


By TheGallantRobot | V1.0

*The landscape is simply breathtaking. With rolling hills covered in a patchwork of green and gold fields, while the mountains in the distance are snow-capped and majestic. The flowers are a riot of color, from the brightest reds and oranges of poppies to the delicate blues and purples of violets. And the vistas are simply stunning, from the sweeping countryside views to the close-up details of a single flower. It is a place that takes your breath away and fills you with a sense of awe and wonder.*

Welcome to **Equestria**, the land that will host the tale of Twilight Sparkle who will discover the most powerful magic of all. The Magic of Friendship. Alongside her friends Applejack, Fluttershy, Pinkie Pie, Rarity, and Rainbow Dash. She will learn the stability of honesty, the charisma of kindness, the reassurance of laughter, the beauty of generosity, and the bravery that loyalty brings.

In this realm of magic, boundless possibilities and enchantment intertwine into a harmonious unity. You could be an Earth Pony shopkeeper who sells handmade coffee mugs on commissions, a Griffon King ready to conquer the rest of his kin with his martial skill, a Yakyakistani scholar of ancient history, or anything else you can imagine. Destinies are endless in Equestria, so come explore and play your part in this magical land!

Here's **1000 CP** to make your mark upon this wonderful world!

# Virtues

*What Virtue has sung you their harmonious lullaby?*

**Honesty:** While lies have been known to be featherlight, the only good foundation is one with integrity. A character that people can trust and understand that they have a moral compass that points in the right direction. This is the Virtue that allows friendship to have a chance of lasting.

**Kindness:** There is always a way to understand and have compassion for others. Whether or not they are other creatures, animals, or even the world you live within. From rescuing a pet from a tree or taking time out of your day to learn someone's language. This is the Virtue that gives friendships the capability to acknowledge each other's needs and desires.

**Laughter:** The universal language of happiness, from backgrounds far and wide. Anyone can experience the dreads of depression but can be lifted by optimistic outlooks. This is the Virtue that allows friendship to break the ice that has formed on anyone in troubling straits.

**Generosity:** Not everyone has the same starting point within life. Creatures have been born into wealth but have never felt the warmth of love and those who have loved never felt the freedom that wealth provides. This is the Virtue that allows friendship to share instead of separate.

**Loyalty:** Standing by someone's side when the times get tough and when everything seems to be easier if you abandon them. Devotion to the ideals and ideas which started it all. This is the Virtue that allows friendships to continue and strengthen through time.

**Magic:** The Spark that started it all, Magic. It's the feeling of contentment and comprehension of what has been gained. That true friends fill our lives, celebrate our victories, support one another when things are down. This is the Virtue that sees all the other Virtues and says,

*"Thanks for being my friend."*



# Creatures

*What Tribe of creatures do you belong to?*

**Earth Pony:** The ways of earth and the natural have made a pony that is born with an innate nature magic and bones that are made for working. Their magic allows them to exhibit a enhanced physique and an extraordinary ability to manipulate and perceive the natural world surrounding them.

**Pegasus:** Sleepers of clouds, this is a pony blessed with flight-capable wings and the ability to harness their innate weather magic to influence the nearby weather. Commanding storm clouds to unleash lightning, walking on clouds, manipulating the very winds, and possessing an uncanny understanding of the ever-changing atmosphere.

**Unicorn:** Looking to the stars and having given distinctive thought. Unicorns are a type of pony that have taken their magic from the aether. While not as potent and natural as other creatures, Unicorns have made that up with a wide versatility and the power to make a difference. Teleportation, temporal manipulation, and cross-dimensional travel are just a small part of the possibilities that have been given.

**Ascendant [Varied]:** The path to greatness stretches infinitely high, and those who dare to ascend are bestowed with a step towards that Infinity. Your apotheosis has given you an uplifted Creature form that looks the part of divinity, amplified magical stores and potency in your innate magics, immortality, a magical potential that knows no bounds, as you can scale the heights of power without restraint, and a weight in the tapestry of fate.

*Ascendants get the discounts of their creature perklines and their inherent magics*

| Ascendant Type | Price |
|---|---|
| Pricing Formula | 300 [Base = 1 Creature]<br>+ 100 CP per every additional Creature |
| Unicorn Ascendant | 300 (Unicorn) |
| Changeling Queen/King | 300 (Changeling) |
| Alicorn | 500 = 300 (Earth Pony) + 100 (Unicorn) + 100 (Pegasus) |
| *Have fun and be creative!* | |

# Locations

*Roll a D4 or 100 CP to choose your birthplace*
*If you are a drop-in, this is where you turned up out of the blue*

**Yakyakistan:** Nestled high within the mountains lies the Kingdom of the Yaks. A cold region ruled by Prince Rutherford and known for having a culture of being blunt and having a prideful bearing. Previously, this kingdom had closed its borders to Equestria.

Free for **[Yaks]**

**Griffon Kingdoms:** Many regions of individual kingdoms and cities like Griffonstone, the area has a rich history of conflict. A martial tradition that is necessary for the kingdoms as there are places within that make the Everfree seem peaceful.

Free for **[Griffons]**

**Zebrica:** An arid nation with a strange history and many hidden gems within tombs and ancient ruins. However, while there are great treasures to discover, there also are great dangers awaiting to be unleashed on the unsuspecting. A place of potential indeed.

Free for **[Zebras]**

**Equestria:** From the rural town of Ponyville to the elegance of the capital, Canterlot. Equestria is a prominent nation of ponies with a culture of tolerance and friendship. A culture that was nurtured by two Ascendant Sisters, Princesses Celestia and Luna.

Free for **[Ponies]**

**Free Choice:** Lucky you, you can choose any location on the planet Equus to have been born on. From beautiful Zebrica to even the domain of Draconequus, better known as Chaosville.

# Abilities & Perks

## General Perks

**The Magic of Friendship [Free]:** A dash of Kindness, a sprinkle of Laughter, a pinch of Loyalty, a cupful of Honesty, a swish of Generosity, and Magic makes it all complete. This Harmony is formed by the union of these individual virtues into a greater whole, causing an exponential amplification of magic by the equidistance of the six Virtues. Either your own or your friends. The only limit to this multiplication is the Virtue which requires the utmost nurturing and the wills behind the magic.

*This Perk can be freely shared amongst friends.*

**Unique Talent [Free/200]:** Everyone has a place in the world and a talent which sets them apart from every other shining star-like soul. You have a **Unique Talent** that allows you to learn all things related to that talent thrice as fast with a higher realm of potential. A talent which could show up as woodcarving, singing, fire magic, cooking, chemistry, going fast, being lucky, and even family orientation.

This comes with a Mark which for some creatures come upon their flank such as Zebra's and Ponies. A Mark which carries a sense of yourself with it, that can mark your belongings as inherently yours, and can be a shortcut for all magic to refer to yourself instead of needing a piece of yourself.

**For 200 CP,** this Talent is higher on the branches of existence being an entire category of talents or a concept.

> ***Categories*** *could be War, Science, Magic, and Art with their subcategories of artillery magic and military strategy, all of the sciences like medicine to clockwork. All of the magics like probability magic to transfiguration to alchemy. All subjects within the art world like poetry to woodcarving.*
>
> ***Concepts*** *could be a Unique Talent in Luck which would have one be always extremely lucky, to have a mind for luck-technology and an affinity in probability manipulation to a skill in gambling. It could also be Love, which could give you an inherent understanding on how to facilitate a loving relationship to another, having enough luck in love to have a chance at that kind of relationship, to even love magic or alchemy.*

**Heartsong [Free]:** There's a song in your heart and you have to share it with the world. This grants you the ability, at great emotional moments, to perform a Heartsong. A magical song that grants you an amazing singing voice, a masterclass in on-the-spot lyrics, and increases the capabilities of the task at hand to an immense degree. *'Find you've got the music, Got the music in you'*

**Martial Pursuit [200]:** Even within this land of beauty and peaceful cultures, there are still those who aim to conquer, to rule, and to use their martial abilities in battle. Luckily enough, you are a savant in the martial ways who has a great aptitude in strategy and is growing into Martial Skills twice as fast compared to prodigies of all martial capabilities. Especially within your **Unique Talent** where it would not be a surprise for you to grow your Magic Shield Unique Talent into a city-wide forcefield that can keep out an Ascendant and learn enough martial skills to be the youngest Captain of a Royal Guard.

**Shopkeeper of Many Things [200]:** Customers may forget the intricacies of their time with you but they will never forget what they felt. You have taken towards this philosophy and it has transformed your business work ethic and savviness into an accommodating and hospitable experience. This shows with anything you are even remotely talented in you can figure out how to operate a shop around and run it exceedingly well. Whether that is a cozy bakery, adored by the town as their go-to place, or a coffee shop known throughout your nation as a practical synonym for the word, Coffee Shop.

**The Spark [400]:** In a moment of profound epiphany, a precious gift has been bestowed upon you - the Spark of Harmony. This gift shall forever guide you towards greatness, leading you to a life filled with blessings and fortune. From the very beginning, you will experience comfort and love from your family, destined to discover lifelong friendships that will enrich your life. Surround yourself with powerful yet compassionate individuals, such as being taken care of in your childhood by a new minor Ascendant of Love who has a great chance of falling in love with your brother or having the immortal goddess-ruler of your entire nation having begun to mentor your prodigal skill of magic.

Additionally, Harmony's willed providence has transformed your entire being into a perfect and boundless vessel for all Virtue. Endlessly capable of growing as a person. You will be constantly given moments to gain further epiphanies of Harmony like understanding that a true, true friend helps a friend in need. Just let the rainbow remind you!

**[✳] Capstone Booster [✳]**

## Honesty Perks

*Discounts for Honesty are 50% off, with the [200] perk being free.*

**Spirit of Honesty [200]:** It takes an inner integrity to tell the truth, you have a Spirit of Honesty that gives you the strength to hold the world around yourself and a fortitude that can take a punch from temptation. At first, you will have a strength comparable to professional athletes and an endurance to work days on end while still being healthy. But with every honest deed or comprehension of inner character, you will grow to redefine the meaning of what strength means. Such as having enough honesty, to make your strength able to lift boulders and having you be capable of digging trenches within seconds to redirect a lava flow from a recent volcanic eruption.

**Elysian Bastion [400]:** The weakest link has always been targeted for its questionable integrity. Nevertheless, there is chivalry for taking on attacks meant for others. You are the guardian of all that you choose to let within your sanctuary, this comes in the form of having any type of attack whether character assassination to mystical spells instead challenge your strong defenses and form. Have lies upon others' reputation doubted for their relations with yourself, have fireballs veer off course from their trajectory towards your spellcaster onto your tankish shield, and much more. For your **Unique Talent**, any attack in its sphere of influence highlights the shining greatness of your Talent.

**Paragon of Honesty [600]:** Honesty. Not broken by the fear of consequences, but by lack of ideals. You're a savant over all the realms of Honesty, both strong and authentic, with an everyday lucky streak that is strange to behold in its capacity. Your authentic luck has two facets in its capability, two-sided many could claim, one side safeguarding you from bad fortune and the other side blessing you with good fortune. Whether that is having a good day with all of your good luck amplified to a windfall - finding a hundred bits instead of just a bit, a bad luck day with all of your bad luck diminished to a hiccup - only stubbing your toe lightly instead of breaking it, or even once in a blue moon both facets happening to a overclocked degree. You will be given the chance to prove yourself to yourself of your idyllic ideas.

**The Avatar of Honesty [✳]:** The day you were born, heralded the birth of a living incarnation of Honesty itself. For with each passing moment, beginning at finding your **Unique Talent**, your existence is a testament to the boundless potential and ever-evolving nature of authenticity. Your serendipitous fortune can be hoarded like a pile of coins, evergrowing in the wealth that is collected. One day to be spent on either a small bit of good luck or bad luck - finding just enough money to pay for your lunch or in its entirety - causing a series of unlikely events to topple an empire from a single act. When Honesty is symbolized, it is your Mark that represents its purest form. In rare moments of peak character, your platonic images will ignite in an ethereal glow into the beating heart of Honesty. Perhaps, one day, you will stand before the world itself and tell it to move.

## Kindness Perks

*Discounts for Kindness are 50% off, with the [200] perk being free.*

**Spirit of Kindness [200]:** The simple choice is to be nice, you have a Spirit of Kindness that gives yourself a charming demeanor and a way of maneuvering through relationships which is reflective of a moth to a flame. At first, you will have a charisma that is comparable to a well-spoken politician and a vibe of a homely comfort. But with every kind deed or comprehension of goodwill, you will grow to redefine the meaning of what charisma means. Such as having enough kindness, to heal the psychologically wounded and even become a world-famous celebrity from your personality alone.

**Universal Communication [400]:** Speak with a heart full of kindness, and your words will be eventually understood. You are gifted at understanding and being understood by others without being misunderstood or even speaking their language. This capacity for communication scales directly to your understanding of the recipient. Where if you were talented with or had a **Unique Talent** in taking care of animals, you could find out that you could have a conversation with them. This also magnifies your communicative expressions to unseen levels. Unleashing a Stare that intimidates the biggest of dragons.

**Paragon of Kindness [600]:** Kindness. Not measured by the size of your gestures, but by the sincerity of your intent. You're a savant over all the realms of Kindness, both charming and healing, with a heart that is as pure as gold. Your pure heart empowers you to remain steadfast amidst all corruptive influences and allows you to create profound impacts through your mere presence. Whether that comes through as effortlessly resisting mind control that would go against your principles, having a random act of kindness cause a cascade of goodwill, or even a single bright smile from yourself causing someone to realize their Destiny. You have actions that flap their wings, rippling the winds to manifest great tornadoes on distant shores.

**The Avatar of Kindness [✳]:** The day you were born, heralded the birth of a living incarnation of Kindness itself. For with each passing moment, beginning at finding your **Unique Talent**, your existence is a testament to the boundless potential and ever-evolving nature of goodwill. Your purity has extended towards your **Unique Talent** -thus allowing you to impart any amount of experience and emotion into it. Singing that can reach and pluck at the heartstrings or a novel that is timeless in its execution. When Kindness is symbolized, it is your Mark that represents its purest form. In rare moments of heartfelt sincerity, your Mark will ignite in an ethereal glow into the beating heart of Kindness. Perhaps, one day, you will have your benevolence be forever marked as the example everyone should emulate.

## Laughter Perks

*Discounts for Laughter are 50% off, with the [200] perk being free.*

**Spirit of Laughter [200]:** As a sunbeam drives away shadows, you have a Spirit of Laughter that cuts yourself as an inspirational figure and a knack in organization to cause societal changes. At first, you will have cut an inspirational figure comparable to notable entertainers or social activists and an affinity for organizing local communities into breaking out of the rote. But with every optimistic deed or comprehension of laughter, you will grow to redefine the meaning of what inspiration means. Such as having enough laughter, to make your inspirational actions able to change the mood of an entire town into a hopeful outlook and light up a new world.

**Plus-One Chaos [400]:** Amidst the bedlam of chaos, the jester takes the center stage with tricks of the trade and a secret. Your relationship with reality is truly unique, allowing you to gently bend the very rules that govern the universe, all in the name of amusement. Concealed custard pies lie nestled within your mane, ready to ambush the unsuspecting, castle walls are climbed through the dynamic duo: Plunger 1 and its friend, Plunger 2. And as for swiftness, even the fleetest of creatures find themselves outpaced by your unpredictable twists, leaving them caught off guard and astounded. The funnier the up-and-coming act, the more reality bends over with laughter.

**Paragon of Laughter [600]:** Laughter. Not stifled by life's hardships, but played by the music within your soul. You're a savant over all the realms of Laughter, both inspirational and hopeful, with an ability for getting to the root of any problem. If you want to find any weakness or problem, you will just have to listen to songs of the world and pinpoint the discordant notes of malfunction. Whether that is hearing the weakest link in a chain-link fence, the treble of someone's mental stability, or even locating then mending a fracturing lodestone of a civilization. You could say that laughter is the greatest medicine for it helps one remember there is always something to smile about.

**The Avatar of Laughter [✳]:** The day you were born, heralded the birth of a living incarnation of Laughter itself. For with each passing moment, beginning at finding your **Unique Talent**, your existence is a testament to the boundless potential and ever-evolving nature of optimism. Your hopeful outlook fills the cracks of any problem you have healed to be filled with unbreakable gold and it will never be a problem again unless you want it to be. When Laughter is symbolized, it is your Mark that represents its purest form. In rare moments of changing the course of an entire civilization, your shadow will ignite in an ethereal glow into the beating heart of Laughter. Perhaps, one day, you will rise to become the much-awaited Panacea that graces the world's stage

## Generosity Perks

*Discounts for Generosity are 50% off, with the [200] perk being free.*

**Spirit of Generosity [200]:** A gift to the eyes and the world, you have a Spirit of Generosity that gives yourself a beauty that shines through appearance and an inner radiance that captivates audiences. At first, you will have an appearance that rivals conventional beauty models and a grace that turns heads. But with every generous deed or comprehension of beauty, you will grow to redefine the meaning of what beautiful means. Such as having enough generosity, to make your appearance reach a wider audience while still being yourself and having even the world spring flowers upon your every footstep.

**Destiny Sight [400]:** Perceiving the Destiny that all creatures are interwoven with, one must delve deep towards the minutiae and macroscopic. You have the Sight, a mystical sense that allows you to become cognizant of the tapestry of Destiny and the weavings joining fates. The endless scope of possibilities, of what if's, if-thens, and even then-ifs. An ability supplemented with the freedom from the course that Destiny tries to force all towards the future and allows a creature to change that course through interacting with the present. After all, the greatest gift time has given is the present. With events relating to your **Unique Talent**, this Sight is much easier to cultivate to see farther, clearer, and with more detail.

**Paragon of Generosity [600]:** Generosity. Not confined by the limits of wealth, but by purity of heart. You're a savant over all the realms of Generosity, both beautiful and radiant, with a power over the ownership of possessions that is otherworldly in scope. Much like the elegant and saintly Mistmane, you are able to give anything that is owned by yourself or trade anything to anyone capable of conversing with yourself. Whether that is trading your knowledge over future events for another creature's physical strength, gifting a former friend and the land you once called home with your youthful beauty, or even trading with a martial prodigy their skills in battle for a secret. You could be the most poverty-stricken creature but still give the world a second chance at life.

**The Avatar of Generosity [✳]:** The day you were born, heralded the birth of a living incarnation of Generosity itself. For with each passing moment, beginning at finding your **Unique Talent**, your existence is a testament to the boundless potential and ever-evolving nature of altruism. Your open charity allows anyone to freely, no matter their location or circumstances, give you anything of theirs - a single coin to their very soul. An act that you can generously decline if you feel like it. When Generosity is symbolized, it is your Mark that represents its purest form. In rare moments of true selflessness, your silhouette will ignite in an ethereal glow into the beating heart of Generosity. Perhaps, one day, you will own the wealth of the universe and still have more to give.

## Loyalty Perks

*Discounts for Loyalty are 50% off, with the [200] perk being free.*

**Spirit of Loyalty [200]:** Failure is only given to those who don't try, you have a Spirit of Loyalty that gives yourself a prowess within your **Unique Talent** and a nerve to do your very best even when the possibility for failure is high. At first, you will have a skill in your **Unique Talent** that is top of the class compared to others with a similar Talent and a courage to face failure within it. But with every act of loyalty or comprehension of devotion, you will grow to redefine the meaning of what talent means. Such as having enough loyalty, to break new ground within the dominion of your **Unique Talent** and become a testament to the boundless potential of dedication.

**Miracle Worker [400]:** Accomplishing great deeds requires one to devote themselves towards small miracles. Miracles which take time. Luckily enough, you have a supernatural propensity for improving personal productivity within all Talents over time and experience. A productivity that possesses an infinite potential for refinement. As a rookie blacksmith, you would find shortcuts to get the same results in the third of the time. Growing over your smithing experience to being able to craft thousands of knives in a day or crafting a masterwork that should have taken a year within a single week. This is especially notable in your **Unique Talent** that productivity is twice the amount usually gained.

**Paragon of Loyalty [600]:** Loyalty. Not limited by your tutelage, but by your passion for your **Talent**. You're a savant over all the realms of Loyalty, both courageous and prodigal, with a keen perception over your **Unique Talent** hosted within your subconscious. You're capable of taking in techniques and subtleties within your **Unique Talent** at a speed that could be compared to the speed of light. Whether that is through having a Speed-related Talent and being able to instantly comprehend how to perform a Sonic Rainboom by having an audience's view, a Baking-related Talent taste-testing a fantastic cake and being able to use all of your collective baking Talent to understand the process into repeating the feat, or even revive ancient and forgotten knowledge thought to be lost forever. You shall strive to be the Greatest within your Talent.

**The Avatar of Loyalty [✳]:** The day you were born, heralded the birth of a living incarnation of Loyalty itself. For with each passing moment, beginning at finding your **Unique Talent**, your existence is a testament to the boundless potential and ever-evolving nature of devotion. Your Talent has the potential to go beyond the conventional laws of logic - a Stealth Talent to a Talent which can hide away from Death itself with sheer skill. When Loyalty is symbolized, it is your Mark that represents its purest form. In rare moments of revolutionizing your Talent, your equipment will ignite in an ethereal glow into the beating heart of Loyalty. Perhaps, one day, you will realize that you have become a luminous beacon of your Destiny.

## Magic Perks

*Discounts for Magic are 50% off, with the [200] perk being free.*

**Spirit of Magic [200]:** Reminiscing on that which sparked the flame, you have a Spirit of Magic that has given you an intelligence which allows you to blaze a trail of discovery and a mind with a perfect memory that includes flawless recall and indexing. At first, you will possess an intelligence on par with professional scientists and an academic's understanding of your Creature type's innate magic. But with every friendly deed or comprehension of Harmony, you will grow to redefine the meaning of intelligence means. Such as having enough benevolence, to make your intelligence enough to advance arcane or technological fields and even unify them into a whole greater than their parts.

**Arcane Nexus [400]:** The evergrowing fire of intelligence is fed off the kindling called knowledge. Through the acquisition of any knowledge, your expertise in teaching shall improve without any limit. If you would have a moderate knowledge of a teacher, your teaching skills could get an auditorium of students to have the equivalent learning as a one-on-one tutor. As a genius scholar with the equivalent of a national archive within their mind, you could teach even the most inept student to be considered an expert in the subject of your purview, having them gain a scientific aptitude and be even capable of things they don't have an innate capacity with. Such as teaching a magicless mortal in the intricacies of wielding magic.

**Paragon of Magic [600]:** Magic. Not bound by the pages of a grimoire, but by a sorcerer's mind. You're a savant over all the realms of Magic, both arcane and technological, with an intuition that is fundamental to your being and exceedingly perfect in quality. Much like the esteemed legends of Clover the Clever and Starswirl the Bearded, you can make quick work in figuring out the vast infinities of Magic. Whether that is through observation of the world around you, delving deeply into previous works of Magic, or a sudden rare moment of pure ingenuity that flows like a roaring river of pure ideas. In time, you will bridge the gap of entirely different Magic disciplines into a brilliant fusion that is greater than the sum of its parts.

**The Avatar of Magic [✳]:** The day you were born, heralded the birth of a living incarnation of Magic itself. For with each passing moment, beginning at finding your **Unique Talent**, your existence is a testament to the boundless potential and ever-evolving nature of friendship. Your mind works effortlessly and endlessly, ever striving to go beyond the bounds of the celestial heavens - a simple fireball to a quasar in vision. When Magic is symbolized, it is your Mark that represents its purest form. In rare moments of sudden ingenuity, your eyes will ignite in an ethereal glow into the beating heart of Magic. Perhaps, one day, you will unite all forms of Magic into a Harmony that sings to the universe that Friendship is Magic.

# Creature Perks

## Earth Pony Perks

*Discounts for Earth Ponies are 50% off, with the [Exclusive] perk being free.*

**Ways of the Earth [Exclusive]:** You have an inherent Nature Magic that is specialized in usage of the primal and physical forces of the World. The ground beneath one's hooves, the plants which weave through the terrain, the towering mountains that seem to pierce the heavens, the valuable ores hidden beneath the rocky crust, and even the animals which have come to call the Earth their home. Starting out, if you are a normal Earth Pony, you are capable of sensing Nature within a few meters, temporarily augmenting your physique to be capable of smashing through wooden walls, and nurturing plant-life or geology to grow quicker while facilitating a higher quality.

But with dedication, time, and practice, you will be capable of greater feats such as higher bounds of natural strength, manipulating entire forests worth of wild-life, enhancing the properties of natural materials to higher realms of potential, strengthening the laws of the world like gravity, and so much more.

**Nth Sense [400]:** Everyone gets a hunch once in a while. From just having a feeling when your friend is pregnant to having a gut instinct of when to take a chance on something worthwhile. Well, this hunch for you has metamorphosed into a full-on special sense which is unexplainable by modern magic and science while expressing itself as funny feelings over your body. Goosebumps, scratchiness, hunger over a particular food, and all could allow you to become extremely perceptive over interesting events, new people in your neighborhood, or turns of fate. Dangers to yourself and others are exceedingly obvious to understand from this special sense.

**Equestria's Blessing [600]:** The world has shown its natural beauty to your beholden eyes, captivating your senses with its breathtaking landscapes and intricate ecosystems. A revelation igniting a profound desire within you - to figure out how to create natural wonders. Gems that sparkle equal to the brightest of stars, metals that last for generations to come, plants that taste like lightning in a bottle mixed with the sight of rainbows. You are a one-of-a-kind genius in the realm of Nature Magic and World. Studying magic within those bounds flawlessly slots within your mind and connects with previous knowledge like puzzle pieces in a greater picture.

With enough study and experience, you will be able to start the first steps into creating spells and arcane fields within Nature Magic, shape the terrain to your exacting eye, and even create a Unified Theory of the World

## Pegasus Perks

*Discounts for Pegasi are 50% off, with the [Exclusive] perk being free.*

**Cloudshaper [Exclusive]:** You have an inherent Weather Magic that is specialized in usage of the dynamic and ephemeral forces of the Sky. The humid air of condensation, the clouds which blanket the azure sky, the howling of storms with an accompaniment of torrential raindrops, the crisp of snow, and even the superstorms which have given endless philosophers insight into the souls of their people. Starting out, if you are a normal Pegasus, you have a personal Atmosphere right above your body which allows you to manipulate weather, stay atop of clouds, and {sense the weather}. Weather Magic can be magnified by great physical dynamics such as hopping on top of a cloud to quicken it to rain and with enough wingpower can allow those with weaker weather magic to be capable of causing howling winds.

But with dedication, time and practice, you will be capable of greater feats such as having a bigger personal Atmosphere to manipulate farther and with greater potency, cause a tornado to form from a cloudless sky, flight at a different order of magnitude such as being capable of causing a Sonic Rainboom or other type of Boom, and so much more.

**Fury of the Storm [400]:** Through a session of being within an intense magical storm, your magic has gained a profound trait within the area of how magic and emotions affect one another. Them being dichotomic air masses and in between, there are processes that can fuel each other to heights unimaginable. This trait allows any nearby emotion to positively fuel and supplement your magic. Hatred for your opponent can fuel your fireball with destruction, the love of those nearby can enhance your healing spells to higher then you alone are capable of, and even harnessing the cold, bitter emotions of feuding tribes to blanket the world in eternal snow.

**Meteorologic Maestro [600]:** A downpour of rain brings forth rainbows, a reality which is known to you well. Shown in the atmosphere conducting mass symphonies of booming lightning that dance across the horizon, and hurricanes that crescendo into an epic climax. This is the intricate dance you dare to take reins of. Staged between the aetherial sphere and grounded earth. You are a one-of-a-kind genius in the realm of Weather Magic and Sky. Studying magic within those bounds flawlessly slots within your mind and connects with previous knowledge like puzzle pieces in a greater picture.

With enough study and experience, you will be a Superstorm compared to the lesser gales in the art of Weather Magic, rival lightning bolts in quickness, and even create a Unified Theory of Weather and Sky.

## Unicorn Perks

*Discounts for Unicorns are 50% off, with the [Exclusive] perk being free.*

**Star-Touched [Exclusive]:** You have an inherent Aether Magic that is specialized in usage of the otherworldly and mystical forces of the Cosmos. The lunar-gray plains with a breathtaking view of the planet, the black tapestry that glitters with distant stars, nebulas filled with color, regions of space that bend the dark expanse, and foreign celestial bodies. Starting out, if you are a normal Unicorn, you are capable of sensing the aetherial environment of magic within a few meters, along with a myriad of unique spells stemming from your **Unique Talent**, and telekinetically manipulate objects based on the magical capability of yourself.

But with dedication, time, and practice, you will be capable of greater feats such as teleportation across entire continents, self-levitation, travel within the currents of time, guide celestial bodies throughout the sky, and so much more.

**Voidborne [400]:** As the constellations weave their patterns across the vast expanse of the outer realm, their names and relationships intertwined, their radiant brilliance becomes an enchanting tapestry, held together by the very essence of magic. Yet, within the interstitial void that separates them, lies the potential for complete dissolution. You are a Voidborne, a creature with the unusual quirk of being able to invert their magic to its anti-magical counterpart. Having a fireball spell snuff out mystical blazes with nigh a whisper, inverting an enchantment spell to crumple wards to dust, and eventually your very presence may become Nothingness in a sea of magic.

**Supernovian Mind [600]:** Ever since you were introduced to magic, you have experimented with the bounds of its limits. The foundational work that allows teleportation to not cause its caster to become one with other objects. How to creatively tailor entire spells and their components to your liking, a light spell which causes a glowing white orb to one which is worthy of your well-thought mind. You are a one-of-a-kind genius in the realm of Aether Magic and Destiny. Studying magic within those bounds flawlessly slots within your mind and connects with previous knowledge like puzzle pieces in a greater picture.

With enough study and experience, you will be able to rewrite spell books in their understanding of the deeper mechanisms of Aether Magic, match wits with Archmages who have written entire fields of sorcery, and even create a Unified Theory of Aether and Destiny.

# Items

**Pet [100/200, 1 Free for Kindness]:** You have an obedient, outrageously smart, loving pet that will go above and beyond to help you. Can be bought multiple times for more pets.

> **For 100 CP,** this is a mundane pet like a dog, jackalope, rock, bear, and the equivalent.
>
> **For 200 CP,** this is a mystical pet, possessing magical abilities like a phoenix, sandworm, cockatrice, and the equivalent.

**Home [200/400/600]:** A cozy and comfortable place to call your own. Whether you're looking for a small and simple home or a grand and luxurious mansion, this item has something for everyone.

> **For 200 CP,** this can be a cozy and modest home that meets your basic needs. Could be a small cottage nestled in the rolling hills of Ponyville, a cozy apartment in the bustling city of Manehattan, a modest townhouse in the peaceful town of Appleloosa, and even a traveling wagon.
>
> **For 400 CP,** this can be a property that offers a bit more space and luxury. Could be a grand estate overlooking the verdant forest of White Tail Woods, a stately manor nestled in the heart of Canterlot, a castle for your royal sensibilities, and even a sprawling farm with acres of fertile land, a spacious barn, and a comfortable farmhouse.
>
> **For 600 CP,** this is an entire pocket dimension linked directly to your magic. Allowing it to enhance your innate magic, grow with your magic, and adapt to your every need. Could be a seemingly endless sky brimming with clouds for a Pegasus, a place that has an eldritch sense of normalcy for a Draconequus, and even a forest with trees that could be compared to mountains for an Earth Pony.

Weirdly enough, any messengers which do not mean you any harm will be able to find an entrance to this place but won't be able to disturb your peace.



**Authentic Accessory [200, Discounted for Honesty]:** An accessory that is high-quality and durable that fits perfectly with your sense of style. This carefully crafted piece can be anything from watches, bows, different types of hats, a nicely made scarf, quirky neon sunglasses, to a one-of-a-kind wizarding outfit. Interestingly enough, while people can try to mimic the accessory, it is really easy for people in the know to tell the real deal from the copycats.

**Specialty Recipe [200, Discounted for Laughter]:** They always say that the way to someone's heart is through their stomach. Well this is a recipe for a highly-unique and extremely tasty food that is comparable to a WMD in its ability of going into peoples bodies and impossible to be made by anyone other than yourself or those you allow to make. This could be a specific type of granola bar which is extremely nutritious, a sushi made with kraken which is incredibly delicious from even a rookie chef, or a type of rock candy that is made with rocks but can eaten by those who have never had hard food a day in their lives.

**Chain Company [200, Discounted for Generosity]:** A self-running company related to your **Unique Talent** that is ubiquitous and capable of generating enough wealth for you to be considered one of the one percent. This could come as a fashion company for a fashion Talent, a department chain for a business Talent, to a popular music label for a music Talent. Your effort within the company will always be more effective than leaving it to run itself.

**Soulforged Tool [200, Discounted for Loyalty]:** During your discovery of your **Unique Talent**, you had been carrying a tool that has bonded to your very soul. This tool cannot be broken until your soul is broken and is very conducive for channeling all of your innate magic and Unique Talent. This could come as an wonderful violin for violin Talent, a weapon for warrior Talent, a shovel for a hardworking Talent to a deck of cards for a luck Talent

**Journal of a Journey [200, Discounted for Magic]:** A colored-leather bound journal that captures the essence of your personal journey, recording your experiences, and growth as a person. With every passing day, every new adventure, and every heartfelt moment, the pages of this journal will fill with the rich tapestry of your life. As you reflect on your past and look forward to the future, this book will be your faithful companion, chronicling your journey.

It will automatically update the writing to your skill in the written word.

**Olden Relic [600, Discounted for Innate Magic]:** An ancient and powerful relic of a creature's innate magic that induces the **Innate Magic** to become amplified and nurtured to greater strengths. In the vein of the Crystal Heart for Crystal Ponies, this can come in many forms and manifestations, each tailored to the unique qualities of the Magic. For instance, a Nature Magic Relic could be a primeval specimen of a tree that causes all shows of nature magic to flourish to grander heights or having all the closeby, a kingdoms distance, daily shows of the magic be used to continuously power a Ascendant-level spell like summoning a colossal guardian of the wild.

Can be bought multiple times for different Relics.

**A Sliver of Shadow [600]:** The Shadow of Harmony embodies the antithesis of the Magic of Friendship, an idea that one has to get through life requires dissension and evil. This is a small sliver of Shadow in the form of an extremely powerful object that exponentially amplifies your magical prowess, elevating even a novice sorcerer to the level of a formidable ascendant. With a catch, like the Inspiration Manifestation and the Alicorn Amulet, this object corrupts you more over the time you use it and how much you use it. Pushing you down the slippery slope, deeper into the depths of darkness. Madness glitters in your eyes like a bonfire of tragedy, a fallen star. Honesty that becomes lies, kindness that becomes malice, laughter that becomes mockery, generosity that becomes greed, loyalty that becomes betrayal, and even magic that becomes something not to be spoken of.

The more darkness harbors itself in your soul and heart, the longer you can last wielding this Sliver of Shadow without its madness overwhelming you. However, it will eventually catch up; it always does in the *END*. But when let go, the corruption will fade over time till it's entirely gone.

**The Tree of Harmony [800, Discounted for Paragon of Magic]:** Much like how trees resiliently weather storms, bask in the warmth of sunny days, and flourish under the love and care of those who nurture them, this crystalline seed holds the potential to sprout and evolve into a magnificent Tree of Harmony. A direct conduit to all the Harmony within the land, intricately woven with the harmony shared among the denizens of the land, your friends, and even your own inner harmony. Its magical and protective capabilities grow in tandem with the harmony it draws upon, shielding the land from both natural disasters and the encroachment of Shadow or bestowing gifts to those it sees as worthy of them. As it steadily matures, it becomes a vessel for the six Elements of Harmony and gains a soul that resembles whoever has imparted the most Friendship, that is Magic.

The six Elements of Harmony are extremely powerful catalysts of each of the Virtues. Where it can take a group of six great friends and allow them to wield their virtues to cause great miracles of magic. Restoring a land tainted by a great tragedy, reform someone lost to the grasp of the Shadow, and even banish evil to the very moon.



# Companions

**Friends [50/100/200]:** Should you wish, you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on perks and items.

**Import Option [Free]:** You can also import any amount of companions. However, they do not get any CP that you do not personally pay for.

**Canon Companion [100]:** Take any canon character. Twilight Sparkle, Pinkie Pie, Gilda, and even Celestia.

**Lucky Days [100]:** Since an early age, Lucky is a Unicorn who has consistently found herself favorably positioned by fortune — from being born to affluent parents to receiving exceptional opportunities. Even chancing upon a legendarily rare white-gold seventh-leaf clover. Now, she is a student of Celestia's School for Gifted Unicorns with a mission to become a notable figure in the magical field of probability manipulation.

| | |
|---|---|
| Creature | Unicorn |
| Unique Talent | Luck |
| Perks | Star-Touched, Spirit of Magic, The Magic of Friendship, Paragon of Honesty, Heartsong |
| Items | Authentic Accessory (Seventh-leaf Clover) |

**Spellbane [100]:** On that fateful day when they first set foot inside the marble halls of a bank, Spellbane had discovered their Cutie Mark. After being instantly drawn to the intricacies of protecting valuables and the challenge of securing places like banks. Now, he works in the field of magical wards working on high-level security systems for banks and wealthy individuals.

| | |
|---|---|
| Creature | Unicorn |
| Unique Talent | Warding Magic |
| Perks | Star-Touched, Spirit of Honesty, Voidborne, The Magic of Friendship, Heartsong |
| Items | Home (Extensive underground bunker), Pet (Two Carbuncles) |

**Grande Finale [100]:** Enamored with a celebration in her hometown, Grande came to love the pyrotechnics that lit up the night sky in a kaleidoscope of vibrant colors, sounds, and patterns. Growing up, she never let go of that enchanting sight. Constantly experimenting in her lighthouse with her weather magic, she aspires to create her Magnum Opus, transforming the entire sky into her canvas. To make ends meet, she works as a pyrotechnics operator.

*"It's utterly fascinating, how the sudden burst of life from birth to the lighting of the eyes within others can make one glimpse the beauty in a place already blank but beautiful."*

| | |
|---|---|
| Creature | Pegasus |
| Unique Talent | Fireworks |
| Perks | Cloudshaper, Spirit of Laughter, Meteorological Maestro, The Magic of Friendship, Heartsong |
| Items | Home (Floating Lighthouse on a Cloud) |

**Kraken Snack [100]:** It usually goes unsaid that today is beautiful. Well, other than those who come to the Krakens Kravings Skycart to savor the enigmatic owner's culinary creations. For her loyal customers, Kraken Snack had a special way of making every day feel like it was worth smiling about. Whether that was from the good food, great company, of her genuine interest in their lives. The only thing that is missing from her life of contentment is others to become part of her own table. A table of friends, those who shared stories of their lives, reveled in their silliness, and once in a while complimented on her cooking. Even if they had to lie about her more weirder concoctions.

*"Good food, Good company, that's enough to live for many. To thrive one must have a seat at that table."*

| | |
|---|---|
| Creature | Pegasus |
| Unique Talent | Culinary Arts |
| Perks | Cloudshaper, Spirit of Generosity, Shopkeeper of Many Things, The Magic of Friendship, Heartsong |
| Items | Home (Food Cart), Specialty Recipe (Kraken Sushi), Journal of a Journey |

**Guiding Light [100]:** A polite and precise worker, Guiding Light has always been. But he hadn't always been understanding of others' undirected purpose whether they were goofing off during a group project or lacking a clear understanding of their own Cutie Mark. That was until he discovered his true purpose in life when he stumbled upon an old and gruff Griffin, a visiting librarian who told him stories of adventurers that just needed a helping hand to see the light. He's now a librarian who silently helps guide those who seek. Knowledge or purpose. Nonfiction or fantasy. A pony who won't judge.

*"If books are lanterns guiding us through the darkness of the unknown, libraries are the constellations that light our way throughout the night"*

| | |
|---|---|
| Creature | Earth Pony |
| Unique Talent | Guiding seekers to their destination |
| Perks | Ways of the Earth, Spirit of Kindness, The Magic of Friendship, Paragon of Kindness, Heartsong |
| Items | Home (Pocket Dimension: A multi-storied library filled with nooks and crannies. The bookshelves are filled with books he has read.) |

**Damascus [100]:** Born from the amalgamation of Earth Pony clans dating back to the pre-Unity era, he has inherited and embraced numerous ancestral blacksmithing traditions, while safeguarding the closely guarded family treasure—an esteemed Olden Relic of the Earth Ponies. An anvil forged naturally from the very heart of a sacred mountain and having the ability to have metal which was built on it imbued with the natural strength of the mountains and the wearer.

| | |
|---|---|
| Creature | Earth Pony |
| Unique Talent | Blacksmithing |
| Perks | Ways of the Earth, Spirit of Loyalty, Miracle Worker, The Magic of Friendship, Heartsong |
| Items | Soulforged Tool (Blacksmithing Hammer), Home (Mountain Cirque, Chalet), Olden Relic (Nature Magic - The World Anvil) |

# Drawbacks

**Fanfiction [Toggle]:** Instead of taking a part of the normal timeline, you are in a world of fanfiction or with fanfiction elements like events, changes of characters, headcanons, et cetera.

**Sympathetic Virtue [Free]:** You have taken the place of a canon character and their background. This requires you to have the same Virtue as them. Replacing Twilight Sparkle would require you to have the Virtue of Magic, Rockhoof with the Virtue of Honesty, and Princess Luna with Loyalty.

**Long-Term Stay [+100]:** Ordinarily, you would only have to stay for a decade, but now you will have for ten more years. There is a whole world to explore and experience, so it may not be so bad.

This can be taken multiple times, for a maximum of six times.

**Early Foalhood [+200]:** Growing up has always been when things are less limiting and the world doesn't smother you in its magnitude. At the start of the Jump, you are a foal, with the limitations of childhood applied. Bed-times, having to go to school, and having your more daring adventures getting you in trouble from your guardian(s).

**Unmarked by Destiny [+200/+400]:** What is your destiny, This is a question that runs rampant through your every thought. You start this Jump without your Unique Talent, or Cutie Mark if applicable, and you must grow more as a person on a greater journey than others to find your unique Starlight that sets you apart.

It will be possible to get your Unique Talent.

**For an additional 200 CP,** instead of having no Unique Talent, you have a Cursed Talent. Your Talent will only cause you misfortune in its domain. A Luck Talent would become a Talent that gives you really bad luck and awful circumstances like getting into trouble with the police, a Cooking Talent causes all of your culinary pursuits to end in improbable disaster, etc.

**Disability [+200]:** It seems like you don't work the same as all the other foals and creatures, you have a life-changing disability that sets you apart. While others may freely fly on wings that may even be shorter than yours, your journey is different. Whether that is not being able to fly because of a congenital wing defect, burn marks that make kids afraid of you, an attention span that is short because of ADHD, autism, faulty legs unable to walk without mobility devices, etc.

This can be taken multiple times.

**Power Loss [+200]:** You may only use powers and perks that you have acquired specifically within the confines of this Jump.

**Item Loss [+200]:** You don't have access to your warehouse or any items not from this Jump

**Banished from Society [+200, Doubled for Honesty]:** Standing tall when the forest falls, you have been banished from your starting Location and are ostracized for not conforming with society. Instead, you start out in an uncharted territory, far from the familiar comforts of civilization. This could have happened in several ways: a tragic event causes everyone to give up their voice and you decide not to give it up, a seismic shift in the political landscape results in your Creature type being exiled into obscurity, you were discovered trying to perform Dark Magic, and other examples.

**Wild Atavism [+200, Doubled for Kindness]:** One of the most fundamental forms of understanding is mimicry. However, you might have taken it passed osmosis during your developing years towards atavism. You have a severe form of a characteristic related to your **Unique Talent**. This could take its form as being highly skittish to social situations with other sapients for an Animal Handling Talent, having your every movement be jittery and energetic for a Speed Talent, in a constant state of wanderlust for a Navigation Talent. While it can be managed with the right tools, a supportive community, and gained experience, its influence will persist throughout this Jump.

**On the Brink [+200, Doubled for Laughter]:** Peering into the abyss teeming with whimsical notions and talking inanimate companions. You're teetering on the edge of madness, where any wave of emotional turmoil is intensified by the ludicrous imagery of weird hallucinations casted upon your environment and your reputation is one of someone who is not all *there*. Enough to have any of your actions called eccentric and you just being you. All emotional turmoil related to your **Unique Talent** is especially likely to send you spiraling.

**Ends in a Mess [+200, Doubled for Generosity]:** In a world brimming with opportunities, the thrill of adventure is ever-present. Yet, wherever adventure treads, it's often chaos that leaves its mark. All your adventures and questing results in unforeseen messes and collateral damage. Whether it's your culinary exploits that transform the kitchen into a disaster zone or your quest to defeat a great monster that leaves entire neighborhoods in shambles. This messiness extends to all of your adventuring companions during their time adventuring with you.

**Cultural Stereotype [+200, Doubled for Loyalty]:** It seems that you have a mannerism that is stereotypical to your creature tribe. An Earth Pony would be stuck in their ways or very stoic - only something they are really passionate about can get any emotion getting across their face, a Zebra for their customary way of rhythmic speaking, a Unicorn for having an air of superiority. Most of the time, even towards your tribe, this will give a bad first impression onto others of your personality and you will have to work harder to get past that original barrier to get them to realize your true self.

**Anon-a-Miss [+200, Doubled for Magic]:** We all have flaws and have caused mistakes. Unfortunately for you, your rather eventful history, as either a villainous evildoer or a heroic individual, causes those aligned with your side of the Harmony-Shadow spectrum to perceive any hint of backsliding into past behaviors as a haunting reminder of past grievances against yourself. Quickly getting caught up in their emotions. Even if they logically know that you've changed.



**Episodic Shenanigans [+400]:** It feels like every week or month, you find yourself entangled in situations that could easily pass for plotlines from a TV show, whether it's encountering new villains or facing fresh challenges that test the bonds of your friendships.

**Magic Vortex [400]:** All of the flows of magic are overwhelming with their energies and attentions. You have a substantially harder time in keeping control of your magic, with any loss of control causing it to run wild and having your surroundings to change to the magic's whims of chance and nature. Be wary, for parent's being turned into potted plants, can be the least of your worries. As the more of your magic which surges, the more dangerous it can be for all in your vicinity.

**Ancient Times [+600]:** Instead of arriving in modern Equus, or Earth, you find yourself transported to a distant past. An era that is marked by the strife among all Tribes, the presence of countless monstrous threats that would be considered nightmarish in the present, acts of inhumanity, and mysteries lost to time.

**The Reflection [+600]:** Just as Harmony casts a Shadow, there exists within you a sentient manifestation of magic. An equal in magic and ability to yourself. That in moments of mental turmoil, this entity can slither free and unleash its antithetical purposes upon the world. If you align with Harmony, this takes the shape of a Tantabus, harnessing its magic towards destructive ends. Conversely, if you align more towards the Shadow, it manifests as a Somnium, channeling its magic towards beneficial deeds.

# The End

*Where will you go next?*

**Go Home:** As the journey draws to a close, the cherished memories and magical moments you've shared with those you call friends will forever light up your heart. However, it's time to venture back to the cozy comforts of home, holding the newfound wisdom and wonder which will forever be a part of you.

**Stay Here:** Where the skies are light blue and the grass is green, creatures are big and small, and so many marvels that were laden down by Destiny. You have found that Equus is your new home, and you are going to continue walking down the path of **Harmony** or **Shadow**.

**Continue On:** While this may be the conclusion of one rainbow, there are a myriad of rainbows to follow. Beyond Equus into realms filled with entirely new destinies and the road ahead is unknown, with challenges you'll face are yet to be revealed. But you carry with you the strength of magic whether that is of Friendship or Power.



*"I hope you enjoyed this Jump and I wish you the best in your Jumpchain endeavors."*
- TheGallantRobot

# Notes

The six major virtues within MLP:FIM have been given many names which revolve around certain foundational aspects of friendship.

**Authenticity:** Honesty (Applejack), Strength (Rockhoof), Pride (Yona)
**Goodwill:** Kindness (Fluttershy), Healing (Mage Meadowbrook), Wisdom (Sandbar)
**Optimism:** Laughter (Pinkie Pie), Hope (Somnambula), Wonder (Silverstream)
**Altruism:** Generosity (Rarity), Beauty (Mistmane), Knowledge (Ocellus)
**Devotion:** Loyalty (Rainbow Dash), Bravery (Flash Magnus), Fairness (Smolder)
**Friendship:** Magic (Twilight Sparkle), Sorcery (Star Swirl the Bearded), Leadership (Gallus)

**Magic Capabilities of Important Canon Ponies:**
*Each of them have the The Magic of Friendship Perk and are color-coded with their Virtue.*

**Twilight:** Star-Touched, Unique Talent [Magic], Spirit of Magic, The Spark, The Avatar of Magic
**Starswirl:** Star-Touched, Unique Talent [Sorcery], Spirit of Magic, Paragon of Magic
**Starlight Glimmer:** Star-Touched, Unique Talent [Magic Manipulation], Spirit of Magic, Fury of the Storm, Supernovian Mind
**Shining Armor:** Star-Touched, Unique Talent [Shield Magic], Spirit of Loyalty, Martial Pursuit
**Rainbow Dash:** Cloudshaper, Unique Talent [Going Fast], Spirit of Loyalty
**Applejack**: Ways of the Earth, Unique Talent [Being Family], Spirit of Honesty
**Fluttershy**: Cloudshaper, Unique Talent [Animal Handling], Spirit of Kindness, Universal Communication
**Coloratura**: Ways of the Earth, Unique Talent [Music], Spirit of Kindness, The Spark, The Avatar of Kindness
**Rarity**: Star-Touched, Unique Talent [Finding Hidden Beauty], Spirit of Generosity
**Pinkie Pie**: Ways of the Earth, Unique Talent [Having Parties], Spirit of Laughter, Nth Sense, Plus-One Chaos

**Princess Celestia:** Star-Touched, Ways of the Earth, Cloudshaper, Unique Talent [Sun], Spirit of Magic, Spirit of Kindness, Spirit of Generosity
*Alicorn [Unicorn, Pegasus, Earth Pony]*

**Princess Luna:** Star-Touched, Ways of the Earth, Cloudshaper, Unique Talent [Moon], Spirit of Laughter, Spirit of Honesty, Spirit of Loyalty
*Alicorn [Unicorn, Pegasus, Earth Pony]*



Release Version
Earth Pony
Pegasus
Unicorn
Ascendant

Next Update: Beyond Equestria
Griffon
Zebra
Yak
Crystal Pony
Changelings
Dragon
Hippogriffs

Origins: Drop-In, Civilian, Royalty, and Villain

# Possible Additions:

Might add

- Perk for a Title. Ex. Gusty the Great, Clover the Clever, and Starswirl the Bearded
- A Table of Contents for future proofing
- A MLP Fanfic Supplement
- Origins: Drop-In, Civilian, Royalty, and Villain
- Might add the Vice of **Shadow**? The Pony of Shadow, Nightmare Moon, in that vein of thought.
- Item; Regalia [400, Free for Royalty]:
- Item; Equus [800]: The planet all these Destinies reside on
- Order the Pages to: Title Page, Virtue, Creature, Origin, Location, Perks
- Advanced Talent be free for Ascendants
- A Scenario for Ascendants to reach higher up the cosmic staircase. Transcendance
- A Scenario for Ruling the Entire Planet as your Nation
- 8 different scenarios with varying ranked difficulties
- A Scenario for destroying the concept of Harmony or its Shadow
- If Ruler Origin in, then Ascendant gets it for Free.

Scenario Ranking

🟩 Challenge
- Crusading Together (Exclusive Talentless)

Going on thousands of adventures and getting your Talents with your companions. All companions won't have their Talent/Marks. Your and Companion Marks have a CMC-like similar branding.
- Scenario

🟨 Epic
- Ascendancy
- Equus (Ruling the Entire Planet)

🟥 Legendary
- The Scion of Shadow
- The Heir of Harmony

🟪 Cosmic -Maybe?
- Becoming Harmony or Shadow?
- Transcendence (Talent Embodiment)?

Drop-In Items Draft

- A Paired Set [Exclusive]: A pair of notebooks or walkie talkies with your Mark on them. These can only be used by those you wish to use them and can communicate through even dimensions with or without magic
- []
- []
- []

Drop-In Perk Draft

- Culture Chameleon [Exclusive]:
- []
- []
- The Bridge Between Worlds []:

Civilian Items Draft:

- Saddlebag [Exclusive]: Decent Backpack with your Mark
- [200]:
- Family Heirloom [400]: Zap Apple Orchard equivalent, a creature's Innate Magic Special Resource: Zap Apples
- Town [600]: Either your family or yourself have had a major part to play in founding this town.

Civilian Perk Draft:

- [Exclusive]:
- Title Worthy []: It is natural to call you a title, as you have done an incredible deed, Gusty the Great, Clover the Clever, and Starswirl the Bearded. People will recognize that trait more often in you.
- Lasting Legacy []: Your children are the best possible they can be and are always have your morality in mind. Shining Armor has this, allowing him to have an Alicorn Child.
- The Champion of Harmony []: a Harmony-equivalent to Stygian's Transformation. Every good deed you have done increases the magical power of this transformation.

Royalty Items Draft:

- Nation [Exclusive]: Equivalent in size to Equestria and the Dragon Lands
- Regalia [200]: Powerful armor that grows with your magic and is aesthetically tailored to you.
- Personal Guard [400]: Highly trained, loyal group
- Divine Wonder [600]: Sun, Moon, A gigantic expression of your Unique Talent. Easier to manipulate with your magic, more efficient, and need less focus on it. With enough power, you can subconsciously guide it across the sky.

Royalty Origin Perks Draft

- Regal Royal [Exclusive]: Great Skill in Ruling a Nation and Governing. Massively increases your ruling efficiency.

- Sovereign and Supreme [200]: A technique related to an occupation you have or had is upped to absurd heights. Voice projection raised to being the Royal Canterlot Voice
- Drawn to Destiny [400]: A magnet for talented individuals. At the right time and place to scout out individuals of your preferred morality and talent. Celestia was near Twilight during her gaining her Talent
- The Light of Civilization [600]:

Villain Origin Perks Draft

- Blackened Heart [Exclusive]: Darkness Within,
- Wanting for Power [200]: You have a way of stumbling upon powerful items or people that can inform you of powerful magic and technology.
- Tempter [400]: Sunset Shimmer/Starlight Glimmer in social manipulation such as blackmail, intimidation, and trickery.
- The Champion of Shadow [600]: like Stygian, you have merged together with a shadowy mysterious entity. Every bad deed you have done increases the magical power of this transformation.

Villain Item Draft

- [Exclusive]:
- [200]:
- [400]:
- [600]:

Villain Drawbacks

- Shadowed Honesty; Physical Weakness Drawback
- Shadowed Kindness;
- Shadowed Laughter;
- Shadowed Generosity; Ugliness Drawback
- Shadowed Loyalty;
- Shadowed Magic; Stygian Drawback

# Possible Scenarios:

## The Scion of Shadow

*Exclusive for Harmony Aligned*

Desc

A Creature who opposes you and is great at powergaming into Shadow.

Descended from Great Evils of Equus past

*Reward:*
*Gives Virtue CP*

## The Heir of Harmony

*Exclusive for Shadow Aligned*

Desc

A Creature who opposes you and is great at powergaming into Harmony. Unity?
Descended from the Pillars of Equestria

*Reward:*

## Ascendancy

*Exclusive for Non-Ascendants*

Description for going on an epic quest/journey/challenge in your Unique Talent to earn Ascendancy. Up to 3 Creature Ascendant Free. Changeling Queen, Alicorn, (Griffon, Diamond Dog) Ascendant, Unicorn Ascendant, Griffon Ascendant

*Reward:*
Upgrade to a 3 Creature Ascendant Free including free Innate Magic Perk/Discounts
–

## Griffin Perks:

*Discounts for Griffins are 50% off, with the [Exclusive] perk being free.*

A Kingdom of One [Exclusive]: You have an inherent Skill Magic that is specialized in the in usage of the masterful and productive forces of the Collective Unconscious. {}

Starting out, if you are a normal Griffin, you are temporarily giving yourself a needed skill to an amateur user of it, boosting your ability in your **Unique Talent**, and

But with dedication, time, and practice, you will be capable of greater feats such as sensing nearby skills with their aspects, preempting attacks from those in your vicinity, stealing skills from experts, weakening people's skills, and so much more.

Runic Collective [400]:

You can craft and propagate your skill to those nearby your runes.

You can craft objects linked to using your skill

Better craftsmanship the more skills can be placed into it.

You could craft a grail that grants a Griffin Kingdom your diplomacy skills.

Polymathetical King [600]:
Genius in Skill Magic. Professional in all endeavors - Renaissance Man.
Could fill in as a Dentist and a Drummer

## Zebra Perks:

*Discounts for Zebra are 50% off, with the [Exclusive] perk being free.*

Altering [Exclusive]: You have an inherent Alchemical Magic that is specialized in usage of the refining and changing forces of the Transmutative.

[200]

The Flame Which Burns [400]
Genius in Alchemy Magic

## Changeling Perks

*Discounts for Changelings are 50% off, with the [Exclusive] perk being free.*

Proteanic Fire [Exclusive]: You have an inherent Shapeshifting Magic that is specialized in usage of the transforming and hungry forces of the Metamorphic. {}

Starting out, if you are a normal Changeling, you {satiate yourself with love}

[200]

[400]
Genius in Shapeshifting Magic

## Kirin Perks:

*Discounts for Kirin are 50% off, with the [Exclusive] perk being free.*

Ardent Wrath [Exclusive]: You have an inherent Wrath Magic that is specialized in usage of the () and () forces of

Scourged Soul [200]:
Desc

The Devourer [400]
Genius in Wrath Magic

## Thestral Perks

*Discounts for Thestral 50% off, with the [Exclusive] perk being free.*

The Veil of Night [Exclusive] You have an inherent Night Magic that is specialized in usage of the () and () forces of the ().

[200]

[400]
Genius in Night Magic

## Crystal Pony Perks

*Discounts for Crystal Pony 50% off, with the [Exclusive] perk being free.*

Gem in the Rough [Exclusive]: You have an inherent Crystal Magic that is specialized in usage of the () and () forces of

Auric Radiance [200]
Able to focus your spells to an extraordinary degree and have the knowledge on how to create ‘Prisms’. Items that can do the same as the Crystal Heart.

Motherlode Vein [400]
Genius in Crystal Magic

## Umbrum Perks

*Discounts for Umbrum 50% off, with the [Exclusive] perk being free.*

Dark Reflection [Exclusive]: You have an inherent Shadow Magic that is specialized in usage of the () and () forces of

[200]

[400]
Genius in Shadow Magic

## Deer Perks

*Discounts for Deer 50% off, with the [Exclusive] perk being free.*

Tree in the Woods [Exclusive]: You have an inherent Biomantic Magic that is specialized in usage of the animate and () forces of Life

[200]

[400]
Genius in Forest Magic

## Diamond Dog Perks:

*Discounts for Diamond Dog are 50% off, with the [Exclusive] perk being free.*

Mining Claws [Exclusive]
Mining Magic

Granite Golem [200]
Gradually take properties out of your magic and have your body made out of it. Rock-like skin to parts made from rocks to full body.

[400]
Genius in Mining Magic -

## Dragon Perks:

*Discounts for Dragons are 50% off, with the [Exclusive] perk being free.*

Wyrms Heart [Exclusive]: You have an inherent Dragon Magic that is specialized in usage of the greedy and destructive forces of the Draconic.

[200]

[400]
Genius in Dragon Magic

## Hippogriff Perks:

*Discounts for Sea Ponies are 50% off, with the [Exclusive] perk being free.*

Waves of Change [Exclusive]: You have an inherent Ocean Magic that

Sea/Transformation Magic

[200]

Gene Ocean [400]

## Minotaur Perks:

*Discounts for Minotaurs are 50% off, with the [Exclusive] perk being free.*

Muscle Mayhem [Exclusive]: You have an inherent Strength Magic that

[200]

[400]
Genius in Strength Magic

## Centaur Perks:

*Discounts for Centaurs are 50% off, with the [Exclusive] perk being free.*

[Exclusive]:
Absorption Magic

[200]

[400]
Genius in Magical Absorption

## Cyclops Perks:

*Discounts for Cyclops are 50% off, with the [Exclusive] perk being free.*

Golden Eye [Exclusive]:
Gold Magic - Wealth

[200]

[400]
Genius in Gold Magic

## Ram Perks:

*Discounts for Ram are 50% off, with the [Exclusive] perk being free.*

Bone's N Beast [Exclusive]: You have an inherent Necromantic Magic that is specialized in usage of the conclusive and () forces of Death

Necromancy Magic. Able to create monsters to become your servants or army

[200]
Lich?

The Progenitor of Monsters [400]

## Donkey Perks:

*Discounts for Donkey are 50% off, with the [Exclusive] perk being free.*

Gear of Civilization [Exclusive]: You have an inherent Order Magic that is specialized in usage of the systematic and constant forces of Order. The clockwork rhythm of a fine-tuned pocket watch, the logistic movements across kingdoms and continents, the flawless organization of complex financial systems, symmetrical geometry, and everything going according to plan. Starting out, if you are a normal Donkey, you have an extraordinary sense of timing and have your actions stabilized.

But with dedication, time, and practice, you will be capable of greater feats such as

[200]

Eternal Balance Wheel [400]:
Prodigy in Order Magic

## Buffalo Perks:

*Discounts for Buffalo are 50% off, with the [Exclusive] perk being free.*

Ancestral Wisps [Exclusive]: You have an inherent Spirit Magic that is specialized in usage of the () and () forces of

[200]

[400]

## Yak Perks:

*Discounts for Yak are 50% off, with the [Exclusive] perk being free.*

Frozen in Ice [Exclusive]: You have an inherent Snow Magic that is specialized in usage of the glacial and wintry forces of the Arctic.

[200]

[400]

## Saddle Arabians Perks:

*Discounts for Saddle Arabians are 50% off, with the [Exclusive] perk being free.*

[Exclusive]: You have an inherent Sand Magic that is specialized in usage of the blazing and summery forces of the Desert.

[200]
Plague/Curse?

[400]
Day Magic

## Gargoyle Perks:

*Discounts for Gargoyles are 50% off, with the [Exclusive] perk being free.*

[Exclusive]: You have an inherent
Magical Bestowal Magic

[200]

[400]

## Siren Perks:

*Discounts for Sirens are 50% off, with the [Exclusive] perk being free.*

The Call [Exclusive]: You have an inherent Song Magic that is specialized in usage of the () and () forces of

Of the Music of the Spheres

Universal Rhythm [200]

Muse?

Maestro [400]
Genius in Song Magic

## Human Perks:

*Discounts for Humans are 50% off, with the [Exclusive] perk being free.*

Tech Wizardry [Exclusive]: You have an inherent Tech Magic that is specialized in usage of the functional and technical forces of the Technological.

Tech Wiz, flashes of technical innovation, Eureka!

[200]

Step towards Progress [400]
Genius in Tech Magic

## Draconequus Perks:

*Discounts for Draconequus are 50% off, with the [Exclusive] perk being free.*

Topsy-turvy Wiles [Exclusive]: You have an inherent Chaos Magic that is specialized in usage of the random and whimsical forces of Chaos.

[200]

[400]
Genius in Chaos Magic

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Zulekha – Zebra, Genius within Alchemy. *Nicholas Flamel Zebra*
Unique Talent: Alchemy

Z name - Colored Glass Zebra Artist?

Grimnir - Griffin Teacher of Runes, Dreams of creating a Runiversity and him being a Headmaster. Perks: Arcane Nexus

Gale []: Short for Galatea, she is an Albino Griffon who dreams of cr

Albino Griffon Sculptor. Has a pet Snake. Sculptor?

Buddy - Diamond Dog Talent: Social Deduction



Honest Origin

Name - Fisher Diamond Dog

Kirin - Vengeance Kirin
An Anger Companion? - Fury of the Storm, All the Wrath Magics of Kirin, Crime Fighting Talent?

Keystone
Hornblende

Discord:
Draconequus Ascendant (Draconequus)