

Palaververse

Welcome to the Palaververse.

In the world of My Little Pony, the show is centered on Equestria. But Equestria is just one country in the world, so a question arises. How would neighboring nations deal with the events that occur in Equestria? How do heads of state deal with the fact that one of their allies or rivals is a demi-goddess that can control the very path the sun takes through the sky?

The Palaververse is one author's (rather humorous) attempt to answer these questions.

Written by Carabas, and centered around three main stories, which feature various world leaders' reaction to the return of Nightmare Moon, Discord's release, and the Changeling Invasion, the Palaververse also covers several other short stories, and a truly stupendous amount of world-building blog posts (found on Carabas's author page).

Now, with this Jump, you can enter into this much expanded world beyond the borders of Equestria. Take **1000 CP**, and let's see just what you'll be.

Structural Note: The formatting and structure of this Jump Document is slightly different than you may find in other documents. Each background will form its own miniature section, with each of the potential purchase options for that background being marked as either a perk, item, or custom companion. There will not be separate perk, item, and companion sections to the document overall. At the end, you will find the typical Drawback section. For all backgrounds except Drop-In, all purchases in their respective section will be discounted and the 100 CP purchases in the section will be free.

Backgrounds

Here is the listing of possible backgrounds (with links for ease of access). Each section will provide more information on that background and what it can offer.

Drop-In

Equestria

Asinia

Ovarn

Capra

Bovaland

Corva

Saddle Arabia

Zebrica

Gazellan

Pachydermia

Ceratos

Diamond Dog

Griffon

Dragon [300 CP]

Changeling [300 CP]

Drop-In

You have chosen not to take on the form of or join the culture of any of the races and civilizations present here. You instead wish to remain human (or whatever other race you may be). You will have no background and history here, and you will likely be looked at strangely as you explore, especially if you choose to remain human. Most denizens of this world would assume you are one of those sub-sapient apes of the Dactylian Interior, who are constantly screeching about some new tool or advanced mathematical theorem that they have thought up.

If you choose to Drop-In, you will receive no discounts in this or any other section, but, for the difficulty that you will be taking on, you will gain double points from any Drawbacks that you choose to face, up to an extra +1000 CP.

Below are the generic purchase options that are undiscounted for all backgrounds.

Handy Magic (Free to All) [Perk]
Put simply, this perk means that, like most inhabitants of this world, you won't be inhibited by lacking thumbs. Touching something with a hoof or wing or holding it in your mouth can, somehow, allow you to manipulate it just as dexterously as if you had a "normal" hand.

Strong Racial Gift (200 / 400 CP) [Perk]
By default, you will have a roughly average set of racial 'gifts' for whatever species and subspecies you choose to become. These are part of your new alternate form, rather than any separate perk. This perk, however, ensures that your racial gifts are a bit more than average. For **200 CP**, you are within the top 5 to 10% or so of your race with respect to your gifts. For **400 CP**, you are as far beyond average for your species as a, say, unicorn that can sustain a city-spanning shield for days on end by themself is beyond the average unicorn that would struggle to hold a personal shield up for an hour or two. Whichever level you pick, in future jumps, you can shift this perk to the racial gifts of one race you can become.

Hybridization (400 CP) [Perk]
Normally, most species aren't really, ah, "cross compatible". Somehow, that isn't the case with you. Maybe it is just some quirk of nature, spawning you in an otherwise 'normal' family. Maybe a certain chaos demon was meddling with your ancestors. Maybe your grandparents got caught up in some wild magic. Whatever the case may be, you are a hybrid of up to three species. You can now pick up to three backgrounds in this Jump, designating one which is your primary background, and for which you get all applicable discounts. One is your secondary, with you only getting to apply up to three discounts in that section. The last one only gets a single discount. You have a relatively even balance of all applicable racial gifts. If taken with Drop-In for some reason, designating it as primary, secondary, or tertiary will cap your bonus CP from drawbacks at +1000 CP, +500 CP, or +200 CP, respectively. In future Jumps, this perk will allow you to mix up to three races you can become together for yourself, and make you perfectly

“cross compatible” with anything you want to have kids with. It will not give you additional discounts in future Jumps.

Alicorn (800 CP / 400 CP if taken with Nightmare Within for no points) [Perk]
You have gone beyond the pinnacle of your species, and ascended to become something more. You are now an alicorn, or an equivalent being for whatever your species is. This makes you a blend of whatever subspecies your main species has, granting you some measure of all racial gifts they have, a high level of magical power and the ability to use it, as well as enough raw physical power to shatter castle walls and small mountains with pure force. In future Jumps, you can refocus this Perk on a different species each Jump, becoming the alicorn equivalent of that species instead.

Bringing Along Some Friends (Free / 200 CP) [Companion]
As the tagline says, Friendship is Magic, so let’s get you some more magic in life. For **Free**, you gain three ‘spots’, which can either be used to import existing Companions, or to invite someone who you meet and befriend here to come along with you. For **200 CP**, this is expanded to a full eight ‘spots’. When imported, each of these spots grant your companion their choice of background. Each spot also comes with 500 CP to spend, as well as the ability to take designated drawbacks for extra CP. This CP can be spent on backgrounds, perks, and items, but not on Companions. Imported Companions will be able to spend their CP at the start of the Jump, while invited Companions will gain the opportunity to use it when the Jump ends.

Equestria

You've chosen to not go that far abroad at all. You wish to join the OG nation found on Theia, Equestria. You can take the form of a ***unicorn***, a small equine with potent magical abilities; a ***pegasus***, a winged equine with the ability to manipulate the weather, or an ***earth pony***, an equine with far more strength than their size would indicate and a deep connection to the land. But even if you are starting here, you don't have to stick to Ponyville or Canterlot. There are plenty of locations to explore. Baltimare, Manehatten, Cloudsdale, Las Pegasus, so many areas. Maybe you are in Dream Valley, helping to restore it after Celestia was forced to burn it to a cinder to stop the Great Corvid Incursion a century ago.

Cutie Mark (100 CP) [Perk]
One of the more recognizable features of the ponies of Equestria. The Cutie Mark represents a unique personality trait, talent, or other characteristic of the wielder. Typically discovered during childhood and adolescence, a Cutie Mark represents what sets a given pony apart from others. However, it works ever so slightly differently for you. You do possess a Cutie Mark, but it is something you have chosen, not discovered, and once per month, you can choose to set it to something else. Whatever it represents, you will gain a small but significant boost in any actions you take within that area.

Fun And Games (100 CP) [Item]
A large stack of board games and other entertainments, perfect for curling up with friends and family when the storms of winter are blowing around and trying to make everyone feel miserable. Includes such classics as Murder Solvers ("Was it Granny Glaucous in somewhat-moist alley with a small but exceptionally pointy unicorn?"), Roads of Capra ("Banned in Bellbylon for Inadequate Bloodthirstiness"), Bits And Business ("Can you corner the market in oats or books before your friends?"), and Neighborly Expansion ("Haysbro Games firmly denies all allegations that this is just a thinly-veiled, harmony-themed reskin of the famous Corvid game Risky Reiving"). Also has numerous packs of cards as well.

Canon Compliant (200 CP) [Perk]
The Palaververse is intended to fit in with the events of canon, adding to them, rather than replacing them. Now, this Perk can help to ensure that your actions do the same. You will gain a sense for how any actions that you plan to take would impact the 'canon' storyline of a world, and you gain a toggle. When this toggle is on, the impact of your actions to the plot will be minimized, ensuring that the events of canon will still happen, though you can influence, somewhat, the exact shape of how they occur. This isn't miraculous, so if you kill off a main character or something, the toggle will automatically turn off. You can also turn it off manually, but once it is off in a Jump, it can't be turned on again.

Really, Equestria? (200 CP) [Perk]
Even when magic is real, most countries worry about things like supply chains and public opinions. Equestria, on the other hoof, seems to deal almost exclusively in unearthed ancient magical horrors and legends turned real. Far more exciting, but also far more stressful on the heart. Now, you can use this Perk to 'shift the balance' between these extremes within your own life. Tilting it towards mundanity won't completely eliminate the fantastical, but it will decrease the amount you have to deal with significantly, and the opposite also holds true.

Harmonious in Horn and Hoof (400 CP) [Perk]
Equestrians love peace and harmony. And they are willing to fight to the bloody end to preserve it. This may seem contradictory, but somehow it works out. Now, you can invoke this perk when working towards an ideal, such as peace or love or even world domination, and have your actions be nudged and guided to support that ideal, even when what you are doing might seem contradictory towards your end goal. This doesn't guarantee success for you, but it does mean that, so long as you are honestly working towards a goal, your own actions will not get in your own way.

Starswirl's Note Pile (400 CP) [Item]
Starswirl the Bearded was one of, if not the greatest magical researcher Equestria has ever produced. He studied magic for decades, learned the lost secrets of Antlertis, and came up with more magical theories and rules than most ponies have birthdays. And now, you have a large and unsorted pile of his various research notes and ideas. Within, you could find the schematics for a world-bridging portal, a magical barrier that could resist a chaos demon, and more. And even when you think you've gone through all the notes, you will often find some extra paper stuck to the back of a folder or a scroll that you could have sworn wasn't there before, giving you more to learn, and even somehow commenting on the magic systems to new worlds that you may visit in the future.

Sun Blade (600 CP) [Item]
You now have your own copy of the mighty Sun Blade, a massively powerful artifact of old Antlertis. This hiltless sword is intended to be wielded by pure magic, and was the centerpiece for the system that the old Mage Lords used to control the movement of the sun and moon and stars. Even if you lack the capacity to use magical telekinesis, this copy of the blade will still move around at your will. It possesses an immense reserve of magical power, and can be used as a focus for a wide variety of cosmic-focused magic. On top of all of that, it is an immensely powerful weapon in its own right.

Asinia

> If you head south from Equestria, you will run into the maritime nation of Asinia, home of the ***donkeys***. While visually similar to Equestrian ponies, the donkeys of Asinia lack many of the more overtly magical gifts that ponies and many other species possess. Instead, they all possess, to various degrees, the magical gift known as “cunning”. An innate understanding of complex systems, how they interact and where pressure can be applied to break them apart, this cunning has made donkeys among the foremost artificers in the known world. Airships and steamships first rolled out from their dockyards, and donkey technology is known to be at the forefront of innovation, albeit with a somewhat frightening tendency to explode. Their single largest city of Asincittà acts as the home port for their mighty Merchant Fleet, which has dominated the high seas around Ungalia, Dactylia, and Ceratos for the last couple hundred years.

Sailing Chops (100 CP) [Perk]
You are an able seajack. You have a mastery of navigation, steering, gunnery, rangefinding, shipboard combat, swashbuckling, sea shanties, battening down the hatches, and many more seafaring skills. You would be considered a valued crewmate on any vessel in the Merchant Fleet.

Mercantile Spirit (100 CP) [Perk]
Donkeys pride themselves on their mercantile spirit. Other races would say donkeys could outgreed a dragon. It is considered an article of faith that, when the world finally does end, there will be donkeys there, taking bets on how long it will take to finally end. You now have a donkey’s sense for when there is money to be made. You can easily weigh odds on all sorts of wagers in your head, and have an instinct for working out the true value of any object you might see, as well as how far you can bargain down the price to raise your chances of making a profit after purchasing it.

Gunboat Diplomacy (200 CP) [Perk]
When the Merchant Fleet of Asinia sailed out to distant lands in search of goods and treasure to bring back to Asincittà, they were rather… enthusiastic about securing themselves the best deals. Often using such phrases as “that is a beautiful port. It’d be a shame if something exploded it” to get merchants and harbormasters to see things their way. You will find that all of your attempts to negotiate with people get a significant boost in effectiveness when paired with threats, whether direct or discrete. This effect compounds on top of the actual intimidation factor of said threats, and simply an awareness of how dangerous you are on the part of whoever you are negotiating with can trigger this, even without a specific threat made on your part.

Bits and Bobs (200 CP) [Item]
Even donkeys that aren’t dedicated craftsjacks will like to tinker with fancy machinery from time to time. You now have several crates worth of various mechanical odds and ends. Pumps, gears, gauges, springs, pistons, coils, there’s a little bit of everything to be found in here. A new crate full of random junk will show up every couple of weeks.

Asinian Workshop (400 CP) [Item]
You have access to a dedicated workspace, filled with all manner of tools and machinery for building experimental technology. It is also filled with automatic safeties, which are designed to help contain any of the more… energetic failures that might crop up during the invention process. Any donkey workshop worth the name is top-of-the-line in tried-and-tested explosion proofing.

Fair Ship (400 CP) [Item]
You are now the proud owner of a top of the line merchanteer vessel. Equipped with sails and experimental ‘aqua-propellers’ that are designed to help it cruise across the seas, as well as several guns and such for your protection, this fair vessel can cut across the sea with ease. It will be up to you to crew the vessel, but there is enough magitech automation within it to allow you to perform basic steering and navigation all by yourself. If you wish, this ship can take the form of an airship, which is smaller and has less storage space, but which can sail freely through the skies.

Unfettered Cunning (600 CP) [Perk]
Most donkeys will have their cunning focus on a single set of systems. Weather systems, social systems, biological systems, and, most commonly, mechanical systems. And extended and deep use of their cunning can cause significant mental strain. Neither of those will be a problem for you now. You are possessed with a far deeper cunning than normal, covering all systems, and used with almost no strain at all. The more you study a system, the more patterns will emerge for you, with just a few minutes being enough to equal years of study by more normal experts.

Ovarn

Southwest of Equestria, along a vast peninsula on the southern shores of Ungala, lies the ancient nation of Ovarn. A strong contender for the oldest civilization on the continent, the populace of Ovarn is made up of *sheep*. The latent magic of Ovarn's sheep grants them a significant boost to strength, resilience, empathy, and cooperation when working with those they identify as their neighbors and friends. A single sheep on their own may be weak. A dozen working together can be a formidable force, even when untrained. The rare subspecies of *black sheep* possess more 'traditional' magical gifts, with a particular talent for teleportation. Ovarn itself is divided into many city-states, each ruled by an Archon, who in turn answers to a centrally elected Tyrant. The average citizen will not concern themselves much with rulership, but will instead focus on leisure, philosophy, and beloved rivalries with that good-for-nothing rubble pile that calls itself a city down the road.

Ewenity (100 CP) [Perk]
A sheep's magic works best when they are working with those who are like them in some way. This perk will help you with that, allowing you to 'emphasize' those traits that are similar to a certain group you want to be part of, and 'minimize' the traits that would exclude you. You are still yourself, but your identity can be 'spin doctored' a bit to present the proper face for you to fit in well.

Fluffy Philosophy (100 CP) [Perk]
If there is one true national 'pastime' for Ovarn, philosophy would be a strong contender for that title. From musings on the nature of existence, to the interpretation of flower arrangements as metaphors for war strategies as metaphors for adolescence. Now, you have a strong talent for interpreting the profound musings of others and understanding the view of the world they are trying to convey, as well as formulating your own philosophical stances. Those stances may not be absolutely true, but they will certainly be fun to debate about down in the public agora.

Black Of Wool (200 CP) [Companion]
You are considered important enough to have your own personal bodyguard from the Black Company. This black sheep is wholly dedicated to your safety, and has been highly trained in a variety of areas, from magic to hoof-to-hoof combat to assassination. If danger should approach, they will either seek to intercept it, or remove you from the situation via their mastery of teleportation.

Fruits of the Vineyard (200 CP) [Item]
An array of bottles and barrels of various vintages, fresh from the vineyards of Ovarn. Many of these spirits have been infused with magic in some way, ranging from simple effects to accent certain flavors, to lingering giddiness or truthfulness or amorousness for the drinker. More bottles and barrels will appear for you each month.

Just A Drop Of Poison (400 CP) [Item]
Assassination has been a key tool in the arsenal of the Archons of Ovarn for millenia, and you have some of the best tools available to you to accomplish it. Specifically, you have access to a wide variety of poisons, and the tools to administer them, which can invoke many different effects. Some are directly lethal, others take time, lowering inhibitions and judgment to lead to lethal situations.

Enemy Mine (400 CP) [Perk]
Many Ovish city-states have maintained bitter rivalries throughout the centuries, but when some outsider comes barging in, they will be very willing to set their enmity aside and confront the new threat. You have a talent for maintaining a similar level of 'bonding' with your own enemies, encouraging a degree of respect and almost fondness between you, for all that they will still bitterly oppose you. Circumstances can arise where they will choose to aid you instead, and they will generally find themselves reluctant to take that "final step" and actually kill you.

Beloved Tyranny (600 CP) [Perk]
Fairy Floss, the current tyrant of Ovarn, has ruled for over 50 years, and has amassed more power under her Tyranny than any other Tyrant in Ovish history, while still maintaining a tremendous amount of support from the masses and being easily mistaken for a slightly cranky old grandmother. And now you are at the very least the equal to her decades of experience in political and social maneuvering. You can weave and unravel plots and conspiracies, arrange and counter assassinations, use countless rhetorical tools to nudge the actions and beliefs of others while recognizing when they attempt to do the same to you, and throughout it all, you could maintain a persona, real or faked, that is both publicly appealing and easily underestimated.

Capra

East of Equestria, in the center of the continent of Ungala, lies the nation of Capra. Once, Capra was a mighty empire, rising in the face of the dragons that used to dominate the continent and driving them back, Capra expanded, conquering and enslaving many nations as it went. Eventually, internal tensions and the rising power of a pair of alicorn sisters in Equestria led to Capra's power breaking, and it fell apart into many warring nation-states. Then, 300 years ago, a sentient crown was enchanted with a singular goal: Restore the Capric Empire. And since then, it has gone about its task, uniting Capra once again with ruthless efficiency. The caprids under its rule have the most varied range of subspecies on the continent. Ranging from *ibexes* with the ability to channel magic through their horns; strong and agile *goats*; *takins* with the gifts of rune-carving and enchantment; *muskox* granted extreme hardiness and an affinity for winter and ice; weather-crafting and storm-calling *markhor*; *serows* in close communion with the earth, and *gorals* and *tahrs* and many others exist, all with their own magical talents.

Be Ye Ever So Menial (100 CP) [Perk]
The common menial within the empire is beneath notice. A supposedly sentient piece of furniture, existing only to accomplish an assigned task. Or, perhaps, that menial standing in the corner is actually you. You have a talent for socio-classical invisibility. Or, in other words, you are able to make yourself seem so unimportant that people automatically overlook you. If you actually act, this effect will likely break, but if you stand and do nothing, people will generally give you as much attention as they do a hatrack or end table.

Tribute (100 CP) [Item]
In honor of Capra's might, treasure flowed in from across the globe. And now, a portion flows to you. This modest-sized luggage chest contains an assortment of tribute from across the globe. From coinage to jewels, silks to spices, perfumes and artwork and more. Every month, a new chest will appear, with a new random assortment of treasure.

Dragonslaying Legionnaire (200 CP) [Perk]
The earliest history of Capra involves its legions, which through discipline and early metallurgy, succeeded in driving off and even slaying dragons. You are able to instill a similar discipline in those you fight alongside, especially when you are facing an enemy that is in some way larger than you. This could be in actual size, number of soldiers, quality of armor, or some other metrics, but when you seem like you should be outclassed, then you and those you lead will fight with more discipline, strength, and fury against your foe.

Shackles of the Mind (200 CP) [Perk]
The key to a proper enslavement lies not in conquering the body, but in ensnaring the mind. For the shackles placed on the inward parts of a being are hardest to break. You have a talent for instilling obedience in those that are enslaved to you, in ensuring that they accept your orders as gospel, and that the thought of escape can never find a place in their head. If someone is within your power, you have the knowledge to ensure their thoughts align with your desires.

Grogar's Legacy (400 CP) [Perk]
Grogar was the greatest craftsgoat Capra has ever known, and was the creator of the crown that now rules it. You have gained a knowledge of runecrafting and enchanting that equals his, which can branch into many disciplines, from the sculpting of unnatural life, to empowering artifacts with their own sentience. His ultimate creation required him to sacrifice his own life, but you have the knowledge of how to sacrifice others if such a thing is needed for something you wish to create.

Companion Crown of Coaching (400 CP) [Companion]
You have your very own living crown, though its priorities are quite different. While the Capricious Crown of Capra is dedicated solely to restoring the Capric Empire via any means necessary, the Companion Crown of Coaching is dedicated to you and the training of you and your allies. When worn, it can push you past all your limits, just as the Capricious Crown does, but that would defeat its purpose. Instead, it will push you just to your limits and a tiny bit beyond, enough for you to improve without being lastingly weakened. It can train you physically, mentally, and magically, and can also copy the knowledge and skills of those who wear it to impart to other wearers later. It will obey you loyally, with its only desire being to see you and yours improve. In the future, it can function as a proper Companion, or it can be imported and fused with headwear that is on offer, gaining their abilities as well.

Rallying Cry (600 CP) [Perk]
"Restore the Capric Empire". That manifesto has driven every action of the Capricious Crown for the last three centuries, and has resulted in a restored Capra that is a strong rising power, though still far from the heights it used to have. Now, you can instill a similar rallying cry in yourself or those nearby. This rallying cry will take the form of a simple phrase, similar to the one above, and will result in those affected by it being just a bit better in all areas when acting upon it. Physical actions will be stronger and more precise, mental plans more flexible and inspired, magical spells more impactful and potent. Any action can have multiple areas improved, so long as it leads towards the fulfillment of the rallying cry. The more specific the phrase, the more potent these boosts can be. To instill or replace the rallying cry in someone, they must agree with it on some level, but then it can last in them until such time as you choose to end it. If you wish, you can also include the stick with the carrot, and make the rallying cry intrusive, causing it to echo in their thoughts when they fail to work towards it.

Bovaland

In between the resurgent Capric Empire to their west, and the great corvid flocks to the east, lies the rugged nation of Bovaland. A patchwork of moors and pastures, broken up by hills and mountains stretching down from the Greycairns to the north, Bovaland has frequently been described as a nation that is constantly between a rock and a hard place. Strong castles dot the land, acting as strongholds for its inhabitants. Bovaland is divided between magic-using *longhorns*, *shorthorns* with great strength and connection to the earth, and strangely bipedal *minotaurs*, whose oddly dexterous forelimbs grant them great ability at tool use. Two more clans, the *yaks* with their mysterious snow and ice magics and the *buffalo*, whose magical gifts aid them when charging, used to live in Bovaland, but have since migrated away, to Yakyakistan in the north, and the Badlands south of Equestria, respectively. You can become any of these bovine species, as even when separated, Bovaland still claims them as its own.

Blade And Barding (100 CP) [Item]
Bovaland is well known for its armor and armaments, turning a Bovish warrior into a walking fortress. You have a well-fitted set of armor and a weapon that can easily be wielded via magic, mouth, or hoof, which feel lighter than normal to you, but which retain full defensive and offensive capabilities.

Woven Tapestry (100 CP) [Item]
It may seem contradictory, but Bovaland is well known for their delicate and intricate tapestries. Now, you possess such a masterpiece, woven throughout with images depicting your deeds and adventures. Tiny details come together to weave beautifully intricate scenes, and it can update itself as well. You can gain a new tapestry for each world you have been in, or you can have them all combined into a singularly massive tapestry depicting the full scope of your adventures.

Ungulate Gallantry (200 CP) [Perk]
Bovish knights pride themselves on conducting themselves with honor and chivalry. Or, at least, all the bards play up the idea of all knights being honorable and chivalrous, and most modern Bovish citizens are happy to pretend that was always the case. For you, having a code of honor does become important, as when you live by a code of honor (one that most people would agree is ‘honorable’), you will find that you fight better, your speech is more eloquent, and that, in short, your knightly virtues are matched with an increase in knightly skills.

Steering Stones (200 CP) [Item]
Some of the most ancient settlers in Bovaland raised massive stone circles, which they would use to guide and contain massive magical workings. Now, you possess a set of these “steering stones”, which you can use to amplify and guide castings of large-scale magics. Once per month, you can summon these stones to a new location to cast from, moving them from wherever you left them last. And, while they can be used to boost the power of a singular caster, they will work best when they are harmonizing and amplifying the efforts of a group to cast a united piece of magic.

Blood On The Tournament Ground (400 CP) [Perk]
Much stock is placed on the nobility of one's blood in Bovaland, but there is also a common saying: "All blood is equal when spilled upon the tourney ground". This perk exemplifies that. Whenever you publicly display excellence in some field or area, whether it is combat, speechmaking, cooking, dancing, or something else, that excellence will translate to a general increase in the respect you are afforded by others in all areas. This will have a stronger effect on those who witness your display, while those who haven't seen or heard of it, even second or third hand, will have only a very small reaction to this.

Hereditary Castle (400 CP) [Item]
You have somehow inherited a large Bovish castle. It could have been yours by birthright, or perhaps it was ceded to you as part of paying off a debt, or some other circumstance, but it is now unquestionably yours. Various minor enchantments worked throughout it will help with upkeep, keeping fires stocked and the stonework and such in good repair, and the monthly restocking larder is full enough to feed half a hundred heads. It lacks any offensive or defensive spellwork, but if you have the knowledge or coin, you could fix that.

Rise O Spirits of Cromlech Taur! (600 CP) [Perk]
A legend is passed down, that the reigning Bullwalda of Bovaland could stand within the barrows of Cromlech Taur, and cry out in a moment of need, and have the ancestral spirits of Bovaland answer. Whether this legend is true or not has never been tested, and most Bullwaldas pray that it never will. But, for you, it is true and more. When facing any significant task or challenge, you can choose to petition your own ancestors for help and guidance, and they can answer. Any being that you are descended from, in this world or those you might have visited before a given Jump, can answer this call, if they are willing, appearing in the prime of their life, and equipped with what tools or accouterments they made most use of in their time. While assisting you with this task, they can freely shift between being fully tangible and capable of interacting with the world, and being intangible and untouchable. Up to two degrees of separation of blood can hear and answer your call, so the sibling of a great-great-grandparent could heed your request, and the child of that sibling could do the same. These spirits will assist you for the specific task they are called for, and then depart, and repeated summonings without a break are less likely to be heeded, as these spirits are here to aid you, not be enslaved by you.

Corva

> It is said that, in the east of Ungala, civilization ends, and then Corva begins. There is some truth to this statement, as, while the corvids of Corva do possess their own organization and society, it does not much resemble the civilization that most of the quadrupeds throughout the rest of the continent would recognize. Large clans, containing many of the different corvid subspecies, nest in small settlements throughout the massive Greycairn mountains, most often living in the crowns of the massive titan pines, mountain-sized trees that can hold many clans at once throughout their branches. Strong and resilient *crows*, weather-crafting *magpies*, *ravens* with the ability to channel magic through their wings, *rooks* with limited powers of augury and soothsaying, *jackdaws* with gifts for alchemy and imbuing enchanted objects with magic, and many more, all work together within a clan to support the good of them all.

Caw Canny (100 CP) [Perk]
"Aw wee cuddy cannae ken muh gab." Even dedicated translation charms can struggle with interpreting the language of Corva for their neighbors. That will not be an issue for you in either direction, as even when you cannot understand the specific words someone is saying, you can feel the meaning behind them, and you can project the meaning behind your words stronger as well. This allows you to both communicate easier, and can aid both you and those you speak with in learning each others' tongues.

Carnivicious (100 CP) [Perk]
Given the plant-eating habits of many in Ungala, the vast majority of the populace is uncomfortable with the idea of meat-eaters, and Corva knows it. You have a talent for intimidation, especially via violent acts or carnivorous eating habits.

Reiving Trader (200 CP) [Perk]
For many in Corva, the choice for whether they will trade with a settlement, or reive them (their term for raiding), is largely a matter of which option is most passingly convenient at the moment. The desire to not have the latter happen will make previous targets be fairly open to the first option, but for you, it goes a step beyond that. For you, negative prior encounters will have a much diminished impact on the positivity of current encounters. To put it simply, what is past is past, how you act currently will have the strongest effect on how people treat you. You helped burn down their village last year? That was last year, right now you have some nice titan pine sap to sell. It is still possible for someone to hold a grudge against you, just far, far less likely.

Black Powder Barrels (200 CP) [Item]
Black powder is a fairly recent invention in Corva, formed from some of the few natural resources of Corva, mixed with secret enchantments to create a tremendously destructive powder. You have multiple barrels of black powder, along with tools for priming these barrels for maximum yield when dropped on a target from a great height. A few prototype 'gonnes' are also included, which use the powder to propel projectiles at targets at great speed. These barrels will restock every month if used.

Eye of Rook (400 CP) [Perk]
The auguries that rooks provide can often be somewhat vague, closer to the idea of “woe or weal” than specific insight. You, however, have a clearer prescient gift. If you focus, you can see very clear flashes of insight on what will occur within the next few seconds, while still maintaining awareness of the present. Flashes from further in the future can leave you vulnerable, and be less distinct, but can still provide valuable insights into what is to come.

Flesh of the Honored Dead (400 CP) [Perk]
Life in Corva is tough, and so any source of food is precious. Eating their dead is considered a method of honoring them in Corva, but for you, it extends a step further. When you consume the flesh of a once-living being, you will gain a measure of strength from it. From non-sapient beings, this boost is rather small, but from a sapient being, and especially from one you share a species with, the boost you gain will be substantial, based on the greatest strength of the deceased. Only the first bite of their flesh will grant this blessing, but in Corva, it would be wise to waste not so that ye want not.

Wandering Titan Pine (600 CP) [Item]
This massive tree is a thought-impossible crossbreed between a massive titan pine of Corva, and a wandering pine such as is commonly found in forests like the Everfree in Equestria. Massive roots are capable of drilling their way through the soil, shifting the massive swaying bulk of this mountain-sized tree. You are able to commune with it, guiding its movements in search of ideal hunting, nesting, or raiding grounds. It will permit settlement in its branches with your encouragement, but it will also lash out at your command should some hostile force seek to invade. The motions of its roots and branches are slow and ponderous, but the force they can strike with is earth-shattering.

Saddle Arabia

In the blue expanse of the Cheval Sea, south of the continent of Ungala and north of Dactylia, lies the small island nation of Saddle Arabia. Perfectly positioned along many prominent trade currents, it would seem like an ideal location for a colony that would be contested by many a seafaring nation. Instead, every explorer that has visited its shores up until Lord Monsoon of Equestria has fled screaming across the waves as fast as their boat can carry them. Thanks to the constant wyld storms that blow in across the island from the Black Ocean on the far side of the world, the wildlife of Saddle Arabia has been mutated into a mixture that starts at "malevolently murderous" and works its way up. Wind scorpions, wandering cacti, pyrfalcons, great rocs, ghuls, parasitical flecks, and many many more monstrosities roam about the island, engaging in a savage and constant battle for survival. And somehow, the Equestrian settlers led by Lord Monsoon several centuries ago have managed to not only insert themselves into this mess, but also managed to actually establish the general trappings of civilization. All of the *pony tribes* are represented here, albeit having become leaner and taller than their cousins on the mainland. Nominally a vassal of Equestria, Saddle Arabia is largely self-sufficient, raising enough food from the unforgiving ground to see to their needs, and trading for what little they need from the outside world with the bounty of alchemical reagents that can be found only be braving some of the most terrifying parts of their territory.

Bloody-Minded Determination (100 CP) [Perk]
If there is one thing you need to survive in Saddle Arabia, it is determination. Or possibly stubbornness. Whatever the case, you have it in spades. When you have set your mind on something, you are able to stick to it, no matter what, ignoring pain and deprivation and fear via sheer will. This doesn't prevent you from changing your mind later, it just ensures that when you are set on something, your will to continue will never be in doubt.

Who's Your Cousin? (100 CP) [Perk]
Given the… issues with survival in Saddle Arabia, the population is rather small, meaning that the gene pool can be somewhat shallow. Memorizing and comparing your family tree with a prospective colt- or mare-friend is an important part of the dating process here. For you, you are able to tell at a glance how closely related you are to an individual, and how that relation connects ('my mother's father's father was your father's mother's father's father'). You can toggle whether or not this will consider legal relationships (marriages, adoptions, etc.) in the calculation.

Head On A Swivel (200 CP) [Perk]
No-one survives here long if they don't keep an eye on the sky. And the ground. And the shadows. And, well, you get the idea. You now have a preternatural awareness of your surroundings, especially with regards to danger. To put it simply, when a violent act is being aimed towards you or your vicinity, if you could possibly have detected it with your senses, you do detect it and instantly locate where the danger is coming from.

Tamed Pyrfalcon (200 CP) [Item]
Attempting to tame a pyrfalcon is considered a form of suicide in many places in the world. But somehow, you've succeeded. Oh, this razor-winged, fire-breathing bird is still just as much of a feathered ball of murder as any pyrfalcon. But now it is your feathered ball of murder. It will kill (or delay killing) targets based on your orders, and won't attack you or your Companions.

Wyld Storm (400 CP) [Perk]
Wyld Storms are massive concentrations of chaotic magic, blowing in from the ruins of Antlertis over the Black Ocean. When they come sweeping through, most sensible individuals will bunker down in their homes and pray for them to pass, before going out afterwards to clean up whatever magical residue and distortions the storm has left behind. You, on the other hand, have the power to actually summon these chaotic storms. Once per day, you can invoke a wyld storm, rapidly causing it to engulf your surroundings. You cannot control the storm once summoned, but this perk will protect you from the various ambient magical effects of the storm, and of similar magical environmental effects. It won't provide protection against deliberate spell casting, but things like chaotic magical weather will somehow just pass you by.

Fleck Swarm (400 CP) [Item]
Flecks are one of the more insidious threats in Saddle Arabia. They are swarms of parasites, which infest their host's eyes, draining their lifeforce and magic, and spreading via eye contact. Somehow, you have gained a symbiotic swarm of flecks. Not only does this swarm not drain you, but they will also act to protect you from other fleck swarms, or any other supernatural threat that occurs via eye contact, such as hypnosis or petrification. The swarm can spread via eye contact as well, but due to their symbiotic nature with you, they can't survive for long outside of your body. Members of your swarm that have infected others can drain them of life and magic and transmit it back to you, healing and energizing you, and they can also transmit flashes of the images that whoever they have infected is seeing. Higher 'doses' of flecks result in greater drain and clearer images, while distance will reduce how much they can transmit back to you.

Heart of Darkness (600 CP) [Perk]
Amid all of the dangerous and murderous fauna of Saddle Arabia, all of which can, in one way or another, be described as "killing machines", you stand at the very pinnacle. Not necessarily in terms of lethal biology or magic, but in terms of killer instinct. To put it plainly, you have an absolutely perfect awareness of how to be most lethal with your body, skills, and whatever you are holding. When there is killing to be done, you are able to leap into action with literally zero wasted movements or missteps. At a glance, you can identify the weak points of a target, and you can set aside any sort of squeamishness or concern for others until after the killing is done.

Zebrica

Built on the banks of the mighty Neighle, Zebrica has been a dominant force in the continent of Dactylia for millenia. Divided between the mountainous highlands filled with small villages and hermetic shamans of Upper Zebrica, and the more urbanized lowlands of Lower Zebrica, Zebrica has most often faced opposition from itself rather than from outside sources. The current War of Zebrican Succession is just the latest example of this. But during the times when they have been united, the ***zebras*** of Zebrica have proven to be a force to be reckoned with. Armed with an innate talent for manipulating the magic present in the natural world, particularly via the practice of alchemy, zebras throughout the ages have pursued knowledge, often with what many other species would claim is reckless abandon. Their practice of 'sufficiently advanced embalming alchemy' to revive their dead in particular is looked at askance in many other nations.

Ever Learning (100 CP) [Perk]
The Collegium of Marephis was the world's first university, a site for the sharing of knowledge with any who would come willing to learn. Such a place would be a paradise for you, as you find that you learn at an accelerated rate compared to most others, and you find it much easier than most to grasp and memorize new information and synthesize it with what knowledge you already possess.

Alchemystery (100 CP) [Perk]
Zebras have a strong talent for working with alchemy and ingredients from the natural world, but their millenia-spanning knowledge of alchemy is still based firstly on trial and error ("Does this taste poisonous to you?"). You won't have to go quite that far, as you have an instinct for identifying the alchemical properties of various plants, animals, and other substances. Just by holding them, even within a container, you can get strong impressions of the various properties they hold, and a few safe experiments is generally all it will take for you to identify exactly what the ingredients can do.

Ingredient Harvest (200 CP) [Item]
The challenge that faces alchemists over most other magic users is the fact that they can do little without access to a source of ingredients. This item can help to take care of that for you. Consisting of numerous baskets, jars, and barrels, all filled with various alchemically potent plants, bugs, mosses, animal parts, crystals, and many other objects, this collection will replenish every other week, and can occasionally contain rare or unknown reagents. This collection is tied to a central basket that you can reach into to grasp any ingredients stored within the collection, even across great distances, and if you place an alchemical ingredient that you find and harvest within the basket, it will begin to be stocked alongside the other ingredients.

Unity of Black and White (200 CP) [Perk]
Mountains and river valleys. Urban centers and hidden villages. Progress and tradition. Zebrica as a whole can often be as contrasting as the pelt of the zebras who live there. And yet, somehow, it all works together to become something greater. You have a talent for finding connections and common ground between seemingly opposing people, groups, forces, and ideas, and getting them to not only work together, but to do so in a way that preserves the unique strengths of both sides, and makes them both greater.

Revivification (400 CP) [Perk]
You have a mastery of the alchemical processes used in Zebrica to revive the dead, which some misguided hicks refer to derisively as “necromancy”, and not just that. You also have a mastery of the study and development of those same processes, providing a solid foundation from which to build on further. You know of many shortcuts that you could use to speed up the process or to substitute for some of the more involved or expensive preparations with cheaper and simpler alternatives, while still maintaining the overall efficacy of the procedures. If it is within hours of death, and the body is mostly present and intact, you could revive someone to a state virtually indistinguishable from how they were before their death. Once you reach a day since the death, or if magic or toxins or more exotic issues are present in the body, your revival at current may suffer from some mental degradation or lingering physical issues. Further time and trauma will continue to lower the effect of your current methods. But, that only applies to your current methods. As you study and learn more, it is entirely possible that you could improve your methods further.

Balefire (400 CP) [Item]
Long ago, Zebrica was terrorized by Apophis the Night Serpent. A vast snake that rampaged up and down the Neighle, it was only stopped via the near-sacrifice of the leaders of Upper and Lower Zebrica at the time, using this dangerous substance. Balefire, an alchemical concoction that was capable of coating the surface of the Neighle for miles in magical flames, which raged throughout an entire night, and reduced Apophis entirely to ash. You have several highly-secured bottles of the stuff, and notes on its production. A new bottle will arrive each month. Each bottle would be enough to burn down several buildings in a city at once. Maybe you can find a less-destructive use for it?

Deathly Regiment (600 CP) [Item]
You have gained command of your very own Deathly Regiment. A host of roughly a thousand undead zebras warriors that have been specially preserved, stored within your very own pyramid-barracks. The average member of this regiment is mostly mindless save for their skill in combat. There are a few officers spread throughout, each of which have had their tactical acumen and knowledge preserved, which are capable of directing the warriors on your behalf. Any of the regiment who fall will be restored within the barracks within a fortnight. The regiment comes with a special scepter, which can teleport members of the regiment to you or dismiss them to the barracks. It can only teleport a couple dozen at a time, so it would take some time for you to deploy your entire army. In future Jumps, the members of the regiment can take the form of a different common species within the setting.

Gazellen

Those who study the Fractious Lands could be forgiven for believing that no unified government could ever arise there. Throughout history, the Fractious Lands has been host to innumerable changes, both in political boundaries, in the rise and fall of petty kingdoms, and also in the very structure of the geography that makes it up. Migrating forests and nomadic mountains are a common sight within the Fractious Lands to the unparalleled number of species who live there. From water-magic wielding ***hippopotami*** in the rivers, to durable and tenacious ***warthogs*** or ***wildebeests*** in the grasslands, to magical channeling ***gazelles*** or ***giraffes*** on the savannahs, to camouflaging and illusion-casting ***okapi*** in the highlands, and many more, the many species that make up the Fractious Lands have often fought for their slice of the ever-shifting land. It wasn't until a combined army from Zebrica in the north and Pachydermia in the south closed in on them that they were forced to unite to drive back the invaders, forming the Seren Confederation of Gazellen.

All-Terrain (100 CP) [Perk]
Anyone who wishes to travel through these lands will need to be prepared for all kinds of terrain, as even trying to follow the same course can lead to entirely different biomes that have shifted since you were here last month. You are able to move easily through all kinds of terrain, adapting how you move and navigate seamlessly to suit the needs of your environment.

Blood Red Chair (100 CP) [Item]
Within the confederation, the representative of Gazellen itself sits upon a blood-red chair, as a reminder of the terrible losses that the Gazelles took when defending the other nations from the attack of Zebrica and Pachydermia. You now have a copy of that chair, and when you sit on it, those that see you will be strongly reminded of how you have aided or otherwise positively impacted them. This won't make them forget negative things you've done, it will just make the positive things you've done more prominent in their minds.

Serene Confederacy (200 CP) [Perk]
Despite their name, most meetings of the Congress of the Serene Confederation are anything but serene. Arguments are constant and often extend across sessions. This perk can help you combat things like that. When you are involved in meetings and discussions, those who are participating will be more inclined to be calm and rational when discussing things. Even if tempers do flare, such anger will be transient and often die away quickly.

Polity Map (200 CP) [Item]
Even with the various nations of the Fractious Lands having united, the landscape of the lands, both physical and geopolitical, is still subject to frequent change. To aid you in keeping track of who controls what, this map of the Fractious Lands will update automatically to cover any changes to the landscape, whether for geography or politics. When you travel, this map can update itself to cover whatever nation you are in, the nations surrounding it, and the nations surrounding those as well.

Wake The Land (400 CP) [Perk]
The Battle of Black Barrens, the final battle of the war that would unite Gazellen, was the largest land battle in recorded history up to that point. And it was only won due to the effects of the terrain on the battlefield, in particular the local wildfires that sprang into and out of existence in mere moments, which acted as cover for the locals familiar with the timing of such things. You are now able to call on similar effects wherever you happen to be, causing the land, weather, and other natural phenomena to suddenly shift into motion when you are in combat. This awakening will favor you, but by its nature, the land is large and ponderous, so if you are not cautious, you could get caught up in what you have called up.

Hidden Valley (400 CP) [Item]
You have gained ownership of a small valley, nestled in between some mountains somewhere in the Fractious Lands. This valley is unusually stable compared to the rest of the land, not really shifting in position or features. The paths into the valley are well hidden, and even shift around, but can always be found by you and those you have given permission to enter. Within the valley is quite a bit of fertile land and a bounty of fruits and other natural resources, making the valley into your own peaceful paradise in the midst of these mountains.

Gate To The Interior (600 CP) [Item]
The Dactylian Interior is a wild mess of strange magic, forgotten ruins, bizarre creatures, lurking dangers, and chaotic geography that makes the Fractious Lands look positively calm by comparison. And yet, many set off from Gazellen on expeditions into the Interior, because each of those sources of tremendous danger can also be a source of tremendous wealth if handled properly. With this stone gate, you can host your own expeditions, without needing to bother with all that hiking to get to somewhere interesting. Everytime that you activate this gate, it will open to a random location within the Dactylian Interior, and it is guaranteed to open fairly close to somewhere interesting. A massive ruin full of traps and treasure, an eldritch tree bearing fruit of longevity and madness side-by-side, a mysterious tribe of creatures practicing a form of never-before-seen magic. The possibilities are endless. You can save up to three locations to return to for future expeditions, but outside of that, the targeting is completely random, and it is very possible you may never seen a given destination again if you don't save it. The Gate comes with an emergency recall function, which will instantly shut the portal and teleport you and whoever traveled with you back through the gate, but this function will only bring you and what you brought with you back. Anything you found on the other side would be left behind if you make use of this feature, and the gate will be sealed for a couple of days as it resets itself. When you use this Gate while in this world, you can travel back to civilization the "long way" if you really want to, but if you use the Gate to visit the Interior in future Jumps, you will find only an infinite copy of the Interior, with no way to visit the rest of the world.

Pachydermia

In the southernmost reaches of Dactylia, as it curves its way eastward below the vast watery stretches of the Asinial Main, vast savannahs stretch south from the rocky coastline, gradually giving way to forested hills and jungle highlands, and then to large snow-covered steppes, before one finally comes to the vast untamed and unexplored ice sheets that lead all the way to the Utmost South. This is Pachydermia, the domain of the elephants. All elephants possess great strength, the ability to channel magic through their tusks, and a perfect memory after adolescence. Their sub-species include the *brush elephants*, most at home on the savannah, who possess even greater strength and some rare cases have even been said to have managed to use their oversized ears to fly. Then there are the *forest elephants*, best suited for the higher jungles, who possess a more delicate talent for magic-weaving. And finally, the *mammoths* of the steppes, hardy and capable of adapting to most environments, and serving as guardians against the horrors that lurk in the ice sheets. Given their racial perfect memory, most elephant families hoard what secrets they do have very carefully, which is the source of the caste system that runs throughout Pachydermia, even to this day.

Muted Madness (100 CP) [Perk]
Black light shining from storm clouds. Thunder that echoes beneath the ice. Images of skeletal beings, crowned in writhing antlers, leading armies of frozen-blooded corpses. There are things that lurk in the distant lands of the Utmost South. The very knowledge of these things can drive a being mad, and this effect can be even more pronounced on elephants, who can never fully repress or forget what they now know. For you, this madness is simply not a threat. You still have the full breadth of your emotions. You can feel fear, disgust, horror, but no piece of knowledge or emotion can actually drive you to madness. Your sanity is ironclad.

Superior Size (100 CP) [Perk]
Even among your species, you stand out for your prodigious size. With this perk, you stand head, shoulders, and flank above your fellows, with a commensurate increase in your raw physical strength. Thankfully, your increased size does not translate to an increase in clumsiness or lack of delicacy, you are perfectly capable of navigating in a world designed for those somewhat smaller than you with no issue.

Master of Memory (200 CP) [Perk]
You have a perfect memory, like most elephants, but yours is a step or two beyond that which they possess. Your memory is indexed, allowing you to call up in an instant any exact memory or piece of knowledge you have learned, which might take most elephants several minutes to sift through their memories to find. And, unlike most elephants, you can also repress things which you do not wish to remember, locking them away from your mind and personality. The memory and the knowledge that comes with it still exists within your mind, and you will have an awareness of what has been sealed away, so you do not need to worry about actually “losing” a memory somewhere in your head, but it will not trouble you or interfere with your thoughts unless you bring it out again.

Familial Trade (200 CP) [Perk]
From artisans to nobles, warriors to scholars, merchants to sailors to farmers to craftsmen, each family in Pachydermia carefully hoards their secrets. From secret techniques to medical recipes to resource locations, these pieces of knowledge are used to help elevate a given family within their field against their competitors, and each successive generation is carefully trained to take up the family mantle. In cases where the children of the family prove unsuitable, orphans or others may be adopted into the family after careful vetting. This perk grants you a talent at training successors that most families would kill to possess. In any field where you are a master or the equivalent, you will find it very easy to impart your knowledge onto any students you choose to take. This effect is strongest when your students share a close blood relation with you, but is still effective, even on those unrelated to you. Not only will your students gain skill in whichever field you are teaching quickly, but they will find it easier to actually build on the knowledge you've provided to make their own discoveries. Every family must innovate and expand their knowledge if they hope to survive.

Sealed Archive (400 CP) [Item]
Elmer, the first Shahanshah or King of Kings, had intended to pass down to his heir the secrets given him by Nelly, the first Shah to face the horrors of the Utmost South. These secrets would be kept in a sealed archive, passed down from Shahanshah to Shahanshah and built on against the day of the horrors return. Due to Elmer's untimely death, this archive was never passed on until it was recovered by Trumpeter, the current Lord Regent. But now, you have a copy of the archive that might have been. A sealed vault of knowledge that might have been collected if Elmer's duty had been passed on properly. Focused primarily on defenses, it contains knowledge of wards against eldritch and corrupting magic, mental practices to resist madness or mental domination, and much more. Centuries and millennia of pachydermian knowledge that could have been assembled against eldritch and magical threats is now yours.

Mammoth Bodyguard (400 CP) [Companion]
You have earned the loyalty of a well-trained mammoth bodyguard. Not only is your guard fiercely loyal to you and tremendously strong, but they have been trained in the use of a variety of weaponry, and have the unique skill of being able to sense when things are out-of-place in their surroundings, allowing them to hone in on those who are acting suspiciously or who should not be there with ease.

Secret Whispers (600 CP) [Perk]
People may hoard their secrets, but knowledge wishes to be free. You possess a most curious gift: When you are interacting with someone, you can hear faint whispers of any secrets that they may be concealing. Those secrets that are centered on or involve you will be most obvious, but given time, you can suss out any number of secrets from them, with them not being any wiser for it. This power can also function on items or location, with hidden details, functions, or other secret knowledge about them whispering out to them for your ears to hear. It will be no issue to focus on doing what you are doing normally and still absorb knowledge from these whispers.

Ceratos

The continent of Ceratos is the smallest continent in the world, and is far removed from the others. East of Dactylia, and far southeast of Ungala, Ceratos has spent much of its history separated from the rest of the world. Which is how most of its denizens prefer things. The *rhinos* and *tapirs* of Ceratos are largely content to remain at home, unbothered by the wider world, though many harbor the strong belief that a bit of good old-fashioned Ceratos bureaucracy would make things run much smoother for the rest of the world. Unlike in many nations, rhinos and tapirs are not truly equal. Rhinos, with their large size and ability to use magic via their horns, have dominated Ceratos for millenia, with the dream-walking and illusion-casting tapirs forming more of an underclass. But, as many corrupt marshals and even emperors driven to madness can attest, tapirs are perfectly capable of striking back if they need to. Ceratos as a whole is ruled by an emperor from the peak of Final Step, who rules with the claim of a mandate of heaven, and uses a bureaucracy of wandering judges to keep order throughout the land. In the past, the emperor has sometimes been merely a figurehead, but the current Emperor is very active, and has been turning more and more of his attention to the outside world.

Know The Law (100 CP) [Perk]
The bureaucracy required to run an entire continent can be unwieldy and somewhat labyrinthian. While in theory, a singular set of laws governs all of Ceratos, in practice, little deviations can be found here and there. This magistrate in this province may interpret this law in this way, while a different interpretation holds sway in a province across the country from there. This perk grants you a thorough and complete knowledge of not just the law of whatever country you are in, but also of these “regional contexts” for the various laws and how they differ from place to place.

Exotic Teas (100 CP) [Item]
The image of a large and stocky rhino drinking a small and delicate cup of tea is a somewhat amusing caricature common in foreign lands outside of Ceratos, but it holds a glimmer of truth. Ceratos is quite famous for its many varieties of tea, and you now possess several boxes containing samples of the various leaves and blends used to make these teas, along with preparation instructions for some rarer blends that can have potent medicinal or magical benefits. These boxes will restock within a week of being used.

Jade War Golems (200 CP) [Item]
Golems have been a mainstay within the armies of Ceratos for centuries. Originally starting as little more than carved stumps with weapons strapped to them, they have rapidly progressed in complexity up to the jade and terracotta golems of the modern day. You now have a set of six war golems, each shaped in the image of a rhino warrior of old, specially armored and fitted with melee and ranged weaponry, which will obey your commands. A small jade tablet you can summon at will functions as a controlling device for them, and they are intelligent enough to follow basic commands and sets of instructions.

Goliath Spiders (200 CP) [Companion]
Native to a small island off the coast of Ceratos, goliath spiders have been a common sight in Ceratosan society for a long time. While not particularly intelligent, goliath spiders are pacifistic and universally loving for everyone they come across, and are frequently employed as nursemaids for young children. This breeding pair are willing to accompany you on your journeys moving forward, and they and their family moving forward will count as a singular Companion for you, looking out for you and making clothes from their silk to make you cozy.

Dual Dreamwalker (400 CP) [Perk]
You have learned the art of dreamwalking, which comes naturally to the tapirs. However, your ability with this is a cut above most others, as you do not need to be asleep to do it. Instead, you are able to split off a 'dreamself' while you are awake, which can enter the dream realm and interact with sleeping minds, to pry out their secrets or inflict them with nightmares, while you are still awake and about. Which can provide a wonderful alibi if some corrupt marshal should suffer maddening night terrors when you were very clearly enjoying yourself at a bar across town. You can choose whether to retain a connection to communicate with your dreamself, or have them operate independently. Either way, they will seamlessly merge back with you when they are finished.

Ascetic Mage-Monk (400 CP) [Perk]
The warrior-monks that are common throughout Ceratosan history and folklore are said to gain strength through their strict devotion to their vows. And now you can experience something similar. For any supernatural abilities that you possess, you can set vows that you must follow. The vows do not need to involve the ability directly, but they must restrict your actions in some way, such as requiring that you only eat certain foods, refrain from laughter, or speak only the truth. The stricter and more difficult to follow the vow, the more potent of a boost your targeted ability will gain. A specific vow can be applied to multiple abilities at once, but this will dilute its boosting effect. If you violate your vow, it can cause some backlash that will weaken the ability temporarily. Violating your vow or simply ending it will restrict you from setting new vows on the target ability for a few weeks.

Heaven's Mandate (600 CP) [Perk]
The first emperor received a vision, where he claimed to see a vision of a place he called Heaven, an immaterial realm that governed the laws of the world, where order and harmony reigned supreme, and he claimed to have a mandate to bring the material world in alignment with Heaven. Whether or not this actually was true, you now have an ability quite close to this mandate. To put it most simply, when you organize things, they will tend to stay organized. Order that you establish, simply lasts. In a way, it is as if the order that you create becomes part of the natural laws of the world, like gravity. If you establish an organization, for example, that organization will persist, reorganizing if it is disbanded or driven underground, unless you yourself disband it. Similarly, if you dismantle an organization, it will be almost impossible for that organization to reestablish itself. This does not prevent people from exercising free will, it just leads to patterns you establish continuing to reemerge within the world over time.

Diamond Dog

While many species may bicker and war for control over the surface, underneath it, one species stands supreme. Or, at least, has organized themselves enough to make a good go at it. The *diamond dogs* are a race of bipedal canids, whose earliest myths claim they tunneled up from the deepest depths of the earth, fleeing some unnamed horror, learning the secrets of metallurgy along the way. Some archeological evidence supports this, showing that many species likely learned their earliest metalworking from whichever dog pack lived in the earth beneath their hooves. Many individual breeds exist, from the highly divergent diamond jackals and fennecs under Dactylia, to the more varied array of breeds under Ungala, but they all share a common talent for mining and forging. Most packs now live in massive underholds, heavily fortified settlements that can fend off attacks from the surface, and the much more dangerous horrors that so often tunnel up from deep below.

Diggy Dog (100 CP) [Perk]
You are able to dig, and dig well. A key skill for those who wish to survive in the hidden realms beneath the earth. You are able to practically swim through the earth, moving as quickly through dirt as most above ground could move at a light run, and that without tools. With proper tools in hand, you could make a good go at outpacing surface-dwellers moving at an all-out sprint.

Miner's Pouch (100 CP) [Item]
No true miner will venture out into the depths without a pouch of supplies on their waist. This pouch is yours. It cannot be lost and stolen, and will always be on your hip when you need it. It is stocked with several useful alchemical reagents, as well as a decent supply of rations and water. The reagents can do things such as generate light, clear air of noxious gas, melt away at stone, ground out ambient magic, and several other minor uses, and any of them can be turned into a decent explosive in a pinch. All the contents will restock within a day of being used.

Fortifier (200 CP) [Perk]
When the diamond dogs emerged onto the surface, they faced many tribes who coveted the metalworks, but none were more dangerous to them than the dragons that dominated that era. Eventually, the various diamond dog packs were able to come together and create a fortified community, the first underhold of Beryllium. You can follow in those first packs' pawsteps, thanks to an incredible level of skill in fortifications. You have an incredible talent for identifying weak points in defensive structures, and figuring out how to shore them up, and how to design your defenses to funnel attackers in specific directions. You will also find that defenses you build are somewhat more durable and generally resistant to attack.

Crafting Forge (200 CP) [Item]
Once you've drawn out ores from the earth, it is time to shape them. You have access to a portable forge, which you can collapse and deploy at will. It comes with all of the various tools and accouterments you'd need to forge metals from gold to orichalcum, and you'll find your forging skills are just a hair sharper when you are using it.

Horror Fighter (400 CP) [Perk]
There are many eldritch things that lurk in the dark depths of the earth, and all dogs constantly face them squirming and squishing their way up towards the surface, tearing through any pack unfortunate enough to get in their way. Or trying to, at least. Despite their forms only having the slightest connection to true biology, the diamond dogs have found ways to fight back against them. Fire and magic and enchanted weapons have all proven effective to some degree or another, but what if you are without any of that? Somehow, for you in particular, that doesn't really matter. You are able to fight against things like roiling masses of nothing but tentacles or twisted fungi made from solidified fear, and treat them like they have a more normal biology, the kind that dies when stabbed, clawed, and bitten enough. And even better, your attacks actually seem to deal more damage to them than normal, all the better to drive them back into the pits from whence they came.

Fires of Creation (400 CP) [Item]
The mysterious fires of creation are found within the deepest depths of the planet, having their origins in whatever cosmic event created the planet in the first place. They carry with them an immense level of magic, attuned for creation and formation, and many of the most legendary items and weapons are said to have involved these flames in their forging. You now have access to a vent, which you can turn on and off, which will spew out a steady amount of these flames when activated. You can turn them to many different uses, from using them to power a forge and thereby empower whatever is made within it, to bonding with and shaping the flames to solidify in the shape of rare metals and gemstones.

Mining Shaft (600 CP) [Item]
Competition for fruitful mines can be stiff, but now, you have a mine all for yourself. To others, this appears to be little more than a stone dome, three times the height of a fully grown dog, with a shallow space carved into one side. But, what others cannot see, and can only be accessed by you and those you allow, is an entrance in that space, leading down into a well-ventilated and lit mine shaft. This shaft does not properly exist in the earth around the dome, instead extending into a vast expanse of untouched earth, just waiting for you to carve it out. From this central shaft, you can dig outwards, uncovering various ore veins and gemstones and other earthen treasures. Should you find that you have to travel farther and farther within the tunnels you've dug out to find new veins, you can return to the central shaft, command the tunnels to collapse, and the entirety of the mine will 'reset', granting you more shafts to dig out. Any metals, gems, or other treasures of the earth that you have dug up personally will have the potential to spawn when these mines are reset. Truly, this is a paradise for any true Diamond Dog.

Griffon

Unlike many species across the planet, *griffons* lack a true central homeland. The earliest of tales often begin with the griffons already scattered wide across the mountains of the world, living in flocks and wandering wherever fancy led them. Some early civilizations, such as Capra, sought to enslave those griffons who wandered near. Others, such as Equestria, traded with them. And on through the ages, similar tales of oppression and co-existence, welcome and refusal, have characterized the interactions between local griffon flocks and whatever nation they have chosen to settle within. Some of the tensions with the locals may be due to the griffons' carnivorous ways, off-putting to many of the more herbivorous denizens of the world, though it is virtually unheard of for any griffon to have practiced such on any sentient being. While the griffons' natural hardiness means they are often up for a good scrap, in general, they simply wish to use their flight and weather-crafting to wander as freely as they can.

Bardic Talent (100 CP) [Perk]
Griffons are natural storytellers, loving to collect tales from wherever they have been, and spicing them up a bit as they pass them along to others. You have an especial talent for this, capable of holding an audience enthralled as you weave your tales, and with enough musical chops to add singing or instrumental accompaniment as you please. And the tales you tell will stick in the minds of those who hear it a bit better than most, ensuring that your version lives on instead of the version of that puffed-up popinjay telling the story all wrong at the bar down the street.

Lucky Saber (100 CP) [Item]
There is a tradition in many cultures that giving a weapon to a bride and groom is bad luck. Griffons, on the other hand, hold that giving them a weapon lets them be ready to take out any bad luck which is unfortunate enough to cross their path. This saber seems to give credit to the griffon interpretation. When wielding it, you'll find that little inconveniences simply melt out of your way. The fallen rigging from the sloop you are fighting on won't tangle up your paws; the wind that catches you just right will only ever blow you out of the way of an attack, not drag you in front of one; and the blade flashing in the pirate corsair's hand will be at just the right angle to not directly blind you. This effect won't guarantee a victory, but it will help keep little things from adding up to your defeat.

Free Ranging (200 CP) [Perk]
Many griffons have little patience for remaining in one place, and prefer to stretch their wings and soar to wherever the winds might take them. And, generally, they can expect to at least be tolerated wherever they happen to come down to roost. You can do one better than that, and can generally expect to be welcomed wherever you travel to. Entrance fees will often be forgotten or waived, suspicion about foreigners will be held at bay for you or be easier to overturn in your particular case, and those you meet for the first time will be easier to turn into friends. Even in cases where you left a bad impression, some time away will help tempers to cool quicker than they might ordinarily do.

Literal Minded's Travel Guide (200 CP) [Item]
Literal Minded was a pony explorer who traveled all across Ungala and beyond, especially into some of the more untraveled wilds, giving names to whatever he chanced upon. Mount Certain Horrible Doom is just one example of this. Griffons found they liked his style, and his travel guide became a big hit among griffon wanderers. This is your copy of that travel guide, filled with very literal descriptions of exactly what can be found in given locations, without frills or fancy language, and somehow updating as you travel to cover new locations and what Literal Minded would have said, had he visited there before you.

Hardscrabble Scrapper (400 CP) [Perk]
Griffons may generally be more at home in a bar brawl than on a battlefield, but you have the skills to hold your own in both such arenas. You are strong and quick and have a talent for turning whatever you grab in your hands into a neat improvised weapon. You can quickly gain a second, third, and even fourth wind by briefly disengaging, collecting yourself, and then jumping back into the fray. And, most crucially of all, when you face a foe, you can gain an instinctive sense for whether or not they are stronger than you, and in which areas they are stronger or weaker than you are.

Idol of Boreas (400 CP) [Item]
Long ago, the chieftain Grover used the Idol of Boreas to unite many of the griffon tribes within the city of Griffonstone. The Idol was lost in an attack by a terrible beast, and the united griffon nation fell apart. Now, you have a copy of that Idol. Is it the original? Who knows, but it shares the same power of the original, strongly increasing feelings of loyalty towards the owner. Those who swear fealty to you while you own this will find it far harder to betray you and will be more easily convinced of your ideals. This effect is stronger when the Idol itself is actually present when they are swearing fealty or when you are making some speech or announcement or otherwise attempting to convince someone of something.

Child of Storm Winds (600 CP) [Perk]
One of the many legends of the origin of the griffons claims that they were the children of a great storm god, scattered across the earth when that god died. And this power may hint at such a legend being the truth. You have an immensely strong connection to the winds and weather. Not only does this provide a tremendous boost to your ability at weathercrafting, but it also grants you a potent weather-based precognition, allowing you to predict weather events very accurately for a few weeks in advance. Others' weather-crafting can muddy this sense a bit, but not completely, and it can predict somewhat when weather-crafting will occur. When traveling, the wind can carry guidance on paths to find specific destinations or targets, and those same winds can carry you as well, allowing you to travel far faster when flying for the same effort.

Dragon [300 CP]

The mighty *dragons*. Supreme scaled solitary sovereigns of all they survey. Or, at least, that is what most dragons would claim. It is true that, throughout the annals of history, dragons have been a dominating force, often terrorizing early civilizations into giving them tribute for their hordes, or causing tremendous ash clouds as they sleep, forcing those nearby to cower in the shadows of their influence and pray they don't notice them. However, despite their massive size, magic-resistant scales, fiery breath, and sharp claws and teeth, dragons have been steadily finding their influence reduced as the 'lesser races' come together into civilizations that can actually stand against the dragons and force them away. Currently, most of the world's dragons dwell within the Burning Archipelago, a range of islands-turned-volcanoes by the Fire King Obsidian millenia ago, and are ruled by the Fire Queen Talon, who watches and plots for an opportunity to return dragons to the unquestioned rulers of all they survey.

Draconic Magic (Free for Dragons Only) [Perk]
Once a dragon reaches a millenia in age, they begin to be capable of harnessing a strange and alien sort of magic, channeled through the flames that all dragons can emit. The Fire Kings and Queens who have ruled dragonkind have been masters of this magic, capable of creating messenger-fire, which can carry objects through almost any magical and physical protection; awakening volcanos; possessing the bodies of younger dragons; and many other feats. Despite not yet being a thousand years old, you have gained access to this magic and have a basic grounding in its use, and you will find its potency and flexibility growing as you age and as you practice with it.

A Nice Hoard (100 CP) [Item]
For many dragons, the accumulation of their hoard is their primary goal in life, seeking to grow it as vast as possible. And now, you've got a decent start. You have several mounds of precious metals, in the form of bars, coins, ornaments, and more, scattered throughout with various precious gemstones, easily enough for an adult dragon to lay comfortably on. A similar pile will be added to this hoard at the start of each new Jump.

Omnivorous (200 CP) [Perk]
Dragons can consume just about anything, and for you, that "just about" no longer applies. So long as you can get something in your mouth, you can eat it, getting some degree of nutrition from it in the process. More durable things may take a while to digest, but that is fine. You have nothing but time.

Age In Dragon Years (400 CP) [Perk]
Dragons grow stronger as they age, as well as getting far larger, which can often lead to them growing so large they can no longer fit outside of their hoard. Now, you have the ability to grow in strength without necessarily growing so tremendous in size. For any power or ability that grows with age, your age is now calculated as if it was a hundred times greater than it actually is. When you are 30, such powers will act as if you were 3000, and so on.

Changeling [300 CP]

The mysterious *changelings*. Lurking on the edges of civilization, hiding away from those they know would fear them if they were to discover them and their ability to feed on emotions such as love and other positive connections. When they do venture out, they do so under the disguising power of their shapeshifting, transforming their forms to get close to others, often in the form of friends and family, so that they can freely feed on their love. Such bounties are then inevitably brought back and shared with the hive, especially with the queen who rules it. In such a way do they survive, though there are some who wish to do more than survive. They wish to rule, and this is a legitimate threat, as most changelings are like alicorns in miniature. Tough, capable of both flight and magic, they can be a legitimate threat if empowered sufficiently.

Changeling Magic (Free for Changeling Only) [Perk]
Changeling magic is based on shapeshifting, but it goes somewhat deeper than that. While a changeling can assume any form that even roughly fits their body plan, they can do more if they have fed from a target first. If they have done this, they can gain an 'overlay' of the target's personality, recent memories, and surface thoughts, allowing them to become an incredibly convincing facsimile of the target. You have a great mastery of this magic, and can hold these 'false personalities' in your mind for far longer than most, allowing for long term infiltrations.

Self-Love (100 CP) [Perk]
Changelings, and most psychephages like them, need to feed on the emotions of others to survive. For you, however, it seems that somehow your own emotions are a viable source of sustenance for yourself. When you need to feed on things like love or joy, you are able to use your own emotions to sustain yourself, and this can cover other forms of parasitic feeding as well, such as drinking your own blood.

Method Acting (200 CP) [Perk]
To be successful, a changeling infiltrator must be able to totally immerse themselves into a role. You have a special talent for this, capable of wrapping yourself in a persona or personality to the point where even emotion-sensing or shallow mind-reading can't detect the duplicity. What's more, the longer you spend in a persona, the more details will 'fill in' for you. For example, if you claim to have been from a certain city, you will eventually come to find you can remember street names or famous shops from there, even if you have never been. This does not make your false history real, just gives you details needed to truly sell it.

Royal Jelly (400 CP) [Item]
Royal jelly is the substance that can turn an ordinary drone into a full queen. Normally hoarded carefully by the queen of the hive, you have somehow gained a supply of this substance. This jelly can improve mental processes and enhance magical power. For those who are sub-sapient, it can grant full sapience, while those who already possess full faculty of thought, it can make them smarter and generally better mentally. This effect is lasting, and your supply of jelly will renew each week.

Drawbacks

Perhaps the CP you started with is not enough to get all the options you wish. If so, you may choose as many of the following drawbacks as you think you can handle to gain CP from. Those that are marked with *Companion Compatible* at the end can be taken by any companions that you have. For native companions that you have invited to come along, any drawbacks they choose to take will instead affect them (and only them) during the next Jump they import into, due to the fact that they will be making their choices at the end of this Jump. They will not gain extra CP in that Jump from this, only CP to spend in this one.

Shift The Timeline (+0 CP)
Ordinarily, this Jump would begin when the base series started, with the events of the Summer Sun Celebration and the return of Nightmare Moon. However, if you wish, you can choose some other point in time to start your time here. Move the timeline forward or backward any number of years, and then spend 10 years in that time period. Maybe you will visit the ancient history of one of the nations, or some speculative future of the world.

New Players (+100 CP)
Many new sapient races have been added here, but maybe that's not enough for you. While you can't add additional backgrounds, you can take this Drawback to add some new races to the world in general. Take it for **+100 CP** to add 2 or 3 new races, **+200 CP** to add 6 to 9 new races, and **+300 CP** to add 12+ new races, all with their own added histories with each other and the existing races. Underwater nations, islands in the sky, brand-new hidden continents, all are possibilities.

Where'd All This Come From? (+100 CP)
You knew about unicorns and pegasi, but where are all these goats and elephants and such coming from? This Drawback seals away any metaknowledge you may have had about the Palaververse, both pre-existing knowledge, and anything you might have gained from your background or gleaned from studying this document. At most, you will still have your knowledge of base My Little Pony, but everything else will be unknown to you.

Well-Used (+100 CP)
You have passed being an adult and are now, frankly, old. Even if your particular species doesn't actually get old, you will still suffer from the common afflictions of old age while you are here. Achy bones and joints, spotty memory, increased risk of illness, wrinkles, all that and more will afflict you. *Companion Compatible*.

Breathe Deep, Seek Harmony (+100 CP)
Cannot be taken with Screw Kindness. You are utterly and completely obsessed with being friends with everyone that you meet, and the thought of being mean or even *gasp* fighting someone is just totally repellent to you. *Companion Compatible.*

Screw Kindness (+100 CP)
Cannot be taken with Breathe Deep, Seek Harmony. You are unwilling to do a kind deed to anyone. You are not merely selfish, but will actively look for opportunities to screw other beings over, even when it doesn't provide a tangible benefit to you. *Companion Compatible.*

A Matter Of Honor (+100 CP)
You have a very archaic code of honor. The sort of honor that would require you to declare your presence to any foe before attacking, announce your lineage whenever you are introduced, interpret even light mockery as a deadly insult, etc. You will be looked at as very old-fashioned, and will likely be at least an annoyance to most you meet. *Companion Compatible*.

Old Drinking Buddy (+100 CP)
You have this friend, you see. He or she means well, but whenever they get involved, things always seem to get complicated for you. You'll go out drinking, and wake up having broken into the local mayor's house and set fire to their bed. They'll stop by for a visit, and next thing you know, you are running from the local constable after scrawling rude graffiti on their barracks. And you can never actually bring yourself to end your friendship or turn them away.

New Fangled Technology (+100 CP)
Back in the day, people did use fancy things like magic lights or airships or indoor plumbing, and you think that is the right and proper way of things. You don't trust technology or new things, and will do your best to live in the past and avoid advancements and modernity. *Companion Compatible*.

Suspicious Strangers (+100 CP)
Donkeys are a bunch of explosion obsessed weirdos, crows will peck your eyes out as soon as they greet you, zebras will give you diseases so they can steal your corpse, and rhinos will all commit suicide and take you with them if their emperor commands it. These are examples of the sort of things you believe, because you are kind of totally racist. You will believe all sorts of unflattering and insulting stereotypes about those who are a different species than you, and many racist things about your own species as well. *Companion Compatible*.

Exotic Malady (+200 CP)
You have been afflicted with some magical illness or curse, which resists all forms of treatment. This ailment will not actually kill you, but it can and will make your time here extremely unpleasant. *Companion Compatible*.

Life In Exile (+200 CP)
Something happened in your past, leading you to be banished from your home nation or the company of your species. They will not necessarily pursue you now that you have left, but you will not be permitted back into their lands or holdings on pain of death. *Companion Compatible*.

Secondclass (+200 CP)
You are part of the underclass wherever you are. This could be due to your species, or perhaps due to your family background or chosen profession, or maybe just due to plain bad luck. Whatever the case may be, you will start out impoverished and spat upon by basically all of society, and any attempts to climb out of this predicament will go nowhere. Even moving far away will just result in you ending up in the underclass in your new location. *Companion Compatible*.

Unfair Typecasting (+200 CP)
Those around you will believe all sorts of nasty stereotypes about you. These can be stereotypes about anything from your species to your pelt color to your date of birth, and there will be just enough misunderstandings and mishaps and other events that align with their beliefs to "justify" these stereotypes in the minds of those who believe them about you. *Companion Compatible*.

Enemy Of The State (+200 CP)
Some nation sees you as an enemy to be hunted down. This could be for valid reasons from your backstory, prophecies about what you might do in the future, or entirely bogus and made-up reasons that you are nonetheless unable to clear up or get negated. This drawback can be taken up to three times, gaining the enmity of a new nation each time, and if taken multiple times, the enemy states will all be willing to work together to try and capture or kill you. *Companion Compatible*.

Call Of The Sea (+200 CP)
The Black Ocean is a chaotic unknown, which few are willing to travel to and which only two have ever emerged from. However, you feel a strong compulsion to sail out towards the Black Ocean. Perhaps you could survive such a journey, but is it worth it to give in to this terrible risk?

Nightmare Within (+300 CP, +0 CP if taken to gain a discount on Alicorn Perk)
Just as each alicorn has an inner voice, which pushes them to cause destruction and fall into madness, so do you possess such an inner voice. The whispers from this voice are constant, always seeking to erode your judgment and get you to give in to your most base desires. You must resist this, however, because if you fall and are within the thrall of this inner voice at the end of this Jump, you lose everything you've gained here, and be sent along to your next Jump empty handed. Given that this comes from within, Perks that bolster your mind or willpower will also strengthen this voice, negating their ability to aid you in resisting it.

Discordian Curse (+300 CP)
Whether or not this Drawback actually came about due to a curse from the chaos demon himself or not, Discord would certainly approve of it. You will find yourself randomly shifting shape throughout this Jump, turning into random animals, other species, or inanimate objects, or some amalgamated combination of all of the above, and any time you use magic or have magic used around you, there is a strong chance for some random chaotic effect to be added to that casting. *Companion Compatible*.

Enemy From The Ages (+300 CP)
Some millenia-old being from the most distant past hates you. This could be due to a similarity to an ancestor who thwarted them in the past, or perhaps due to some prophecy that you would prevent their return from succeeding, or maybe they just really don't like the look of your face. Whatever the case, they will be emerging sometime within the first three years of the Jump, having had the millenia-long exile or imprisonment or banishment or slumber or whatever to plot and plan how they will destroy you. You will need to find some way to render them not a threat before this Jump is over, or you will lose what you have gained here, and be sent to your next Jump with nothing to show for it.

Missing A Crucial Element (+300 CP)
Cannot be taken with Shift The Timeline. At some point in the thousand years since she banished her sister, Celestia lost the Elements of Harmony, and they vanished completely from the face of the planet. Which means that the world will now have to face the many upcoming threats without the aid of the rainbow deus ex machinas. And you, in particular, need to make sure that the various threats are either resolved or prevented to the same degree as occurred in the canon timeline, or your Jump will end with you losing whatever you have gained here, and moving on to your next Jump empty-handed.

Winter Comes (+400 CP)
In the vast reaches of the Utmost South, twisted horrors slumbered and are now awakening. Armies of dead things filled with frozen blood, led by strange figures crowned in writhing antlers march northward, ready to trample under the civilized world in ice and madness and death. Their capabilities and the full danger they present is unknown, but you are given a charge: Stop them. Drive them back into their slumber or exterminate them entirely before your time allotted here is over, or you will fail your Chain.

With Burning Horn (+400 CP)
Long has Celestia ruled in Equestria, and long has a secret ember burned within her heart. The secret urge to take up her blade, and force harmony on the disharmonious races beyond Equestria's borders. To force them to align themselves with her vision. And now, Celestia has given in to that desire. She has become a tyrant, marching forth with the forces of Equestria doggedly devoted to her, seeking to tear down all nations and force them to live in peace. Her peace. You must stop her, either by bringing her back from the depths of madness she has allowed herself to fall into, or via a more permanent solution. No other force on the planet can stand up to her and end her madness, and it must be stopped before your time here is up, or you will fail your Chain.

Antlertis Rising (+400 CP)
It seems that at least half-a-dozen of the Mage-Lords of Antlertis foresaw the great doom that would sink their nation, and they have prepared a contingency. One which will shortly trigger, causing the towers of these mage-lords to reappear in the modern day. Each one of these Mage-Lords is a master of magic, with enough raw power to challenge an alicorn and come out on top. And sadly, none of those preserved in this way have any regard for life and freedom. They wish only to continue their twisted experiments. The same sort of experiments which broke the world in the past, and mutated so many races. And a most tempting target for all of them is a being marked as being from beyond this world. All of them are aware of your extra-dimensional nature, and will be tracking you down to try and study you. Likely with horrific results for you.

The Final War (+600 CP)
Cannot be taken with Shift the Timeline or With Burning Horn. Your time here does not start with the Summer Sun Celebration. Instead, you will arrive decades in the future, in a most bleak timeline. A great and terrible war was waged, and among the casualties were Celestia, Luna, and all other alicorns. The land is blasted and blighted, the sun and moon no longer move through the sky but instead simply hang in the heavens, coating one half of the world in eternal day, and the other in endless night. Civilization is sparse and scattered, with the few survivors carefully scraping out a meager existence. And now, you must fix it. You will need to bring the world back from the brink. Find a way to restore the motion of the sun and moon. Revitalize the land and clean out the aftereffects of the great war. Gather up the survivors, and help them to reestablish civilization. You cannot move on with your Chain until this great task is complete, but you are permitted to extend your time here by up to a century to see this task completed.

Starfall (+600 CP)
Antlertis was destroyed by something that was drawn here from the depths of the void of space. A great and terrible something that destroyed their entire civilization within the span of a single day, almost shattering the world in the process. And yet, it turns out that this terrible monstrosity was only a precursor. A harbinger. A herald. And following in its trail is a terrible ruin. A twisted mass of eldritch magic and rage and things stranger, which has been hurling its way through the depths of space towards the planet. It will arrive sometime in the seventh or eighth year of your stay here, and if it manages to strike the planet, it will destroy it utterly. You must find a way to stop it, to turn aside the threat or somehow block a power that eclipses that which destroyed Antlertis many times over. Or you will die with the planet, and your Chain will end here.

Notes and Ending

You have made it to the end of your time here. Will you **Stay Here**, **Go Home**, or **Move On**?

Version

Version 1.1 - Made it explicit that Hybridization does not give additional discounts in future Jumps. Adjusted +300 CP “chain fail” Drawbacks to be only “jump fails”. Added note to Nightmare Within drawback. Added Screw Kindness drawback.
Version 1.0 - Created

FAQ

Q. Do I have to purchase ___ to get the powers of my species?
A. No. There are many perks that offer some measure of the racial gifts of various species. You don’t have to belong to that subspecies to take that perk, nor do you have to take the perk to get the racial gift of your background. If you have a racial gift, it is part of the “alt-form” that you get for becoming that species, and you’ll have to be in that form to use that gift. If you took the perk version, you can use it in whatever form you are in. If you have both, then it will generally just mean a slightly more potent version of the gift while you are in that form.