



Welcome to the magical land of Equestria, a land populated by many magical creatures and ruled by Princess Celestia. I am Faust and I will be your guide in this place. Considering some of the events you may go through at times this should be a nice change of pace for you. To start you off I will give you a gift. Be sure not to spend it all in one place now.

+ 1000 CP

Races

Up to 8 companions may either have any pony race, or any race that costs half as much as yours or less.

Ponies: The most common inhabitants of Equestria, they are generally kind, however they are often naive and easily panicked. In the face of danger they band together in Friendship. As one of the only unified groups of races, they are rather influential in the world.



Earth (Free) - Earth Ponies are noted for their physical strength and their connection to the earth itself. They have the most subtle magic, usually derided as non-magical by fools. They more than make up for it in tenacity, strength, and their sheer stubbornness.

Unicorn (Free) - Unicorns are horned ponies known for their knowledge and beauty. They have the most direct magic, in the form of telekinesis which entraps an object in an aura of magic. They can of course use their magic for other things, from teleportation to race changes, but usually anything impressive is left to master mages. Their magic is usually tuned towards whatever their special talent is.

Pegasus (Free) - Winged Ponies that live in the clouds, they are known for their weather control, their flight, and their old military tradition. They are generally fast, agile, and have no fear of heights let alone sudden depths. They have an instinctive understanding of wind currents which comes to great use in their usual duty as Weather Control ponies.

Other Equines: There are many races in Equestria that are somewhat similar to ponies but not close enough to be considered a pony.

Donkey (+100) - Often compared to Earth Ponies, Donkey's are ten times more stubborn and just as persistent. Although they lack the Earth Pony's connection to nature, they're usually as strong.

Zebra (100) - An uncommon sight these days, they come from distant and wild place known as The Savanna. With deep spiritualistic and tribal roots they often take up professions in alchemy for their natural resistance to poisons, allowing them to more safely create potions.

Changeling (100) - A shapeshifting insect like creature that feeds off of love and occasionally other emotions. They can mimic the magic of the Pony races, as their shape shifting makes them versatile in ways that ponies usually are not. Their natural illusion magic even allows them to hide as inanimate objects. Of course, for an additional 200 CP you may be a Queen instead of a normal Changeling, they are notable for their increased size, power, and ability to breed properly.



Non-equines: However despite many races being Equine or otherwise similar to ponies there are many that are not.

Diamond Dogs (100) - Diamond dogs are known for being excellent miners and diggers. However they are not known for their intellect.

Minotaur (100) - Well known for their strength, endurance, and oddly enough vocal skills. They're boisterous and enthusiastic, with a keen business sense.

Gryphon (100) - Known for a strong martial tradition and being ancient rivals to the Pegasi, although their culture has taken a downturn in more recent times falling prey to such vices as gambling and greed. Being more physically capable than Pegasi while having similar magical potential makes them much stronger on their own, although they lack the herd mentality that Ponies have and are generally more individualistic, preventing them from reaching similar heights as ponies.



Mythical: These are rare beings, few and far between. Their appearance is remarkable in and of itself.

Human (+100) - A strange ape like species that doesn't usually exist in Equestria, you will most certainly be unique. Grants no actual benefits due to their lack of inherent magic.

Siren (400) - Ancient part equine part fish creatures known for singing travelers to their graves, and dominating the minds of sailors. Three of their kind were notable for almost conquering Equestria before getting banished to another realm by Starswirl the Bearded. Unlike what you may think, they actually can travel on land by hovering over the ground.

Dragon (400) - Great beasts that can consume anything for food and can grow to great sizes and might through greed and age. Although, there are potentially other ways to grow to such sizes.

Centaur (400) - Raw might and force of will. There has only been one known centaur in the lands of Equestria and he was, by far, one of the most vicious monsters in history. Centaurs have excellent affinity for Dark Magic in addition to their raw physical force, they are virtually ageless.

Alicorn (600) - Less living creatures and more living embodiments of an aspect of the universe. You will, of course, start off as a very minor Alicorn only somewhat more capable than a mundane pony. It will take centuries in order to achieve a level of power similar to Celestia or Luna.



Location



Equestria is a prosperous nation, filled with friendship and love. In three weeks time, the thousandth Summer Sun Celebration will commence, when Twilight Sparkle the personal student to Princess Celestia will arrive in Ponyville to make sure preparations are going as expected. Meanwhile, an ancient prophecy is about to be fulfilled, on the longest day of the thousandth year the stars will aid in the escape of Nightmare Moon, and what do you know? These events happen to coincide.

You find yourself outside of Ponyville at this time, waking up under the lovely shade of a tree. Will you pass this small town by onto other adventures? Or will you stay and perhaps change how events will pass? Of course if you stay out of the adventures of Twilight Sparkle and her soon to be friends fate will take care of any major catastrophe for you. Of course, you could just pay **50 CP** to start someplace other than just outside of Ponyville.

Origins:

Roll 2d8 + 10 for age, your gender remains the same as it was previously. You may spend 50 CP to choose one, or 100 CP to choose both.

Now tell me, what kind of person are you?

Traveler (Free): You have no history in this world and as such you have no memories clogging your mind. Make some friends won't you?



Farmer (Free): You are but a simple farmer trying to make an honest day's work. Or perhaps you are in another relatively mundane profession. Either way you have a large family.



Villain (100): While I may disagree with your questionable actions I'm sure you had the best intentions at heart. Please don't hurt anyone will you?

Noble (100): Among the elite of whatever group you are in. Your heart is strong, whether for good or for ill. Good luck.



Skills and Abilities

It wouldn't be fun if you didn't get anything now would it?

Flash Mob (Free): If you have a problem, or just feel like singing, you can start a song. Not only will you be able to create lyrics on the spot, but everyone around you will too and will act as backup singers and dancers. They won't do anything that would put them in obvious danger, however, and don't expect your enemies to drop what they're doing to join in on a song and dance number, unless their part of the dance is about how they're trying to kick your ass.

Special Talent (Free): You are particularly good at one relatively mundane skill, if you are a Villain or a Noble than you may choose a less common skill such as infiltration or air ship design. Of course, you can only have one Special Talent, otherwise it isn't very special.

Advanced Talent (300, Free Alicorn): Normally a Special Talent while capable would be relatively narrow and limited. Not you though, oh no, you're just like Twilight Sparkle, your talent can be as broad as an entire *category* of skills and abilities rather than just one part of it, and if you're an Alicorn you effectively *embody* such things. Needless to say, this is above and beyond the usual Special Talent.



Giggle at the Ghosty (100, Free Traveler): Even in the most terrifying of situations you can keep your cool, and even laugh in the face of danger. You can even help others to conquer their fears.

Simple Ways (100, Free Farmer): You know what you want and you're not going to be convinced otherwise. You are less likely to be manipulated in any way. You know who you are, and nothing will change it.

Evil Laugh (100, Free Villain): Whether it's actually laughter or not whenever you perform this action of your choosing you come across as incredibly intimidating. As a side benefit this also gives you perfect dramatic timing, so you know just when to punctuate your statements and decrees with this villainous quirk of yours.



Grace and Poise (100, Free Noble): Whenever you walk you have perfect poise, you do not run, you stride beautifully, even when you are covered in mud, beaten, and haven't slept in days you look dignified.

Derpy (100): Whether your eyes are crossed or you have some other odd physical trait, people will find it adorable and you will amass fans everywhere you go. After ten years the disability won't negatively affect you.



Destructive Presence (200): You destroy things without even trying, and sometimes when you're trying not to. This will annoy people but ultimately won't anger them unless the thing you damaged was personally important to them. You will gain significantly better control after ten years.

Friendly (200, Traveler): You have this... 'aura' about you which causes people to relax, people are more liable to like you and you now have an amazing memory for names and people's likes and dislikes. Yes, you can remember literally anyone's names off the top of your head.

Strong Back (200, Farmer): You can hold heavy loads, both literally and metaphorically, you can carry the burden of great duty and will not be intimidated by any task.

Devious (200, Villain): Twists and turns with double backward loops are what your plans look like to others. You can even make people think you are planning something different than you actually are even when you tell them what your plan is.

Strong Heart (200, Noble): Your will is strengthened greatly. But not only that, you can greatly strengthen other people's willpower with your very presence.



Cupcakes! (300): You gain a notable improvement to durability, strength, creating meat based products and sewing. Ponies may look at you oddly on occasion.

Glory (400, Free Alicorn): Your very appearance is magnificent, you emanate an aura of beauty and royalty. You look like a god in mortal form. Your hair flows in an ethereal breeze, your voice is grand and all aura effects you may possess are strengthened significantly.



In Case Of *Blank* Emergency (400, Traveler): Did you just pull a rubber chicken and a potato out of your mane? Oh forget it. You can now pull out minor objects that are useful in the situation you're in out of a convenient place that you haven't observed recently.

Baked Bads (400, Farmer): It seems you got on the bad side of a baked bads incident. However it seems that you were completely unaffected by it and in fact came out better for it. You can even handle toxic poisons as if they were spices.

Just Misunderstood (400, Villain): You sound like a villain, you act like a villain, yet as long as you don't cause anything blatantly evil in front of anybody and have a vaguely possible explanation for your evil deeds even the heroes will spring to your aid to tell others that they should be ashamed of themselves for thinking that way. Notably used by Chrysalis during the invasion of Canterlot.

Love and tolerance (400, Noble): Those acts some villains put up about being misunderstood? Yeah, you can tell if it's true or not. You can tell the difference between someone who can be redeemed and someone who can't, although that's more of a gut instinct than not.

Freaky knowledge (500): Occasionally you gain bursts of insight into all sorts of things from quantum theory to proper stitching. It can be kind of random when it kicks in but usually it activates at least once a month or so. This information is always useful and generally uncommon knowledge most of the time.



soahC (600): This ability grants you the phenomenal power of Chaos Magic. It is incredibly powerful, but it's somewhat intelligent and about as precise as a nuclear bomb. The more you specify what you want the weaker it gets, the most powerful specific effects are on par with cantrips while spontaneous general ideas are more powerful. Ideas that are entertaining to this self aware magic will be more powerful over all. Don't worry, it's not Cthulhu Mythos magic, it will generally stay PG with its effects.

The Sense (600, Traveler): You have an innate feeling for what is about to happen, whether through bodily twitches or simple instinct you get a vague idea about what will happen in the near future.

Apples to the core (600, Farmer): You and your companions are inseparable. Any attempts to turn you against one another will inevitably fail, and if anyone tries to corrupt you they will be able to pull you back through your inseparable bond and vice versa. Even direct mind manipulation will fail against you and your friends. In addition, you gain four extra companion slots, anything in any jump that references 8 companions may now be increased to 12 companions for free.



The Night, Shall Last, FOREVER! (600, Villain): Dark magic, from Necromancy to Blood magic, you not only have experience in these arts but are also naturally attuned to these abilities. Not only allowing you to more quickly study them but also granting you a higher limit before you start getting diminishing returns from your efforts. Additionally you may now act in an incredibly over the top and hammy manner, like a 'true' villain. After all the difference between a villain and a super villain is all in the presentation.



Harmony (600, Noble): Your soul is now bound to the world and fate itself. You will be able to feel the ebbs and flows of destiny allowing you to read what may or may not occur in the future. With effort you will learn how to nudge destiny and fate in the direction you prefer, but be careful, for fate is strange and often times does things unpredicted. The world itself will also speak to you without language and treat you as a close friend, it will help you when it can. Most worlds will only be able to help you in minor and subtle ways such as calmer weather and guiding you to sources of food and water or even warning you of coming danger.



Equipment

Bits (50, 2 Free for Noble): Each Purchase gives you three hundred gold bits. Enough to last a few weeks easily.

Apple Family Cider Recipe (50): The recipe for the Apple family's Apple Cider, one of the best ciders available. Yes it is alcoholic, I'm not sure why you would think it wouldn't be. For an extra 50 CP you will get a keg that automatically refills itself.



Zap Apple Seeds (100): A small bag of rare Zap Apple seeds. When planted they will spontaneously grow into a full fledged tree in one day and bear fruit. Once the fruit ripens it must be harvested quickly or else they will vanish. Zap Apples are one of the most delicious fruit in Equestria. Taking this with "Apple Family Cider Recipe" will give you the recipe for Zap Apple Jam, you will also get a Jar of Zap Apple Jam that refills itself once a month if taken with the upgraded version of the "Apple Family Cider Recipe".



Party Cannon (100, Free Traveler): Whether used as a non lethal weapon or to set up a party quickly the Party Cannon is the go to choice for mares and stallions everywhere. You can pull this out at any time really, doesn't matter where you are. You may upgrade it to a Party Howitzer for an extra 100 CP (Discounted, Travelers) to really get this party started!



Bag of Holding (100, Free Farmer): This bag, whether in the form of a Saddle Bag or a regular bag, can hold as much as you want to put into it and reduces the weight by 25%. However, the last thing you placed into it will be the first thing you pull out.

Black Crystal (100, Free Villain): An excellent storage device for dark magical energies, starts out about the size of a baby's tooth, but grows whenever you put dark energy into it and shrinks when you remove it.

Pendent (100, Free Noble): Doesn't have to be an actual pendant. Whatever this object is it gives you the confidence and strength needed to go on in times of need. It is completely mundane however.

Story Book (100): This story book contains all kinds of ancient legends and old mares tales. In every world you enter it will always have the local myths well at hand, perhaps even ones that are more accurate than what is usually available.

Alligator Egg (200, Traveler): This egg will hatch a rare breed of alligator called "The Iron Hide Gator", as in its name its hide is known for being incredibly hard. It will be incredibly loyal to you, if a bit lethargic at times, and can breed with mundane alligator's. Resurrects as a companion, but doesn't count as one.

Lucky Hat (200, Farmer): A rather mundane appearing hat that inexplicably gives you some luck in business ventures. If it is lost it will always return to you within a couple of days floating on the breeze.

Shadow Tome (200, Villain): A small book containing great amounts of magical knowledge, evil knowledge. From the basics of Necromancy and blood magic to far worse subjects. It's more of an experimentation guide really, teaching you how to experiment on others to learn more of these dark arts. Rather effective, if dirty.

Royal Guard Armor (200, Noble): Royal Guard Armor is one of the best sets of armor available, heavily enchanted and made from a gold-mithril alloy that holds onto enchantments incredibly well. Its basic enchantments repel the weather and grant protection from various sources of harm. It is a bit on the heavy side but it is a fair trade for over all defensive ability.

Messenger's Cap (200): Messengers often need to go through difficult, rugged, and often times dangerous terrain in Equestria to deliver the mail. While they sometimes have trouble, they do manage to find their way across nations in relatively short periods of time. And with this item, so will you. You'll be undeterred by environmental hazards while wearing this hat.

Herbalists Kit (300): Magically collects nearby herbs and spices and stores them in a magical freshness ensuring stasis inside itself while sorting and naming them. It also includes a small instruction booklet that teaches basic herbalism. The names of the herbs and spices it collects are stored in the book.

Gem Collection (400, Traveler): A large collection of rare gems, often sought out for their value in enchantment and magical devices. Unlike more common gems that can be found almost everywhere, this collection is far more valuable. Nothing you would find being worn on clothing except by the super wealthy and royalty.

Alchemical Tome (400, Farmer): A large book containing hundreds upon hundreds of recipes for magical poultices and potions and it even guides you on how to make your own potions. If purchased multiple times you will have books with rarer and more unique recipes until the fourth purchase which contains a book with merely five recipes, all of them truly legendary in potency.

Alicorn Amulet (400, Villain): This magical amulet was created from the horns of a hundred Unicorns and is shaped like a stylized Alicorn, it greatly increases your potential and ability to use magic while simultaneously corrupting you whenever you use it. It is a horrifically evil thing that erodes your morality and sanity as you use it. Although those with particularly strong hearts and wills will endure.

Crystal Seed (400, Noble): A small seed in the form of a diamond, when planted it will quickly sprout and grow into a large crystalline tree castle on the spot. You must leave it behind however when you leave this world, you do however get a new seed in your warehouse.

Crystal Heart (600, Alicorn): This large heart shaped crystal is capable of storing an entire city's worth of emotional energy. You can utilize that energy for various purposes depending on the emotions used to power it.



Drawbacks

You may take up to 600 CP worth of Drawbacks unless to take the TCB Drawback at which point the maximum goes up to 800 CP.



Fandub +0: Why do all of the Mares sound like Stallions? Why do all the Stallions sound like Mares? How odd that the only species it doesn't effect seems to be dragons. This affects you too by the way.

Young +100: You are far younger than usual, you'll not be taken nearly as seriously. Either reduce your age to 10 or divide it in half, whichever makes you younger.

Rude +100: You are rough around the edges to say the least.

Thin Coat +100: You often have problems staying warm, even in relatively warm weather you will be wearing a light coat.

Bald +200 (Cannot be taken by Humans, Dragons, or Changelings): You have no fur. You can imagine why this would be bad.

"Odd" +200: You are suspicious, your outsider nature can be felt and you get all the wrong kinds of attention.

Poison Joked +200: Why did you drink concentrated Poison Joke? Whatever the side effect is it's going to be tailored to you and embarrassing. It will be particularly difficult to remove.



Alone +300: It will be very difficult to make friends for you, people will generally ignore you and often times go out of their way avoid you.

Evil Enchantress +300: For some reason you cannot shake off your reputation of being some form of Evil Enchantress, people will hide in their homes and board up their windows when you go into town at best.



Cruelty +300: You enjoy causing pain and suffering, you hate friendship, and you want nothing more than to cause horrible destruction in your wake. At least your actions still fall under what would be seen in a children's television show.

The Friendship Express +300: You're now bound by fiat to be involved in the main plot of the series. You know the one, that plot that was balanced on the edge of a knife all the time? The one where the slightest thing going wrong would spell doom for the whole world? I hope you're ready for this. Perks or powers that would force the plot or narrative of the world to go according to canon don't work with this drawback in effect, you'll have to work for your happy ending.





Allergic to Friendship +600: You are now allergic to friendship and other forms of affection. Potentially lethally so. Small doses will give you hives even from a distance, pray you don't ever meet the Mane Six because then you're probably going to spontaneously combust. Companions are heavily exempt from this, but you will still feel uncomfortable around them.

TCB +600: Welcome to the Conversion Bureau Universe. Thankfully you get to choose which version, I'm not that cruel, but it must at least be remotely challenging, the "Not Alone" series is the minimal requirement due to how Humanity actually succeeds on their own. The maximum amount of CP you may now receive from drawbacks is increased to 800.

At the End

Leaving already? It seemed like yesterday when you first came here. It will be sad to see you go.

Farewell: You decide to finally go home.

I'm staying: This place has grown on you and as such you decide to stay in Equestria.

Maybe we'll meet again someday: You decide to move on to another jump. If you should ever return than Faust will personally welcome you back.

Notes

Being a Crystal Pony is an option for any pony race. Being a "Thestral" (IE: A Bat Pony) Is optional for Pegasi.

"Cupcakes!" does not let you eat meat, as herbivores can already eat, process, and even live off of meat.

Joining The Conversion Bureau in it's relevant drawback is a bad idea. I wouldn't do it if I were you. If you do, go to the next page.

If you can't figure out how something works, try to rationally deduce what it means.

Equestria is a world where the Sun and Moon aren't actual objects in the sky, and more representations of Day and Night. In a much more literal sense than with Celestia and Luna. Meaning that "Raising and Lowering the Sun and Moon" while still impressive has nothing to do with moving a Celestial body millions of times the size of an actual planet. Of course, if they're both up at once that means that half the sky is night, and the other is day.

Fanart Credits -

<http://equestria-prevails.deviantart.com/art/North-Griffonia-341289511>

<http://tsaoshin.deviantart.com/art/Celestia-and-Luna-470488685>

<http://europamaxima.deviantart.com/art/Lauren-Faust-the-empress-314826108>

And art credit to Rainbow Dash Presents.



Oh dear... You took the TCB Drawback and sided with the genocidal ponies didn't you? Why would you do this, you've broken my heart. I, I cannot allow this to continue. We will fight, just me and you. You shall face the full wrath and power of the Greatest of Alicorns. If I should succeed then you will die, no returning home, no moving on to the next jump.

Your very soul will be destroyed forever more. If you succeed however, than there will be nothing stopping the corrupted genocidal *freaks* from following you and conquering more worlds in their horrific campaign. I can not allow myself to fail.