

Erotic Equestria

The Jump
v0.5

by Dr. Squid

Ah, Equestria! Land of peace, harmony, adventure and... horse dicks and in-heat mares? What the- oh. It seems we've taken a small turn from the normal Equestria into a variation that prioritizes the more 'intimate' aspects of friendship. Regardless, there are many interesting adventures to be had in this world, a bit more lewd though they may be. Your stay here will begin just a day before Celestia's student, Twilight Sparkle, is sent to the small town of Ponyville to help organize the Summer Sun Celebration. The poor, pent-up bookworm will hardly be prepared for a demigoddess with a millennium of unfulfilled desires, but that's hardly *your* problem, now is it?

Take **1000 Choice Points** to fund your adventures.

Starting Location

Choose freely of the locations below, or gain **+100 CP** for rolling randomly using a 1d9. The only limit is that it must have been a setting notably involved in whichever media you are using with this jump. No making entirely new countries where your word is law.

Ponyville

A small, quiet town that will soon be destined for adventure with the arrival of Celestia's student, Twilight Sparkle. The locals are quite welcoming and friendly, and certainly would *love* to deepen your relationship with the town.

Manhattan

The Big Apple itself. Or Orange, as the case may be with Applejack's relatives here. Manhattan is one of the largest and most bustling metropoli of Equestrian civilization, on the bleeding edge of trends new and old. They say the locals have seen everything, but I'm sure you could still pull out some surprises.

Canterlot

The glittering capital of Equestria, and the home to its Royal Family. The nobles here tend to enjoy the most scrumptious delicacies and delights to be found in their homeland, and are often on the search for more. Perhaps you have such thrilling sights to show them?

Appleloosa

A frontier town to the West, this small burg is fast and loose with the law, and has been recently prone to tensions between the native Buffalo herd and the pony settlers. Expect there to be farmer's daughters in need of a bit of fun and play to liven up the boring farm life. Mind the chafing, however.

Crystal Empire

This land to the North is the home of the glittering and beautiful Crystal Ponies. Long life under King Sombra's dark rule before being sealed away for a thousand years has made them quite... pliable. Soon the rule of Cadance and Shining Armor will help them to recover into a healthy growing society. Or perhaps you have other plans for them? The Crystal Ponies are extremely experienced under a boot heel, and perhaps your boots need shining?

Storm Lands

Lands belonging to the fearsome Storm King beyond the borders of Equestria. A truly dangerous place to be, what with his dreams of conquering Equestria for his own using the power of the four alicorn Princesses. Doubtless he will be an enemy for you, either a rival for your burgeoning conquest, or a threat to the peace you so deserve.

Dragon Lands

The lands of the dragons are harsh, mountainous, and full of *lots* of fire. Expect constant sweat if you have no resistance to heat, and *very* light clothes are recommended. For those of you with scales, make sure to flex to assert your dominance.

Griffonstone

The now-impooverished home of the griffons, Griffonstone was only unified by the Idol of King Boreas, now lost to time. It is now one of the foremost hubs for prostitution on this world, as griffons don't do anything without a bit of self-interest. Perhaps you can change that? The potential is there.

Changeling Wastes

The changeling kingdoms exist outside the borders of known Equestria, vast spires of chitin rise up from a forested area, with lots of love goo around for nourishment for changelings. Better have a good explanation for the locals if you aren't one.

Age and Gender

Your age may be whatever you choose, but at least *try* to pick something decent, hm? You might find very few ponies interested in a toddler or an old fogey. By default your gender is whatever you were previously, but you may freely change it to your liking, no matter what your liking may be!

Origins

Each origin below may be treated as a drop-in with no new memories if you wish, Outsider is just the designated drop-in perkline.

Outsider (Drop-In) [Free]

A wanderer, are you? You come into this world with nothing more than what you bring with you and what you purchase here. No new memories but the ones you will be making for yourself. Naturally, the locals may find you exotic and strange, so expect to be a subject of ~~sexual~~ interest.

Powerful [Free]

Just as the Princesses (literally) stand above the ponies of Equestria, you stand above your peers. Your glamorous appearance is a lovely inspiration to those who know you, and your advice is often heeded as wise. Ponies respect you like royalty, because you might as well be.

Lowly Citizen [Free]

For those who wish to simply live their lives peacefully, this origin is offered. Your background is of a simple citizen, such as a baker or mail-mare. The ponies of this land live together in harmony, with each one's special talent helping them happily contribute to society. It might be simple work, but it's honest, and you can certainly find those who are grateful for your presence.

Conqueror [Free]

Or perhaps you come here with plans of your own for the natives? Those who seek to overthrow the current harmonious order, who seek to impress their will upon the ponies of Equestria, and those who wish to claw their way above others will find this background most fitting.

Race

Human [+100 CP]

A race that should be quite familiar to you, these primates are practically unheard of in Equestria. While humans may lack many of the magical talents that the natives of this world rely on, they are quick to innovate, and *incredibly* skilled with their fingers.

As humans lack an innate magic of their own, take **100 CP** to help you start your life here.

Earth Pony [Free]

What some might call the 'normal' option, earth ponies are hardworking, determined, and have stamina for *days*. They just keep going, and going, and *going*, and- you get the picture.

Pegasus [Free]

Much like a standard pony, but with *wings* and weather magic! These ponies are responsible for organizing the weather in Equestria, and have a rich military history. Nowadays, pegasi maintain their competitive past with vigorous athleticism, showing off toned bodies and explosive musculature in athletic competitions all over Equestria.

Unicorn [Free]

The noble unicorn expresses her magic the most clearly of any of the three tribes of ponies in Equestria. A unicorn may use their horn to cast magic in the form of spells with varied effects. Teleportation, blasts of ~~low~~ energy, or summoning up a startling variety of constructs are all possible to these spellcasters.

Dragon [Free]

The embodiment of strength and greed, a dragon's growth is tied to their desire for more, more, *more!* You start as a relatively young dragon, scarcely bigger than a pony, but have the potential to grow tremendously depending on how much you let your desires loose on the world.

Changeling [+100 CP/Free]

The shapeshifting and seductive invaders to this land, changelings are possessed of both insectile wings and horns of their own. Their native magic expresses itself through the ability to mimic the appearance, and some minor abilities of others. They feed on the emotion of love that ponies produce, which can be draining to the ponies affected. Although perhaps you have a different idea of how to get the love you hunger for? As the changelings of Chrysalis are unwelcome in this land, you may take an additional **100 CP**.

Alternately, you have managed to evolve beyond Chrysalis's influence, having a softer, kinder appearance and you are much more able to share love rather than taking it. This option forfeits the extra CP above, but is much more able to coexist with the ponies of Equestria.

Zebra [Free]

The striped and mysterious zebras have a culture entirely distinct from the history of Equestria. Despite being the only race besides ponies to have cutie marks of their own on their lovely hindquarters, zebras aren't ponies at all. They find their natural magic is expressed via alchemical concoctions capable of transformative effects or powerful medicines. Of course, in this world those concoctions may have some *side effects* for you to enjoy inflicting on your patients. Perhaps a beauty potion makes an early heat come around. Or maybe that clear mind elixir makes a pony more... suggestable?

Perks

Origins and races get their 100cp perks for free and the rest are discounted by 50%.

General [Undiscounted]

Preposterous Pony Plots [Free]

Is this some strange effect of the local magic? Bodies beyond the 'norm' of the multiverse can be found here, they may even be common should you wish it. Breasts that could hold buckets of milk, a set of *proper* broodmother's hips, a cock that could be better found on a mammoth, or perhaps other adjustments can be made to your liking?

Additionally, venereal disease is entirely unheard of, and bodies are far more accommodating than mere physical law should allow. Assets that should break spines or empty the rest of the body of blood to swell up are instead comfortable and fully functional. Unwanted pregnancies which you are involved in are a no-no, seeming just as impossible as the fertile figures around here would be anywhere else. Unless you happen to want some new brats around, in which case it's a free game.

Naturally, this perk is in its fullest effect for you, allowing for hyper-hung or extremely-endowed figures that you may take to adjust yourself and your companions to fit with the setting.

Anthropomorphism Dial [Free/100 CP]

Not into the quadrupedal sort? This perk allows you to designate any number of sentient races in a world and adjust them to be closer to your ideal silhouette. Want ponies to instead be closer to a humanoid figure? Or almost entirely human, save for the horn or wings? Make underwater sirens look like a reverse mermaid?

This perk is **free** for the duration of this jump, but costs **100 CP** to take forward on your chain. You may preview and customize the effect to your liking prior to application. It applies upon your entry into a jump, either shifting things retroactively or from the instance of your entry. To those affected, they are still the same as they always were, recognizing other ponies or griffons as members of the appropriate tribe/race in spite of any otherwise identical characteristics granted from this perk.

Herd Mentality [Free/200 CP]

Did you know that oftentimes in versions of this world, the mares far outnumber the stallions in population? Stallions are a rarer breed in Equestria, and are often the ones being pursued rather than doing the pursuing. Because of this, multiple partners to one spouse is a common enough event, and ponies' natural cooperative nature shines through here as well.

To put it simply, any partners you may have will find no issue with you taking other partners, so long as they aren't neglected or abandoned by you. You receive this benefit for free, but for **200 CP** you may also adjust population metrics and ensuing gender roles in future worlds you may journey to upon your entry.

No More Horse Puns! [Free]

Do you like this world, but cannot stand the way its residents shoehorn horse puns into every sentence? Not a problem! This free perception filter will allow you to enjoy this world without ever having to subject yourself to the locals' pun-obsessed dialect - you'll hear it as regular English, and when you speak regular English to them, they'll hear whatever stupid pun they were expecting to hear. This will follow to any other world where themed puns are an expected part of the dialect - never again feel the temptation to speak the Deplorable Word just to escape the constant onslaught of puns!

Big (Horse)Dick Energy [400 CP]

Capstone Booster

Ah? Jumper, are you... glowing? You seem to have taken *quite well* to the magic of this version of Equestria, practically radiating the stuff. It has changed you, and for the better, I'd say.

Your vitality is immense, your once mortal lifespan now passing in centuries and millennia instead of years. Were you something like a human, with a bit of study you would be able to tap this magic as the natives of Equestria do to perform magic like a skilled unicorn. Were you already talented with magic, your sheer power would put you as a peer to Twilight Sparkle herself. This energy empowers other racial magics to a similar level, making you a prodigy of your people's talents. You are just a step beyond your people's peak, an exemplar of what your race could grow to become in time.

Of course, this vigor is not completely limited to magic alone. Your endurance and stamina would be enough to exhaust even a team of earth pony farmworkers, and your sexual prowess would sate an entire hive of changelings for weeks at a time. Your body boasts heightened attributes akin to those of the two princesses, your striking appearance being unforgettable and desirable to all you meet.

This magic also enhances the various capstones you may purchase here, unlocking powerful new uses for your newfound magic power to express itself through.

Racial Perks

Multiple

Cutie Mark [Free and Exclusive Ponies]

A special talent that defines who you are, and the goal of colts and fillies all throughout adolescence, the Cutie Mark is a symbol that you have achieved that milestone of self-discovery. Now, so have you. Pick a talent, and in that talent you find yourself among the most skilled of mundane ponies. From dressmaking to party-throwing to magic itself, this talent can be nearly anything, so long as you recognize this is *skill* not power. An Earth Pony with a Cutie Mark in magic might exist, but would have a heck of a time actually *practicing* that talent, being unable to actually cast anything, but still able to understand the mechanics of spellcasting better than any other Earth Pony could hope to.

Human

Magic Fingers [Free and Exclusive Human]

Although the locals might have ways around it, opposable thumbs just have advantages that these cute ponies find hard to match. Humans learned this lesson well in their history, their skill with their hands being one of the key factors of their rise to apex predator status. You share this mastery of skill with your hands, giving completely divine massages, headpats, or scratches. Your skill is far in excess of even a masterful pony masseuse, and could prove addictingly pleasurable to your clients.

Animal Husbandry [200 CP, Discounted Human]

If there is one thing that set humanity apart from simple monkeys, it was the domestication of animals such as chickens, cattle, and even horses. It appears that you have some form of irresistible animal magnetism that echoes this fact, as your humanity is a thing of immense interest to other species. A pony might crave your attention from your first meeting, while a dragon might see you as a prized treasure in their hoard. This effect is magnified if you attempt to establish some form of dominance over your newfound pets, they just can't help but follow your will. Over time, even the most independent of ponies could be broken in to serve as your personal pony-ride plaything.

Earth Pony

Plowing the Farm [100 CP, Free Earth Pony]

The earth ponies might not display such outward signs of magic as unicorns or pegasi, but they make up for it with sheer strength and stamina. You gain a physique that would put you as a peer to Big Macintosh of the Apple family, capable of tearing trees up by the root or dragging an entire house behind you. You could plow the fields all day without getting tired, and of course the muscle you gain is quite the charm point.

Green Hoof [200 CP, Discounted Earth Pony]

Earth ponies aren't just strong, they have quite the gift when it comes to plants and trees of all kinds. You are an amazing caregiver, capable of nurturing even the most demanding plants from seed to harvest in record time. This caring nature extends beyond just plants, helping your child-rearing skills and giving you the aura of a caring guardian.

Pegasus

Acrobat of the Air [100 CP, Free Pegasus]

Unicorns may have the advantages of magic like telekinesis or teleportation, but nothing can beat the gracefulness of a pegasus in flight. Your control and skill in the air is a thing to behold, giving you skill equal to any of the famed Wonderbolts or Rainbow Dash herself in the air. If you aren't able to fly, your acrobatics skill is similarly boosted, giving you all the parkour skills necessary to take to the air without wings.

Adrenaline Fiend [200 CP, Discount Pegasus]

Much like Rainbow Dash, you live for thrills. And who wouldn't? Trying new sports, winning races, setting a new personal best for partners satisfied? You just can't stop winning. Your excitement and competitor's spirit are quite infectious, pulling others into trying new and impressive stunts to surpass their previous limits. You and your partners will certainly have so much fun with your contests. Do let me know who comes out on top, hm?

Unicorn

Unicorn Magic [Free and exclusive to Unicorns and Changelings]

When one thinks of the wizardly arts, this land cannot help but compare to the unicorns. As a horned caster yourself, you have a basic proficiency with the spellcraft of this world, such as telekinesis. With a bit of practice, you might be able to figure out how to cast other spells, but remember to study *hard*.

Understudy [200 CP, Discounted Unicorn]

And study hard you shall. Much like Celestia's favorite pupil, you have an excellent head on your shoulders. You soak up just about anything that can be taught, with even greater effect when you have a teacher. Of course, the closer your teacher and you are, the easier this sharing becomes. A stranger serving as your substitute might think you particularly bright, but a prized personal teacher would think you were the smartest pony in generations. Just try to avoid being called a teacher's pet.

Dragon

Heat of Passion [Free and Exclusive Dragon]

The dragonfolk are strong and passionate people, a strength and passion that finds itself embodied in your flesh. Your muscles are iron, your endurance heroic, and your breath gains more than just normal flame. At your discretion, your breath can act as a potent aphrodisiac, sending whichever creature it hits into a slowly escalating heat. Won't they be lucky that you're there to help cool them off?

Lord of the Hoard [200 CP, Discounted Dragon]

Dragons are creatures of vice, their greed being the strongest means they have of gaining strength and respect among their people. Your hoard is a bit more... ephemeral than simple gems and gold. Mates. The more mates you have, the more you take, the stronger you become, like a gravitational singularity of lust.

Changeling

Master of Disguise [100 CP, Free Changeling]

“Shoot them, Jumper! They’re the fake here!” A surprising cliché, but one that seems to work in your favor now. Your skills at disguise and imitation are good enough to fool even the longest and closest of friendships. Even somepony’s sibling might be unable to tell the difference between you and the pony you are imitating. Naturally, with the ability to take someone’s form, you excel at taking the other things in their life for your own. Let somepony else put in the work of romancing a lovely mare, she won’t be able to tell when you tag in for your turn in the bedroom.

Carapaced Cutie [200 CP, Discount Changeling]

Or perhaps you want to be loved for who you *really* are? Unlike the other changelings in this land, your earnest attempts to earn affection find root more easily the more honest you are to your partners and yourself. Love directed at *you* is far more tasty and filling than stolen love, a tiny amount being enough to fill you up for days. Holding hooves and gently cuddling with the lights off could give you enough energy to sling spells like a unicorn for days, and with no negative effect to your partners. In fact, their love seems to also nourish *them*, with their strength and powers recovering at lightning pace with your tender care. You and yours are just so sweet you might even give Pinkie Pie cavities!

Zebra

Striped [100 CP, Free Zebra]

You find that when placed in direct competition against someone different from you, be it race, gender, pony tribe, or similar, your abilities are boosted by the contest. This will make sure you can always show off your best side, and naturally your prowess will prove that you're just *better* than your opponent. This is, however, limited to things you can actually *do*. You won't be winning a flying contest if you don't have wings, but figure out some way to fly and that pegasus doesn't stand a chance against you. This is also not an absolute victory giver, merely a leg up against your competitors.

Bubbling Brews [200 CP, Discount Zebra]

Much like a certain rhyming zebra in the Everfree, you have learned to capitalize on this particularly underutilized branch of magic. Unlike a unicorn, who would use their will and energy to make the magic happen, you are a master at the interactions between the herbs and chemicals known to most as alchemy. Potions that let someone adjust their body to be more pleasant, or a bit of aphrodisiac to get the mood set are simple uses, but you can discover many more with study and experimentation. I'm sure you can find a partner who would love to be your pig. Guinea pig, I mean.

Outsider

Strikingly Unusual [100 CP | Free for Outsider]

You look a bit... odd, Jumper. Not that that's a bad thing. In fact, it only serves to make you far more interesting to the ponies around here. Your appearance is distinctly different from the normal locals, from being a suave chimera like Discord to a friendly-looking human, and this makes you stand out. People are much more willing to accept that you are attractive in *your* way, so go wild with changing your looks.

Foreign Food [200 CP | Discounted for Outsider]

Ooh, spicy! But not too much to swallow. The people here are kind, and will be entirely understanding of your attempts to fit in maybe being a little... off? So long as it isn't doing any harm, you can explain away any odd treatment of people as being a practice from your faraway homeland. Greet someone with a french kiss? They'll laugh it off. Spank someone as a request for their attention? Well, it certainly *works*. Motorboat the princess as a sign of respect? Everypony likes a compliment.

Bear in mind, this only applies to things that *you* do. Your behaviors will be laughed off, but don't expect anypony else to pick up your homeland's behaviors without some good convincing.

Screwball's Spirals [400 CP | Discounted for Outsider]

What lovely eyes. At your will, you can mimic a certain someone's hypnotic trick to twist and change a pony to be a bit more to your liking. Change a group of friends into the bitterest enemies. Plant a new fetish in their heads, or make them unsatisfiable by all but you. The mind is a canvas, so here's a paintbrush.

Pinkie Sense [600 CP | Discounted for Outsider]

You seem to have something in common with the bundle of energy and excitement that is Pinkie Pie. Your body is strangely precognitive, with a variety of sensations cropping up in response to oncoming events. This is especially true when it comes to events of a more salacious nature. You might notice a disguised changeling by the fact that you taste lemonade rather than cranberry juice when you eat her out, or your hairline tingles when someone is thinking about you while masturbating. This ability will take some experience to figure out, but is difficult to fool since so few have it.

+ [Capstone Boosted] Touch of Chaos

It appears you're even stranger to this world than I thought, Jumper. You bear a spark of the chaotic magic of Discord, letting you bend and twist reality around you like delicious taffy. While weaker than the Spirit of Chaos, you can learn to distort, twist, and change things around you to your liking. Getting head from a nice gal who could use a bit more up top? A snap of your fingers and she now outmatches even the most monstrously maternal mare. This magic follows few rules but the ones you might make it follow on a whim.

It must be noted, however, that this magic is of Chaos, and is therefore not *quite* so good at stable effects or patterns. It works best when you use it to make some new and imaginative effect, not repeating the same spellwork over and over. It

also is still *magic*, and so an anti-magic field or someone that could steal your magic from you would still be notable threats.

At your discretion, you may use your magic to assume the form of a young Draconequus. Discord may be very surprised to see you, but imagine what fun you could get up to together!

Powerful

Gemstone Glamor [100 CP | Free for Powerful]

Much like a certain fashionista, you are abundantly beautiful. Your fur, should you have it, is always well groomed and shining, and your mane (or equivalent) never seems out of place. And just one look at the gemlike eyes you have could captivate even the wealthiest dragon with sheer pretty. Of course, they'd be willing to do a lot to get on your good side.

Questing Knight [200 CP | Discounted for Powerful]

It seems that titles and you share a special magnetism, with all your efforts to prove yourself to both nobility and the masses being magnified. Save a girl from a mugger? Turns out she was a local celebrity and wants to give you a special tour of her set in gratitude. Save the queen of a small country? She'll make you a knight. One could easily get quite a bit of influence with this perk.

Queen and Country [400 CP | Discounted for Powerful]

It seems your power has a draw all its own, Jumper. Those people who might count as 'beneath you' have strong desires to make that doubly true. For those you have influence over, the stronger your station compared to theirs, the more they would absolutely *adore* servicing you.

Magic Sparkle [600 CP | Discounted for Powerful]

Twilight Sparkle, the student of Celestia, is perhaps the most gifted unicorn known to ponykind. It seems she now has a peer in you. Your skill at spellcasting is awe-inspiring, devising new spells in days that would take even educated unicorns weeks or months of testing to develop. Your control of your magic is similarly boosted, not a drop of wasted energy or unintended effect. A spell intended to stir interest from a single pony would affect *only* that pony, no crazed mobs of fans growing out of your control.

+ [Capstone Boosted] Royalty

My sincere apologies, your majesty! I had been addressing you as if you were a common pony this entire time. You stand equal to Twilight after her ascension into an alicorn, with magic to spare and the benefits of all three pony tribes. Or, if you were not a pony, a similar ascension occurred for you. If you were a dragon you now stand as a paragon of your kind, with scales harder than steel and breath that could turn a forest to ash. A changeling would see their shape shifting become flawless, and their ability to inspire love and lust peerless.

Members of your species almost instinctively defer to you, seeing you as the ideal representative and ruler of your species. Be careful with how you word things, lest overeager servants throw themselves into your will like a fanatic to impress you. Legions of your people will be throwing themselves at your feet just to see you smile.

Lowly Citizen

Adorable Side-Eye [100 CP | Free for Lowly Citizen]

Quirky, but cute. At least, that's what everyone tells you. No matter how clumsy or unlucky you might be in your job, hobbies, or friendships, people just seem to give you a pass for your failings. Whether it be your charming demeanor or having the softest, most huggable body imaginable, you are the absolute peak of physical and psychological cuteness.

Cutest of Cutie Marks [200 CP | Discounted for Lowly Citizen]

Cutie marks are a fact of life among these ponies, a butt-tattoo that appears once one has discovered what they love doing the most in this world. Yours, however, reaches more than skin-deep, giving you an immense talent in whatever your cutie mark represents, enough to be among the best in a nation, if not the world. A fashionista would know exactly how to make her friends look their absolute best, while an escort would find their clients charmed beyond all compare and aching with need for their attention after only a single meeting.

While you may choose what talent this represents, this perk shines best with a narrower focus. Picking something like 'magic' or 'combat' would only make you better than average, whereas 'confectionary baker' would make your treats delicious beyond comparison.

Vulnerable Vixen [400 CP | Discounted for Lowly Citizen]

My, what a cunning move for such humble prey. The more that someone is 'above you' in station, power, or both, the more they want to keep you. Keep you safe, sane, and *sated*, that is. This effect grows with the perceived disparity in power, with the most potent of powerful ponies being drawn to you like flies to honey.

Fan Favorite [600 CP | Discounted for Lowly Citizen]

It seems the fans have a soft spot for you. The showrunners of whichever reality you find yourself in slide you into the background of the plots quite frequently, meaning you benefit from their (admittedly hands-off) protection in regards to your daily life. The hydra that rampaged through town? Missed your house and hit your neighbor instead. The tentacle monster mind-breaking everyone this episode? You were wearing anti-tentacle underpants that made that impossible. Truly, a blessed life. Keep in mind that this only protects you while you're in the background, however. Choosing to get involved will invalidate this protection entirely. Finally, once every jump, the creators of whichever reality you happen to reside in will intervene directly in the case of your death, depositing you safely nearby once the threat has passed.

+(Capstone Boosted) Muffin Marked

Or perhaps you don't *need* them to intervene? Your luck has taken a rather astounding jump, making sure that the plot of whichever 'episode' you seem to be part of to benefit you directly. The hydra rampaging through town? Now it ruined the makers of your business competitor. And *only* them. That tentacle monster? Mind-broke everybody else into being *your* loyal fuck-pets since you were the only one to resist it. Your luck is astounding in regards to what it can

block, but remember not to gamble on it *too* often. Everyone throws snake-eyes eventually.

Conqueror

Gunboat Dick-plomacy [100 CP | Free for Conqueror]

Oh, mighty lord, it is only natural that those you conquer desire your touch so. The greater your personal power, the greater the attraction those that see you feel for you, with a simple citizen being merely tall, dark, and handsome, but the most brutal of dictators inspiring the staunch obedience of their citizens solely for the chance of your approval.

Warm Feelings and a Cozy Glow [200 CP | Discounted for Conqueror]

It seems like no matter what you do, you'll be completely underestimated for it. A tiny pony could plot to overthrow the lawful rule of Equestria, all while looking as sweet an innocent as a little filly could. Even if you are one of the most debased tyrants this world has seen, until someone actually *sees* you in action, you might as well be completely unexpectable. Mind, this has its limits, as once the doubt is lifted, or if you wish it to be sooner, your true self can be made clear for all to see.

Salacious Schemer [400 CP | Discounted for Conqueror]

How delightfully wicked. Your skill at plots and plans has taken a turn upwards, with these schemes having even more of an ease of coming to fruition if they get you laid in some manner. A plot to dethrone Princess Celestia may be a daunting task, but add in turning her into your loving concubine and it suddenly becomes possible. Sadly, still not *easy*, but possible.

Dark Magic [600 CP | Discounted for Conqueror]

A truly terrifying tyrant you are, Jumper, with mastery of this magic. Born from the darker side of your emotions, this power manifests itself in the form of black and green energy that practically *pulses* with the desire to corrupt based on the emotion you used to make it. Your anger would stir crowds to riot, your sorrow paralyzing your targets with apathy. Your lust, meanwhile, could find hold even in the most pure and chaste of ponies, driving them mad with an unsatisfiable heat. Unsatisfiable for all but you, that is. You may also store these magics in solidified black crystals that, while unable to effect as large an area as you could directly, can maintain your magical emotional attacks far longer than the simple castings you would use. Pillars of these gems will help to make sure that your conquest over the weak is not only absolute, it is *lasting*.

+ [Capstone Boosted] Manavore

More than a simple tyrant, you're something far more terrifying, Jumper. Much like the walking catastrophe Tirek, you have the ability to sap the magics of the locals, adding their strength and power to your own. With enough power behind you, even the Princesses could be made helpless and kneeling before your throne. Strangely, those whom you drain of magic seem to act like sponges for the other magics you might give them. Corruption and controlling magics of yours find root far deeper than they otherwise would, reshaping entire societies in your dark image.

Items

Items may be imported into similar items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired. Items will update themselves to be usable no matter your current appearance, whether you have hands, claws, or hooves.

General [Undiscounted]

Personal Brand [Free]

This mark, so unmistakably *yours*, is branded across this line of sex-toys. May be a Cutie Mark for those that have one, or a personal seal for those that don't. Also comes in womb-tattoo form.

Shave and a Haircut [100 CP]

This is a small stipend of bits that will allow for daily purchases such as food or rent. The fund replenishes daily, and can be increased by an order of magnitude for a further **+50 CP** per purchase. Starts at a level just above a blue-collar worker's daily budget.

Element of Friendship (With Benefits) [400 CP]

This elegantly designed crown depicting your personal sigil serves as an amplifier for any magical effects that might serve to get you laid. A simple lust spell could be ramped up to cause an orgy, while a massage spell would be a multiple-orgasmic experience for your target. It may also be used in concert with the rest of the Elements of Harmony, (or similar magical items) to increase the potency of group-magics even further, similarly to the Element of Magic.

Outsider

Mystery Meat [100 CP | Free for Outsider]

This small cooler is full of (fake) meat for all your carnivorous needs. Tasting exactly as savory and succulent as normal meat would, while being ethically sourced and pony-horror free! The meat replenishes daily, and comes in a wide variety, so feel free to make all kinds of culinary delights.

Home Comforts [200 CP | Discounted for Outsider]

This is a laptop loaded with as much entertainment as can fit on a single (massive) system. It comes with all the storage space of a super-server, holding lots of Earth books, movies, games, and more so one wouldn't ever have to worry about getting homesick. Also comes with a solar charger and a printer, in case Twilight gets a bit too insistent about sharing the knowledge around.

Green Mask [400 CP | Discounted for Outsider]

This green mask is not *quite* the one you may be thinking of. It completely suppresses the noticeable characteristics of an individual, making one completely anonymous among their newfound surroundings. This anonymity also allows for one to attempt nearly anything without it becoming remarkable, provided nobody is harmed by it. Fondling a princess in full view of the court will produce no remarks, but using this to attempt a murder would cause the mask to stop working no matter how subtle you attempted to be with it.

Mirror Pool [600 CP | Discounted for Outsider]

This pool of deeply reflective water is now yours. What does it do? It reflects, obviously. It can create doppelgangers of people, the spitting mirror image, and can even invert such things as their morals, abilities, personalities and more! Unfortunately the copies it makes are a little frail and don't last more than a day at a time on their own, but with careful study and experimentation, you could easily learn to extend this.

Powerful

Rare Outfits [100 CP | Free for Powerful]

A certain pony fashionista would be happy to have this wardrobe. Stuffed to the brim with fantastic armors, dresses, suits, and other assorted outfits that constantly update to remain fashionable, you will always sit at the height of pony fashion with this collection of high-quality wear.

Cosmic Spectrum Amulet[200 CP | Discounted for Powerful]

This necklace bears a similar (though much smaller) gemstone to the Crystal Heart, known as Cosmic Spectrum. Wearing it amplifies the magic (especially emotionally powered magic) of the bearer. Beware, however, as Cosmic Spectrum's emotion amplifying effects can cause infinite feedback loops of negativity... Or lust.

Den of Knowledge [400 CP | Discounted for Powerful]

This replica of the Golden Oaks library is now your personal cozy domicile. The books within are notable for their explicit content, but there's plenty here to read with a companion, should you wish it. Among the tough roots beneath the library is a large chamber filled to the brim with toys and outfits to test the knowledge held within the library's books, as well. Indulge your inner researcher.

Crystal Heart? [600 CP | Discounted for Powerful]

This condensed essence of an entire kingdom's love energy is now yours to possess. It will serve to magnify any magics you might have that spread positive emotions or protective spells throughout this small kingdom, which regards you as a favored contender for the throne. Take care that you don't stoke *too* much passion in your new subjects, as their inhibitions are already quite low when it comes to your whims.

Lowly Citizen

Heirloom Haberdashery [100 CP | Free for Lowly Citizen]

This fine hat is not only universally recognized as both high quality and of a humble, salt of the earth style, but it also qualifies as appropriate dress for any occasion. Even if you're not wearing anything else.

Philter of Fillyhood [200 CP | Discounted for Lowly Citizen]

This potion, sweet to the taste, allows one to temporarily change their apparent age between young fillyhood, full-grown adult status, and all the way to a fine, well-aged elder. The potion is only effective for a day at a time, enough to let you try out how various ages might live, but refills at the beginning of every week.

Family Business [400 CP | Discounted for Lowly Citizen]

This simple family-run business has been intended for you since the day you were born. It can serve to provide a generous stipend for you, and no matter what your chosen field or profession, is compatible with your interests.

Family Tree [600 CP | Discounted for Lowly Citizen]

This seedling, if cared for by the secret, silly and sexual methods retroactively passed down your family for generations, will grow into a tree bearing fruit as mystically potent and magically delicious as Zap Apples. You may decide the exact nature, appearance and properties of the fruit, and extremely diligent care can, combined with a bit of luck, produce viable seeds to expand your orchard.

Conqueror

Banners of the Conquering King [100 CP | Free for Conqueror]

These banners declare your intent to rule, Jumper. Each one placed at a location of rulership, from a country's capital building to a small mayoral office, serves to afflict the residents with the sort of curiosity that most conquerors would love to have at their calling. They *want* to see what serving you has to offer, craving your discipline and dominance. This has no effect on the strong willed, but you could use this to gain a significant following in little time.

Conqueror's Brand [200 CP | Discounted for Conqueror]

This branding iron of your sigil goes over another's Cutie Mark. Upon use, it makes them unable to use their special talent except when you allow it. Ensure that your servants know that serving you is the appropriate path in their lives by conditioning them to enjoy their submission. Post-jump works as a womb-tattoo or tramp-stamp with similar power-draining effects.

Villain Lair [400 CP | Discounted for Conqueror]

This intimidating castle on a mountaintop is now your personal domain. This domicile comes equipped with various bindings and punishment devices for enforcing discipline among your subjects; from chastity belts to full-blown dungeon cells. The living quarters are likewise lavish, allowing you to reward the obedient with any pleasure they might care to name. So long as they serve, of course.

Element of Corruption [600 CP | Discounted for Conqueror]

What cursed tree did this Element come from? Regardless of its origins, it seems to resonate with your soul quite strongly. It appears to absolutely radiate with corruptive essence, sapping the wills of those you target as your foes, dragging them into your influence. You may also pull from it to empower yourself with your servants' magical powers, drawing from them to strengthen your own dark designs.

Companions

Companions may not purchase companions of their own. Take another +300 CP for this section only. What would this world be without friends?

Companion Import [100 CP]

Ah, so you already have friends you wish to bring with you? You may import two companions for **100 CP**, doubling the number of imports with each repurchase up to **300 CP** to bring in eight companions. Each companion receives an origin, a race, and **600 CP** to spend.

Canon Companion [100 CP]

So you want to take any other existing character from this world. Well then this option is for you. With the first purchase, you may take two canon companions, excepting those found below, and double the previous number granted with further repurchases. This means that the first purchase gives a duo of companions, the second a total of four, and the third eight, and so on.

Elements of Harmony [300 CP | discounted Element of Friendship (With Benefits)]

All of the Mane Six, each with their representative Elements, will now accompany you on your chain. Each seems quite happy to be along, from Applejack's playful rolling in the hay, to Fluttershy's needy looks.

Princess ~~Moles~~- Celestia [100 CP]

The kind and motherly princess at the head of the Equestrian government, this regal alicorn manages to make the running of this peaceful country an almost effortless task. Or at least, that's how she makes it *look*. Celestia is incredibly overworked after a millennium ruling without her sister by her side, and even once Luna returns to her the two won't have the option of a vacation for some time to come. She has few outlets for her stress, and is a creaking dam of sexual frustration. How fortunate for her, then, that you would show up, Jumper. The second she sees you, who somehow manages to match her hidden fetishes perfectly, that dam of self-control *cracks*. By the end of the night, she'll have you down her throat to get a promise to stay at the palace for a 'cultural exchange.' By the end of that week, she would be so besotted with you that it wouldn't take much to convince her to hide you beneath her on the throne so she can get some relief while she works.

Do be careful, Jumper, this mare is a powerful creature, so who knows how she might react to losing her one source of stress management now that she's had a taste. Aside from her fantastic body, befitting of the figurative mother of Equestria, she has had centuries to hone her magical talents, and has more experience in rulership and life in general than the next ten ponies put together.

Lonely Satellite [100 CP]

The soon to return Princess Luna caught your eye? How fortunate for the both of you. Luna has long struggled with feeling as if she were in her sister's shadow, culminating in her transformation into Nightmare Moon. Of course, if you can show her that she is appreciated and loved, she would be eternally grateful. Although she may be less experienced than her sister due to her long exile on the moon, she is still an alicorn of immense power, and has plenty of affection. Will you be her first friend in this new

world, Jumper? Perhaps you can show her just how much fun somepony can have at night? She's especially fond of games, and would *love* to have someone to play with.

Seductive Shapeshifter [100 CP]

The sinister, sensual Queen of the Changelings, Queen Chrysalis seems to believe you would be a valuable ally in her attempts to take over Equestria and squeeze out all of its 'love' with the natural talents of her brood. Whether you seem to have similar predilections, or you simply fascinate her with tales of other worlds, this seductress finds your affection to be the tastiest thing she's ever had. And of course, she'll do whatever she has to to get it.

Want the Princesses to act as your personal (sex) slaves? Feel like indulging in a bit of cheating play with the Princess of Love? She'd be happy to have her changelings acquiesce to your fantasy. She has a particular fondness for taking the shape of her enemies and placing their bodies into the most risqué or demeaning positions she can imagine. She seems a bit reluctant to try seducing you using her natural form, however. Strange that someone with such depraved thoughts would be so shy, no?

Drawbacks

Canterlot High Shenanigans [+0 CP]

Ah, so the world you've selected is instead that of Canterlot High School. Instead of mares and stallions, the human folk of this land will be counterparts to the ponies you would otherwise have met. Naturally, this world too has its share of lewdness, but magic is a bit on the rarer side.

Supplement Mode [+0 CP]

This jump may be used as a supplement for an existing My Little Pony jump, or used to go to any My Little Pony fanfiction universe you can find that takes place in the world of Equestria. If combined with **Canterlot High Shenanigans**, fanwank your own explanation.

Bizarre Appearance [+100 CP]

It appears that Discord is not alone in his chimerical appearance. Sadly, you don't seem to pull it off quite so well as he does. The residents of this land will find you strange and intimidating when you attempt to approach them with hands outstretched in friendship. This doesn't make friendliness an impossibility, just serving to make those few friends who can see past your appearance more worthwhile. For those who *want* to look intimidating or strange, your attempts come off as laughable or silly, giving a distinct disadvantage when attempting the hard sell.

Tara Strong-er [+100 CP]

Did you know that Tara Strong also auditioned for Pinkie Pie and Applejack? Well, it appears she got the roles, and many others in the world you are headed to. Tara Strong now voices *every* character in your stay here, and while her vocal range is impressive, you may get tired of hearing her absolutely *everywhere*.

Molestia Herself [+200 CP]

Uh-oh. Erm, did you happen to catch on that the Princess is quite repressed in the **Princess Celestia** companion option? Because now it's quite clear to everyone and everything on the planet. Princess Celestia has finally broken down into a heap of sexual frustration. Now calling herself Princess Molestia, this horny tyrant now demands debauchery from her subjects constantly, perverting this land with her sheer lust.

It only gets worse when you show up, however, as that clause about you fitting her fetishes? Still true. She will pursue you with all the fury a mad alicorn can muster, and may Faust help you if she manages to get her hooves on you. If you are mad yourself, you can take this variant of Celestia as a companion for free on your trip, should you manage to avoid being fucked to death in her dungeons. And trust me, with her self-control now completely *gone*, that fate may be more likely than one would expect.

Looking at the Mare in the Mirror [+200 CP]

Or, perhaps *you* are the one deserving the name Molestia. Your urges are now downright insatiable, with a burning lust and uncomfortable urge for satiation now being the motivation for your every action. Even the most accepting of ponies might find themselves uncomfortable in your predatory presence, so learning some self-control may be paramount. This lust will be a constantly recurring problem for your time here,

but perhaps a herd in the hundreds may be able to sate you, if only for a few moments? Good luck.

Waking Nightmares and Breaking Hips [+200 CP]

All Alicorns become significantly more repressed, and their bottled up lust tends to explosively express itself via the super powered nightmare modes. Cadence and Shining might be able to get hers under control given some time for wacky hijinks, but Nightmare Moon and Daybreaker are liable to leave a trail of destruction and dehydration across Equestria, and possibly beyond. Of course, once they come to, the poor dears will be horrified by what they've done, diving back into repression to try and keep it from happening again. Which, naturally, it does. With surprising regularity. It will be up to you to keep their darker selves contained (or not) for your stay here.

OP Plz Nerf OC [+400 CP]

An alicorn stallion, black and red in color, has entered this world alongside you. He will make it his utmost ideal to steal away all that is yours, and to become the newest focal point of Equestria. Everything that makes you special, he will take. And he has the power to do so quite handily, having a twisted mirror to each of the perks you have purchased here, and a set of fetishes that are the exact opposite of your own. Be wary, lest you too become Gary Stu's plaything.

Worst Timelines [+400 CP]

It appears your Benefactor made a mistake when dropping your spirit into this world, Jumper. You now find yourself in one of the most horrid, un-self-aware, grim timelines that you can imagine. From worlds where the changelings successfully turned the ponies into nothing but mindless dispensers of love to worlds where Tirek successfully drained all of the magic in Equestria and now reigns over its lifeless husk, you find yourself in one of the timelines that could have been should the villains have achieved their final victory, with the world itself twisting to accommodate their dark whims.

May or may not be a poorly-written grimdark fanfiction.

Decisions

You have three choices ...

Go to next Jump

Done here? Well, then feel free to proceed to your next destination with all the purchases you made here and (hopefully) fond memories to take with you.

Stay in the Herd

Or do you like it here enough to stay? Should you choose, this will be your new home. I'm sure a few special someponies will be happy to keep you around.

Go back home

Maybe you've just had a longing for home building up. If so, your next destination is your home reality, where you can finally reunite with all your old friends. Make sure to show them what you earned, yes?

Change Log

v0.1

-Initial Template Creation

v0.2

-Perks done, Items and Drawbacks in progress

v0.5

-Perks and Items are done, Drawbacks are enough to be jumpable.