry into future worlds. Whenever you engage in a musical number, things just seem to get done faster. The singing

and dancing to the rhythm just seems to speed up any work you're doing, while the music itself keeps people motivated and their spirits high.

High School Sweetheart (-100 CP): High school is the place you're obviously going to find your one true love. As such, you got some slick new moves, Jumper. Anytime you flirt with someone, it just comes out as endearing, no matter how awkward it might sound. While they might not like you back, you can be sure that your crush isn't rejecting you because you stuck your foot in your mouth.

Equestrian Magic (-300 CP): Magic from the land of Equestria has begun leaking into this world, and some of it has found a new home in you. You have begun to develop a single unique magical ability on the same level as the rest of the HuMane Six. Canon examples include: super strength, super speed, diamond constructs, telekinesis, mind reading, and the ability to turn sprinkles into explosives. You may take one of the canon examples or create your own magical ability, so long as it's around the same power level as them.

Pony Up (-400 CP): It seems that the magic of Harmony has attained a hold on you. Much like the rest of the HuMane Six, you are capable of going through a magical transformation that manifests pony parts on your body. While this is mostly limited to hearts and tails, it also boosts your magical abilities and grants you the ability to levitate. These features will manifest whenever you embody the Elements of Harmony in your daily life, the easiest way of doing so being performing music. Due to the grasp that Harmony has on you now, this perk will act as a Capstone Booster.



Drop-In:



Strange New World (-100 CP): While I'm sure you'll gain plenty of experience in adapting in time, why not back it up with a perk? Much like a certain princess, you are capable of rapidly adapting to new circumstances, learning to walk on new limbs in minutes, the basics of tool use in hours, and adjusting to new social norms in days.

Scooby Doo Antics (-200 CP): Much like the HuMane Six, you just seem to stumble across trouble on the regular. Like them, you have a good deal of athleticism and a creative mind for problem-solving, which can make a world of difference, turning your troublesome experiences into on-the-spot adventures.

Psychic (-300 CP): While Twilight wasn't actually psychic, you just might be. Much like Pinkie Pie, you're capable of predicting the outright insane with little to no information to start from. It's almost like you can see the past… Expect to know most people's names when you first meet them, with their origins being laid bare before you, despite any effort they make to hide them.

Pony Down (-400 CP): I'm sure all of the girls would've appreciated a perk like this at some point, their counterparts on the other side of the mirror certainly would. While the girls can Pony Up whenever being true to themselves, you have something unique, the ability to choose whether magic can change you. Anything from Ponying Up to curses to the various polymorphing spells found within Equestria. This also allows you to turn off any transformative magic that's already affecting you.

Interdimensional Form (-600 CP): Your physical form is more adaptable than you first thought. You are capable of surviving where even most extremophiles would have trouble. From the crushing depths of the ocean to the blazing heat of a volcano, you can survive it all. This doesn't mean the environment can't kill you, just that you'd have to be quite negligent of your own well-being for it to do so.

> **Capstone:** Something odd happens when you cross dimensional barriers: your body transforms to suit the new dimension better. Never again worry about crossing a portal blindly, as your form will adjust to take on the properties of the dominant lifeform of any dimension you enter. Though learning to use this new form is up to you.

Student:

Band Kid (-100 CP): What do you want to play? Triangle? Sousaphone? Theremin? Whatever you choose, you'll be surprisingly talented with it. Maybe not to the extent that literal magic happens while you play, but certainly talented enough to play professionally.

Jock (-200 CP): Every good high school movie has a jock character, and now that character is you. You're a prime physical specimen, capable of performing at the peak of every sport available to you. Which is a lot considering that Rainbow Dash is the captain of at least five different sports teams at Canterlot High.

Influencer (-300 CP): Hello, computernet friends! It's Jumper here for another wonderful update on the Jumpchain series! You are what some might call an influencer, an entertainer, an online celebrity of sorts. You are an excellent editor and content creator, any style of video content you'd like to make, from fashion vlogs to gaming channels. You can pick one style of content that you may then produce and publish regularly with little to no effort on your part.

Sci-Jumper (-400 CP): While you might not understand magic, you certainly understand science! Chemistry, biology, physics, you've far surpassed what you've been taught in those classes. Not only are you capable of using complex mathematical theories to calculate every variable in the perfect throw, you're also a whiz when it comes to implementing theories into practice. Building energy containment units, trackers, drones, even programming is all well within your capabilities now.

Element of Empathy (-600 CP): While she didn't always use this power for good, Sunset was a master manipulator, not because her plans were well thought out or because she was a genius, but because she understood the people she was manipulating. Like her, you know exactly what buttons to press, what makes someone tick. At a glance, you can tell a person's insecurities and what they're proud of.

> **Capstone:** While Equestria may only have six elements of Harmony, here things are a bit different. Sunset Shimmer, the Element of Empathy, seems to have some competition for the title. That competition is you, Jumper; you are capable of understanding others on a frankly, absurdly deep level. You have a sort of empathic telepathy, letting you see others' memories when touching them. While it may be an invasion of privacy, it is, without a doubt, the fastest way to get to know someone.

Teacher:

Star Swirl Squad (-100 CP): Kids these days don't know anything, you've been around for a while and have learned a lot of secrets over the years. Whether it's where all the blind spots in the school cameras are or the secret location of a world class falafel booth. You know all the best spots and minor secrets a long time resident or employee might learn just from exploring and being observant.

The Finals Countdown! (-200 CP): Do do doo do… uh, sorry. Not everyone learns in the same way, which can be a real problem in a standardized setting like a school. With this perk, you have a solution; you're able to figure out how to incorporate your students' interests and learning styles into your lessons. This ensures that they'll pay attention and actually remember what you're telling them. The only downside is that your lessons will take longer the more students you have.

Disciplinarian (-300 CP): No students in the faculty lot! It is a place of great power… and it falls to you to punish those who would break such sacred laws, among others. You are an excellent threat to students. From your disapproving glare to your creative mind for appropriate punishments. If any student dares break the rules, they will face you, and they will be rightfully terrified.

A Reputation To Maintain (-400 CP): While you might not think it, reputation is incredibly important for an educator. A teacher with a good reputation can get their students to listen to them more easily. Your reputation precedes you; what exactly that reputation is, is up to you. Just be sure you can live up to it, because if you can, your skill at teaching others will increase dramatically.

Inhuman Educator (-600 CP): In this world, not every student you have will be a human. Oh, sure, they may have human skin, but if you just got transformed into a lion, would you know how to hunt or groom all that fur? Good thing they have a teacher like you then, no matter the barriers of language, culture, or even species, you are capable of teaching what's needed to your students. Even if they wouldn't normally understand what's going on.

> **Capstone:** Not only are you capable of bypassing some ridiculously alien barriers, you're also capable of bypassing metaphysical ones. You are capable of teaching any ability or skill you know, even if your students wouldn't normally have the ability to learn

it. Magic, paracausal abilities, and eldritch sciences, your students will be able to develop the ability to use whatever you care to teach them.

Items

Iconic Clothing (Free): This set of clothing is something Rarity could only dream of making. It'll always be associated with you and easily identifiable. Should you possess one it will be marked with your Cutie Mark; if you do not, it will have the symbol of your choice branded on it. If lost or destroyed, it will appear in your warehouse after 24 hours.

Flanksy Original (-50 CP): Well, I'm not sure how they did it, but apparently the secretive street artist Flanksy managed to break into your Warehouse in a fit of artistic inspiration and covered every wall with a Flanksy Original. These walls are now modern works of art incorporating plenty of color.

Soundtrack (-50/100 CP): Many people say that the highlight of Equestria Girls is the soundtrack, if you agree with the sentiment, then this is the option for you. The complete soundtrack of Equestria Girls is now accessible whenever you'd like. For 50 CP more, you'll also get the full discography of the Dazzlings, DJ PON-3, Post-Crush, and the Rise of Tirek game series.

Twilight's Timetable (-300 CP): This appointment book was specially written by Twilight to maximize your schedule. That's not what's so impressive about it, though. Whenever you close this book, you can spend a minute thinking of what you have to do in daily, weekly, and monthly intervals. When you open the book again, it'll be written as though Twilight had dedicated herself to managing your schedule by the minute. Do note that your new schedule won't account for any deviations and will need to be redone if you go too off course.

Everfree Gems (-600 CP): This dias made from stalactites is home to an intensely magical environment, one perfect for growing magical gemstones. These stones in particular have a strong affinity for nature and grant the wielder the ability to manipulate the natural world, from rapidly growing and controlling plantlife to enhancing the abilities of animals.



Drop-In:

Suspicious Wealth (-100 CP): Much like Sunset and her friends, you seem to have a suspicious amount of wealth just lying around. The weird part is that people have no issue accepting large sums of money from you, no matter your age. Feel free to rent a luxury yacht for your school prom without an adult to sign off on anything. This accepting quality will transfer to any other assets you may possess.

Magic Detector (-200 CP): This handheld device is capable of sensing magical energies and directing you to them. Don't worry if you take it to a highly magical setting, you can adjust the necklace to only detect certain wavelengths of magic so it doesn't get overwhelmed.

Vignette App (-300 CP): A magical app for your phone. When you take pictures of objects through the app, it will teleport the object to a small room attached to your warehouse. You may then customize a hologram based on the object and place it anywhere you like. As a safety precaution, you cannot use the app on living things.



Memory Stone (-400 CP): This palm-sized engraved stone is enchanted with memory magic. Using it, you can erase the memories of anyone, even fragments of memories. A powerful weapon and a powerful form of therapy in the right hands. Be cautious with it, though, as any stolen memories will be destroyed in three days' time.

Magic Transfer Device (-600 CP): This high-tech necklace is capable of absorbing magic from nearby sources and containing it within. While nowhere near as fine-tuned as the Magic Detector, this necklace does act as a rudimentary compass that targets magic. Should it absorb too much magic, it can begin to cause random magical effects in the surrounding area. It's best to drain the magic from the necklace before it overloads, but it's guaranteed to respawn in your warehouse should it ever be destroyed.



Student:

Wondercolt Pride (-100 CP): Time to show some school spirit! You have an unlimited number of headbands and tail belts that you can pull out of your Wondercolts backpack. Comes with a T-shirt, gym shorts, and a letterman jacket to boot.

Pair of Journals (-200 CP): This pair of journals is magically linked. Should you write something in one, it will appear in the other linked book. For your convenience, the journal will only open when given a password and will chime when something is written in it. These journals will always be able to send and receive messages, no matter how far apart they are. You are also given instructions on how to create more of these linked books.

Car (-300 CP): High school is a time of firsts, and one of the largest firsts is your first car. This can be any groundbound vehicle you'd like. It has infinite fuel and has all the necessary paperwork to be street legal. For 100 CP extra, your vehicle can transform in a similar manner to DJ PON-3's, while hers functions as a DJ booth and speakers, yours can be any stationary equipment.



Hand Mirror (-400 CP): This mirror is seemingly cursed; it shows the one holding it exactly what they want to see. In order to feed the magic of the mirror, it will grant the holder's desires, from vacuuming up messes and people to transforming them magically into what they see in the mirror. So long as the mirror isn't broken, the curse will remain, and any desires granted will continue to be maintained until wished otherwise.

Mirror Portal (-600 CP): This mirror portal will allow you to open a portal to alternate worlds whenever you like. This is limited to the local multiverse and alternate realities until post-spark. The portal is guaranteed to open in an inconspicuous place in the other world. Should you have bought the Pair of Journals, you may use them in tandem to act as a return door, traveling back to previous Jumps that you have left a corresponding journal in.

Teacher:

Teaching for Dummies (-100 CP): A book provided to you on your first day on the job as something of a joke between staff members. With the escape of Equestrian magic into the world, this book has become something more. It has transformed into a skill-book, anyone who reads through this book will instantly learn the minimum skills necessary to run a classroom and teach students at any level. Additionally, it has exercises for patience, which will be necessary when dealing with teens. It is limited to mundane education, so don't expect it to save you from all the curveballs you'll be facing here.



Botany Club's Watering Can (-200 CP): Growing things is easy if you just give it room to grow… or some magic-infused water. Any water placed inside this golden watering can will become infused with Equestrian magic, magic that specifically grows plants of all kinds and begins awakening them to sapience. While this can result in some roughhousing between the plants in an effort to get more water, it's also incredibly useful for botanists and horticulturists as the plants themselves can tell their caretakers what they need to grow and thrive.

Fall Formal Crown (-300 CP): It was a pretty big coinky-dink that the Element of Magic and the crown used for Canterlot High's Fall Formal looked exactly the same. Or maybe not… This crown, despite not having anything to do with Equestrian magic, is capable of shapeshifting into a copy of any magical item you can see. It is completely mundane and magically inert, perfect for pulling a switcheroo with that ancient artefact you have your eye on.

Personal Office (-400 CP): An office that is larger on the inside, with a desk, swivel chair, and set of bookcases. While useful for your own research and business, the real benefit of this office is that you completely control the ambiance of the room. Whenever anyone is invited inside, the room will give off the impression that you want it to; moreover, it's capable of changing that impression whenever you leave the office, making it excellent for negotiations.

School (-600 CP): Your very own educational institution! Staffed by competent NPC teachers, this school is capable of delivering a high-quality education to all who attend. While the school doesn't teach magical subjects, the building itself is surprisingly resistant to supernatural shenanigans. You may choose if you want a copy of Canterlot High, Crystal Prep, or if you'd like to model your school after another region found in Equestria.

Companions

Import (-50 CP): You may import up to eight companions to experience this jump with you. They each receive 600 CP to use for the jump and may optionally be of your Equestrian Species if you purchased one in this doc or another.

The Magic of Friendship (-50 CP): Did you make a new friend? Somebody catch your eye? There are hundreds of characters and I can't possibly list them all for purchase. As such you may use this option to recruit anyone not already listed.



Sunset Shimmer (-200 CP): Let's be honest, she's probably why you came to this jump at all. Former personal student of Princess Celestia, she abandoned her home dimension in pursuit of power. Her friends at Canterlot High are doing wonders teaching her the true magic of friendship, but she thinks she could learn more out in the multiverse, and as such has chosen to join you.





Adagio Dazzle (-200 CP) (Discounted with Aria/Sonata): The leader of the Sirens, Adagio is manipulative and power-hungry. While some would call her arrogant, she has reason to be, she is by far the most competent of the Dazzlings and is the planner of the group. While she's cleaned up her act, she still has something of a sadistic streak that you'll have to watch out for in your journeys together.



Aria Blaze (-200 CP) (Discounted with Adagio/Sonata): Snarky and levelheaded, Aria is the only one to challenge Adagio's plans for the group, partially because Adagio is easy to bait and partly because she thinks she could do a better job at leading the group. Despite regularly getting into fights with her sisters, she has their best interests at heart, and is only abrasive because of the circumstances they've found themselves in. Despite the change in circumstances the chain will bring, don't expect her to open up easily.



Sonata Dusk (-200 CP) (Discounted with Adagio/Aria): The airhead of the group, Sonata is a bit naïve compared to her sisters. She frequently forgets the group's goals, instead, finding delight in the things around them. The large variety of new foods being her main source of joy in this new world. While she's reformed, more or less, she does experience schadenfreude a great deal more often than is normal.



The Great and Powerful Trrrriiixie! (-100): This jumped up stage magician is Trixie Lulamoon, while she's quite egotistical and dramatic, she's actually a fairly talented magician. She may be annoying, what with her propensity to speak in the third person, but she desires nothing more than to make the world finally see how great she truly is. Maybe you can help her achieve that goal, and tamp down on her arrogance at the same time.



Drawbacks

Shared Continuity (+0 CP): Have you been to a My Little Pony Jump before? Do you want that history to continue following you here? Would you like Canterlot High to exist in some other setting? Then take this toggle and try not to let only your past define you in the new reality you've made.

FiM Fiction (+0 CP): Admittedly, there probably isn't a lot to do after four years here, given that everything happens in a high school. So, if you happen to know of a fanfic or other AU that you'd rather visit, you can use this toggle to turn this world into a copy of that story instead.

Canterlot University (+0 CP): If you don't want to go through high school yet again, use this toggle to turn the school into a university and age all the characters up appropriately for their level of education.

No Offense… (+100 CP): None taken! ~~It's totally taken~~. You've made some pretty big mistakes in the past, and everyone knows it. Normally, it'd be easy to move on, but unfortunately for you, everyone around you just can't stop bringing it up! Prepare to grow a thick skin during this jump.

Part of the Maud Squad (+100 CP): You... aren't the most expressive person around. Your voice is flat and monotone, and your face can only be read with deep familiarity with microexpressions. Try not to get into trouble with all the misunderstandings this is bound to cause.

Anon-A-Miss (+100/200 CP): It seems like someone has it out for you, Jumper. There's an anonymous blog being run with the sole purpose of ruining your good name! For 100 CP, this blog reveals small secrets, embarrassments, and spreads rumors that will ruin your social life.

For 200 CP, the blogger has access to knowledge about your out of jump adventures as well to pull material from. Worse, everyone will take these blog posts to be the gospel truth and nothing you do will convince them otherwise.

All My Things Are Horse Things! (+200 CP) (Requires Equestrian): So, turns out the magic of the portal didn't work on you. You still have your Equestrian body, though you don't have easy access to magic. Good luck trying to fit in around here when you're a miniature pastel horse-thing.

Eternal Rivalry (+200 CP): Despite the focus on Harmony and cooperation, competition has always existed, even between the best of friends. Unfortunately, your friends seem to take this a little too far. Your friends and companions are constantly competing with you and each other over the most inane things imaginable. Worse, they'll often egg you on into joining their various competitions.

Nightmare (+200 CP): Having a nightmare form is more common than you'd think, and it isn't as simple as something like falling to the dark side. A Nightmare is a manifestation of all the doubts, fears, anger, and negativity that you've experienced, gaining a magical form. Now you also have a nightmare form; it hasn't taken over you, but you'll be tormented by this dark perversion of yourself at night and in the mirror whenever it senses weakness.

Magic Surge (+200/300 CP): Well, this is a problem. Your powers are all out of whack, Jumper. Expect your abilities to activate randomly, vacillate in terms of power or control, and overall be a pain to actually use. For 200 CP, this only applies to powers gained here; for 300 CP, this applies to your out-of-Jump powers as well.

Doppelganger (+300 CP) (Requires Equestrian or Shared Continuity): You don't belong here, Jumper, you're a copy, an imitation, a fake, of someone who was already here. They don't much care for the idea of you living their life and mucking about with their face, expect to be hunted down sooner or later. Don't think your fancy powers will save you either, they are you after all, and as such they're immune to your powers.

Scenarios

Equestria Girls: Pop quiz. What happens when you bring an Element of Harmony into an alternate world? Because that's exactly what Sunset has just done. The long and short of it is that the process of crossing the dimensional barrier severs the connection to its owner. That whole crowning the princess of the formal plot that happens in the first movie? Yeah, it's part of a ritual to attune the Element to the new user; that's why just stealing the crown at the climax of the movie caused Sunset pain during her transformation. You have two options for how you can handle the Fall Formal: support Twilight or support Sunset. Both will have their own challenges and rewards. If you choose to support Twilight, you'll have to go on a campaign to win over the various high school cliques and thwart Sunset's attempts at sabotage. If you support Sunset on the other hand… You'll be expected to cow the student body into submission and keep Twilight away from the Fall Formal so that Sunset will win by default.

Reward:

> If you helped Twilight win the crown, you will be rewarded with the only magic that can truly unite us all. Friendship. What this does is allow you to use the purifying magic of friendship without the Elements of Harmony. You will be able to free others from possession or mind control, undo magical transformations, and gift others with the needed humanity and empathy necessary to reconsider their actions.
>
> If you helped Sunset succeed in acquiring the crown, then you will be given a Dark Power. Much like Sunset, you will be able to transform yourself and others into demonic caricatures of themselves. This will enhance their physical abilities and give them leathery wings with which to fly.

Rainbow Rocks: The arrival of magic to this world has not gone unnoticed. A trio of Sirens has made their way to Canterlot High to steal it for themselves so that they might rule the world with its power. The only thing preventing them from obtaining this magic is the harmony that the school displays. As such, they have devised a way to sow discontent among the students, a competition, a battle of the bands. Should you wish to participate in this battle, you have three options: join the Rainbooms in defeating the Sirens' grab for power, assist the Dazzlings in stealing the magic of Harmony from the girls, or form your own band and show everyone that Harmony is not limited to those with magic by winning the competition for yourself.

Reward:



Supporting the Rainbooms in their epic battle of the bands against the Dazzlings has led you to understanding the Power of Rock! And how they used it to summon a spectral Alicorn to defeat the Siren's magic. You may also summon spectral creatures to assist you in your endeavours by playing music or singing a song; these creatures will last much longer than the Alicorn, letting you use them for all sorts of purposes.

By assisting the Dazzlings in stealing away the Harmony of this world, you have gained a great understanding of how to use your voice to project sonokinetic attacks and constructs while singing. This has the lovely side effect of making your voice sound absolutely fantastic!



Should you enter and win the competition for yourself, you'll prove to everyone that magic isn't needed to fight against monsters, nor is it needed to unify people into a greater whole. You'll receive both of the former rewards listed, with neither ability requiring so much as a spark of magic to use.

Friendship Games: An academic decathlon is being held at Canterlot High. After decades of losing to Crystal Prep, the Wondercolts might finally have a chance at winning the Friendship Games. There's just one small problem: using magic would be considered cheating. As such, it is up to you to ensure that any magical mishaps have no impact on the games themselves. If one of the girls Pony's Up, you'll have to delay them until their magic dies back down. If a portal opens up, you'll have to keep whatever shambles out of it from interfering.

Reward:

Ensuring that magic was not used to cheat has caused you to absorb all the ambient magic spilling out during the games, both from the players and the various portals that started opening. This excess magic has given rise to your very own mystically empowered form, on the same level as Midnight Sparkle or Daydream Shimmer. While this magic isn't corrupting, how it presents itself is impacted by your emotional state upon transforming. Your transformation will last for up to an hour at a time, and resets daily.



Legend of the Everfree: This campground has been around for generations, with the various camp groups of the past represented by the various gifts left for the camp. While it seems idyllic, in reality this is the last year the campsite will be open. The land's been bought by Filthy Rich, a businessman who wants to convert the place into a spa resort. Whether you stop that from happening or not isn't the issue, no, as usual the problem is Equestrian magic. In searching for a way to keep Camp Ever Free in the family, Gloriosa discovered a set of magical gems that granted her control over plant life. Unfortunately, much like others exposed to large amounts of magic, the gems corrupted her and set her on a path to trap the camp in an impenetrable wall of vegetation, with all the campers imprisoned within. It is up to you to locate the gems and ensure

that Gloriosa doesn't transform into Gaia Everfree, because if she does, she'll destroy the camp in her effort to preserve it.

Reward:

> Camp Everfree is a lovely place, a gorgeous lake with a beachside forest that's perfect for relaxing and enjoying a weekend camping trip at. The campground is covered with various camp gifts that've been left by previous groups to show their appreciation for their time spent at the camp. Now, Camp Everfree is yours to take along with you. The camp is open to the public in each setting you visit, with each group leaving behind a thoughtful camp gift for you to look on fondly when remembering them. Of course, being in the family for generations, it wouldn't be fair to leave behind the camp counselors and organizers, so Timber and Gloriosa will come along to run the camp for you.

Forgotten Friendship: Something isn't right here, it's like everyone's forgotten who you are! Everyone around you is treating you like a stranger, and you're not the only one being treated differently. Sunset Shimmer's friends seem to have forgotten who she is as well. There's only one thing that could possibly do this, Equestrian magic. Unfortunately, whatever's stolen the memories of everyone else has stolen fragments of your own, you don't know who or what has stolen your memories, all you know is that you have three days to search the school for the culprit. When you find out who's responsible, you'll have to get the Memory Stone away from them in order to destroy it and free all the stolen memories. While you could just steal the stone and destroy it, that'd leave a bitter and resentful student who's not afraid to use magic on others to run free. Reforming the culprit is no less difficult, as you'll have to discover their identity and learn enough about them to convince them that destroying the stone is the right thing to do.

Reward:

> When you destroyed the Memory Stone a piece embedded itself in you. While it no longer has the power to erase memories, the Stone Fragment absorbs mind altering magic aimed at you. Never again shall you fear your memories being lost to you. Should you have redeemed Wallflower Blush, you will be able to take the quiet girl along with you as a companion.

Final Choices

STAY

GO HOME

MOVE ON

Notes:

- Yes, you can take this jump and spend your time in Equestria proper by going through the portal at the first opportunity.
- Blackscorp98 is, as usual, the grammar GOAT. Here I thought my grammar was improving, guess I still have work to do.

Changelog 0.2:

- Cleared up confusion in Anon-A-Miss drawback
- Expanded Shared Continuity toggle