



By Digger - Intro by Artie

Welcome to the ruins of the Kingdom of Hyrule. Ten thousand years ago, an evil malevolent force known only as Calamity Ganon appeared with the intent of destroying the kingdom. However, it was repelled, and eventually defeated, thanks to the combined efforts of a swordsman hero, a princess wielding the powers of the Goddess Hylia, and an army of magical war machines- Guardians- built by the kingdom to bolster and protect the Hero and the Princess.

Calamity Ganon was not defeated forever, though. It would one day return. Knowing this, the machine army was mothballed and safely stored away, awaiting its return. When Calamity Ganon would appear next, nobody would be certain. The only certainty would be that incarnations of the Swordsman Hero and the Princess would rise up to stop it.

Ten thousand years later, the Princess Zelda and her swordsman protector Link bore witness to Calamity Ganon's reappearance. Having planned for the occurrence, the races of Hyrule sent their best warriors, one from each race, to pilot the powerful magic war machines known as the Divine Beasts. Zelda, having not yet discovered the powers that were her birthright, nevertheless marched on Calamity Ganon at Hyrule Castle, with the Hero Link, the Divine Beasts, and the Guardian army in tow. However, disaster struck. Ganon, refusing to be defeated, subverted and took control of both the robotic Guardians and the Divine Beasts- their Champions now trapped inside. Though Link put up a valiant effort, he was unable to hold them off forever, and he fell in battle. Zelda, out of options, finally managed to unlock her latent powers and sealed herself and Calamity Ganon within

Hyrule Castle, and though the kingdom fell, the land was saved for a time from destruction by Ganon. The swordsman Link, still clinging barely to life, was interred within the Shrine of Resurrection, far from the castle, so that he may one day awaken and save both Zelda and the world, for Calamity Ganon could not be contained forever.

It has been one hundred years since that fateful day. Civilization still exists in small pockets of society, trade still blooms, and with Ganon's sealing, life goes on in Hyrule.

Today, a voice calls out for help from Hyrule Castle. It reaches an ancient Shrine hidden in Hyrule's Great Plateau, which slowly flickers back to life. And deep within the Shrine, resting in a pool of water...

...A Hero awaits their awakening.

+1000 CP

Before we begin, you will be allowed to make **The Choice**.

Simply put, you may choose from either of the following options -

You may take **Two Roles**, taking the discounts and free options for both roles or

You may take **One Role** and **200 free CP to spend on a Race Option. This free CP can be combined with your budget CP to buy high price Races, such as the 400 and 600 options.**

LOCATION

You may begin either in a location listed in your Race Option or on the Great Plateau where a certain Hylian may yet awaken...You begin 4 years before such an event will take place, however.

RACES

The lands around and in Hyrule are teeming with life, even after the great violence and chaos of Calamity Ganon's awakening. It comes in every shape and size...but some kinds are gifted in different ways. Some of these gifts are enough to even warrant a bit of investment on your part. Not too much, and if you're willing to sacrifice a bit of flexibility on your part(such as by giving up a Role) you won't even have to invest that much. Otherwise,

The Following Races are free.

Hylians - These folk most resemble those you know as ordinary humans, save for their elfin tapered ears(which are said to allow them to hear the words of the goddesses...though how much of this is merely legend is difficult to say.) They have fantastic yet latent potential(both physical and mental) as well as flexibility in their mindset, and they continue to thrive as one of the most prolific races in Hyrule for it! **Hylians may begin in Hateno village.**

Gerudo- A tall and dark skinned race known for their inherent athleticism and a natural talent with martial arts, the Gerudo are notable in that the vast majority of the Gerudo are female, with males being very rare(to the point that a common legend is that a gerudo son is born only every 100 years.) This, combined with a few other factors, meant that the Gerudo in the past had a history of being seen as raiders and bandits. Nowadays, however, they've cleared their name and enjoy good relations with the other peoples of Hyrule - though they still have not cleared their cultural taboo of non-Gerudo males entering their homeland. You may change your sex to Female for free if you wish, if you choose to be a Male Gerudo expect to draw attention. **Gerudo may begin in Gerudo Town.**

Young Sheikah - The Sheikah are a people with great mystical potential, who's workings and wisdom (especially their powers of artifice, the source of the Guardians which acted as a catalyst for the tragedy) are said to have saved the land again and again throughout the history of Hyrule. However, a King of Hyrule bid them to give up their ways in fear of their power. Quite a few of the Sheikah gave up their technology and lived in harmony with the countryside, with the notable exception of the Yiga Clan(who chose instead to spite Hyrule and support Ganon.) You are of the newest generation, the young adults of the Sheikah Tribe. Though you have significant magical potential and an innate knack with the arts of the ancients, you lack the experience to utilize it right away. **Sheikah may begin in Kakariko Village.**

Bokoblin - Out of all the monster races that serve Ganon, these human-sized goblins are some of the most populous, industrious, and social. While the least of their kind barely have a walnut rattling in their skull, more powerful and intelligent Bokoblins are capable of relatively impressive tactics and construction, far exceeding their larger Moblin cousins. Sadly, they're much more interested in things like dancing and eating Hylians than agriculture. **Bokoblins may start in any canon encampment for free.**

The Following Races are 200 CP

Zora - An amphibious race capable of living on the land and in the water(though preferring the water), the Zora are the undisputed lords of the waves due to how comfortable and powerful they are whilst immersed in water. They can swim with the ease that landbound races can run, and just as fast(if not faster!)

They have much the same potential Hylians hold in the realms of magic and physical might, being capable of producing great heroes such as the royal family's own scions. **Zora may begin in the Zora's Domain.**

Rito - An avian people, the Rito are said to be on some level spiritually connected to the sky, which goes far beyond the ability for them to glide through the air on their vast wings. The Rito are known to encourage individualistic pride, and to further 'fly beyond the horizon' in whatever ways that seem best. As such, individual Rito are known to possess confidence in their abilities and a wayward nature that lends to a life of adventure. The Rito are whispered to be connected in some way to the Zora, but any truth is lost to the sands of time. **Rito may begin in Rito Village.**

Moblin- Despite how common the Bokoblins are, most Hylians do not immediately think of them when they imagine a monster. That distinction belongs to the Moblin, a gangly and brutish beast over ten feet tall. Shock troops of dark armies that have long since fallen apart, nowadays they are often found in loose groups of their own kind, or as the muscle and undisputed 'leaders' of Bokoblin encampments. Their smaller cousins are thankful that the Moblins only rarely exercise their sadistic personalities on their fellows. **Moblins may start in any canon encampment for free.**

The Following Races are 400 CP

Goron - A hearty and powerful race of stone skinned "brothers", the Gorons are notable for quite a few things. The biggest is that they're tall and broad, built much like the stones they eat. They also are capable of 'curling up' into boulders and rolling around at a fast pace. In general, they're often considered great miners due to their affinity for stones and rocks, and often trade precious metals with other races due to this reputation.

The Goron, despite their unquestionable might(enough to heft large boulders and fling them) and their tough bodies built to survive high temperatures, they are too dense to swim and their hefty build can often make it hard for them to do anything with finesse or

subtlety...It's not unknown for them to accidentally destroy things in a revelry or while trying to work finely.

Their attitudes match their build - they get by on guts and grit. They also lack the aptitude for magic that the Hylians, Zora and Sheikah seem to hold for some odd reason, though the occasional miracle worker isn't unheard of. **Gorons may begin in Goron City.**

Wizzrobe

Whimsical and mysterious loners that rarely join up with other monster groups, Wizzrobes are not nearly as well known as the other remnants of Ganon's army, but would be rightly feared. The way they dance around in the air with gaudy, flowing robes might make the less skeptical think of fairies, but it only takes catching a glimpse of those shark-like teeth and huge, flashing eyes to unsettle any traveler.

Each Wizzrobe is a master of a chosen element, and wields it with power, precision, and utter glee. Though it's not necessary for them to use elemental rods to call on these abilities, they often do, and wield them much more effectively than other races could hope to. They have been known to summon monsters of a related element to aid them in battle, and the strongest can even effect the weather, making the air dangerously hot or frostbite cold, or even calling lightning storms to slay the iron-clad.

Add in their abilities to fly with ease and become almost entirely invisible, and it's easy to see why most battles end in their favour. That said, they are physically weak, and an attack of the correct element will cause mortal damage, enough to kill all but the toughest in one strike. **Wizzrobes will start in Death Mountain, Gerudo Desert, or the Hebra Mountains depending on whether they choose Fire, Thunder, or Ice for their element.**

Lizalfos - A race of bipedal reptiles, known for infesting almost every major body of water in Hyrule since the Calamity. Stronger than Bokoblins and even more intelligent, they are skilled warriors, using boomerangs and spears- often of high quality- with practiced ease, capable of even catching enemy boomerangs out of the air. Strength and skill hardly touch upon everything that makes a Lizalfos dangerous, however. Each one is an impressive leaper with powerful swimming ability, far faster in the water than on land. Befitting their chameleon-like appearance, their tongues are long and strong enough to concuss an enemy from some distance, and as well they possess a form of colour-changing camouflage. Lastly, the Lizalfos seem to have an affinity for the elements, as those found in harsh environments often exhibit related abilities, with the known varieties being: fire breath, ice breath, and a curious electrical field. This connection is enough to make them all but immune to their own element, but tend to exhibit frightening weaknesses as a result.

Despite being exceptional warriors with an unsettling blood lust, Lizalfos are almost never found in monster bands that do not intersect closely with their preferred environments. All are accomplished hunters, and have little need for the raiding that the -blins engage in.

Normal Lizalfos can choose any camp that borders water. Elemental Lizalfos are restricted to camps matching their element instead - Death Mountain, Gerudo Desert, or the Hebra Mountains.

Elder Sheikah - The Sheikah are a people with great mystical potential, who's workings and wisdom are said to have saved the land again and again throughout the history of Hyrule. However, a King of Hyrule bid them to give up their ways in fear of their power. He was right to fear them, despite their benevolence. Though the young Sheikah only display a talent for magic and intellectual bent, with experience and time they were capable of devising ways to bend and break the rules of the world even beyond what magic alone was thought capable of. You are among the generations who could work these arts, having been born long before the Calamity and witnessed it play out. You have a much greater handle on the potential of the Sheikah, having a greater refinement with the laws of magic and conjuration.

Though you have yet to reach the heights of the Shrine Monks on the war path, it'd be a fool who thinks you a simple, fragile crone. **Sheikah, much like their Young counterparts, may begin in Kakariko Village.**

The Following Races are 600 CP

Hinox - Hinox are terrifying. They can be described many ways, certainly; enormous, dim, corpulent, cyclopic lazy. When face to face with these horned, one-eyed giants however, the Hylians of the world will probably think of none of these things. Instead they'll wonder how such an obese monster with such stubby legs can almost keep up with the greatest of athletes, as the Hinox gives chase, likely to satisfy its hunger. Situation permitting, they might briefly wonder if running into a thick patch of trees will save their life. This hope would be dashed the moment a Hinox casually knocks the trees away, and uses them as ammo. They might wonder if fighting is the only way, but this too would be foolish. Hinox have skin like armor, the only weak points being their short legs and giant, glowing eye. Finally, a poor soul caught in this situation might wonder if they should just give up. In similar situations, it is likely many have. At least the Hylian can die knowing that they did more thinking in the last ten minutes than a Hinox typically does in ten years.

Hinox may choose to start in any area of thick wilderness, using good judgement.

Lynel - When Ganon's armies were abandoned by their master, even the greatest among his warriors were left to their own devices. Many died, many still were slain, but among those that survived were truly legendary beasts. The Lynel is a monster straight from myth, a massive, twenty foot centaur-like creature with overdeveloped muscles and the head of a lion, their brute strength is only second to the Hinox, and their resilience is a good match, with even magic finding their hide resistant Lightning fast and with reflexes to match, there is no hope of outrunning a lynel on foot. Truly frightening, and yet there is so much more. Lynels are capable of powerful magic, throwing fireballs to attack distant foes and teleportation, whether to temporarily retreat or quickly close the distance. And most terrible of all, the lynel is no dumb beast. Their skills are a match for the greatest of warriors, and their intellect nearly as keen as the vicious blades they wield. It is a great blessing that they are not only solitary creatures, but few in number, not even totaling twenty-five in the modern age.

Lynels may choose to start in or around Hyrule Castle.

ROLES

The lands of Hyrule are truly vast - even vaster than you know, with more towns and cities than you might be familiar with. It's a big world, after all. Even in the shadow cast by the tale of the hero Link, there are many unsung champions and skilled adventurers who dot the lands - among them now, you. However, this world isn't easy to live in, and people of all kinds have had to hone their skills to cope with the hardships in the wake of the Great Calamity. It'd be unfair if we didn't let you do the same, eh? The following Roles are sets of skills and talents that should allow you to forge your own legend in the land of Hyrule. Who knows? The unsung hero may find their story told yet. You may take a history in this world if you wish, or enter as a drop-in.

Traveler

Not all who wander are lost. There are those who can not only survive, but thrive in a wild world! These people are pioneers, nomads, foresters and pathfinders who are able to live off the land and survive with not much more than their wits and the lay of the land. Those who see the highest peaks and lowest valleys as challenges to be overcome should consider becoming a Traveler.

Hunter

Everyone's got to eat. The world may have been overturned, but that maxim isn't going anywhere soon. It's the job of hunters to make sure you and yours eat - and don't get eaten. In addition to hunting and gathering food, Hunters are tasked with literally keeping the wolves from the door. If it were just the threats of mundane predators it'd be enough, but the bestial forces of Calamity Ganon also hunger and bay at the gates - but you'll turn them back just the same as any wild animal. Those who wish to feel the thrill of tracking and killing dangerous game should consider becoming a Hunter.

Troubadour

No one remembers the singer, yet the song remains. A common saying among the Bards of Hyrule, for good reason. Though it is easy to scoff at the use of music in wildlands, Hyrule's history is entrenched in song and story. It is only through the legends of the past that the path for the future can be told, and it is said that music is the language of magic. Those who wish to uncover the secrets of the world, transport those around you to times of triumph and sorrow, and through the power inherent to song bring some magic into people's lives should consider the path of a troubadour.

Rider

The steed is your greatest ally, and your worst enemy. With the roads of Hyrule and many of its towns becoming abandoned and dangerous, the weakness of wheels in the rough hinterlands of Hyrule was laid bare - leading to a resurgence in the taming and riding of mounts. With the abundance of wild stallions across its green plains as well, the various Stables of Hyrule sprouted up devoted to providing waystations for Travelers as well as the art of taming and caring for the creatures of Hyrule. By using their speed and might, even passable warriors can get an advantage while atop a great steed! Of course, horses alone aren't the only steeds in Hyrule...Those who wish to tame the creatures of the land, and run their foes roughshod under claw or hoof should consider becoming a Rider.

Merchant

Trade makes the world go round. The end of greater society doesn't mean people stop having needs. As long as someone has something that someone else wants and they're willing to make a deal, Trade is going to happen. It's just a bit more dangerous now that goods aren't so easy to come by...but that just means people have that much more respect when you deliver anyways. Merchants on the whole are seen as bold risk takers, willing to put themselves on the line to make their living and provide not only for themselves but for

their customers. For those who want to act as the lifeblood of a community, learn how to make the most of every bit, and most importantly get paid - try the path of Merchant.

Researcher

Wisdom. Courage. Power. The three virtues of the Goddesses, and the components of their great artifact: the Triforce. The coming of the Great Calamity did not stem from a lack of Courage or Power on the part of all the good people of Hyrule. It instead came down to a lapse in Wisdom, and the price of such a mistake was the world of peace everyone knew. You won't let that happen again. You have dedicated yourself to gathering the wisdom gleaned from past mistakes - and the paths to the future born of Wisdom.

Technology may have given the catalyst for the Great Calamity, but it holds the power to restore peace to the land as well - you'll ensure it. For those who want to play with the power of the Ancients, such as Guardians and the Sheikah Slate, consider becoming a Researcher.

Stalker

In this world, it's kill or be killed. Not all were so content with hiding away or forming together herds for safety. Some had seen the downfall of society as proof of their justice - that virtue was weakness, and that peace was a way to lull dullards into docility. Becoming bandits, criminals, and killers, these people terrorized those who had the gall to try and continue acting as if nothing had changed. The most notorious of these types are the Yiga Clan, who in the wake of the Calamity betrayed the Sheikah and pledged their service to Ganon. You too have taken up the arts of shadow and slaughter, being capable of walking as a wolf among sheep if you so pleased. If you want to take a walk on the wild side, and maybe revel a bit in "Might makes Right", the path of the Stalker awaits you.

Smith

There is a old puzzle among those who live a life on the edge of a blade. What is the Riddle of Steel? You say that it is obvious - You cannot put your faith in the strength of flesh alone, but only in the steel in your hand. Everyone from the lowliest Traveler to the highest of warriors relies on their arms and their armor to see them through the toughest of times. Without Smiths like you, they would face the wolves and the forces of darkness with little better than sticks and stones. But - your skills in shaping steel allow them to do more than

fight, you can give them the tools to prevail. For those who love to craft masterpieces, fancy themselves a kingmaker, or simply love to create for its own sake - the path of Smith has a hammer with your name on it.

Armsman

There is a old puzzle among those who live a life on the edge of a blade. What is the Riddle of Steel? Your answer is so: Fear not the steel, but the hand that wields it. A weapon with no holder is a cold hunk of steel, and even the mightiest weapon in history would be a dull club in a child's hands. But a hand skilled and strong enough could make even a dull tree branch break bone and shatter steel! You, for justice or for profit, have taken up arms and shown that knowing how to swing a weapon doesn't make you a soldier - you have the skills and strength to mark yourself out as exceptional wherever you go. Strength draws danger, but maybe this is what you're counting on?

For those who can't resist getting into fights, want to take an active role in smiting evil, or simply just love to hack first and asks questions never: You were born to be an Armsman.

Paragon

There is a old puzzle among those who live a life on the edge of a blade. What is the Riddle of Steel? You've found the truth of the matter - Flesh can tear. Steel can break. But a powerful spirit can defeat even death. Heroes aren't so just because they are mighty, though many are. Heroes do not gain their title just by acting kind and just, though they should. A Hero is one who is larger than life, living out the ideals of their people and acting as a symbol of justice! You are among those celebrated by your people, either for your acts or for living the life all your kind should strive for - and doing so with enough strength of will to give your people hope. For those who want to get a head start on making their legend or act as the beacon for a ragged world, Paragon is the ideal path.

PERKS

100 CP perks are free for their associated Role, all others have a 50% discount.

Traveler

No Valley Too Low(100): Your body has adjusted to constant wear and tear by your time wandering the wilds. Your stamina has been made greater, you could easily walk the breadth of Hyrule and still have some energy to spare- but that isn't all. Your resistance to pain is such that you could easily push the now greatly expanded limits of your endurance, allowing you to push yourself much farther than you could tolerate before.

No Mountain Too High(200): The land of Hyrule is not so easily crossed, no mere grassy plains. High cliffs, rushing rivers, and dizzying ravines all cross the land and block your path no matter where you go. You won't be stopped, though. Your ability to climb is enhanced so that as long as the surface wasn't slicked with liquid, you could even climb up sheer smooth walls! In addition, you could even make headway in swimming against a river current with your technique and skill. Lastly, if you were to somehow glide or fly through the air, you'd have a natural talent for riding the wind. There is no place out of your reach in Hyrule - all you have to do is start climbing.

Bounty of the Wild(400): Never underestimate the power of a hearty meal. The bounty of Hyrule is such that even an expertly cooked apple dessert could take a man from death's door to fighting shape. Now, you can benefit from this even beyond the bounds of Hyrule. When you personally cook a meal, it will take on a nearly mystical dimension to it depending on both the quality and ingredients involved. The food and the ingredients have to be notably fresh, too, though pickled and salted ingredients would still work for this - but whatever magic is in these dishes doesn't work if you don't cook it yourself. Spicy or bold foods could give you a warm sensation that would let you comfortably run half naked in the frosty mountains, while an especially hearty or nutritious meal could even let you survive mortal wounds far beyond normal! Some days, all a traveler needs is a warm stew, right?

Into the Wild(600): When the Hero of the Wild awakens, he will do so alone and naked, nothing more than some cloth for decency's sake. Yet he will enter a harsh and deadly world, and rise up as its savior. It makes no sense. When Hyrule fell to the Great Calamity, it was feared it would be the end of things. But yet, life clung, and even flourished. It makes no sense...unless you understand a certain maxim. "Life will always find a way"...and now, so will you. Your determination, creativity and resourcefulness is such that you could replicate the Hero of the Wild's feat, to go from nothing to the strongest of the lands of Hyrule.

Using octorok balloons and wood to soar over the walls of Hyrule Castle, overcoming electric puzzles in Shrines by closing circuits via metallic weapons, and even using the thunder and nearby metallic stones to defeat your foes are all expressions of this creativity, and not the least of what could be done.

A sword in an ordinary hand may be a weapon...but in yours, it is a tool that could chop lumber, mine materials, propel a boat, open a chest or turn a distant switch. This is the fire of innovation that masters the Wild - tend it well.

Hunter

The Wild Hunt(100): A hunter's chief job is to provide for those around them. It takes a certain talent to forage off the land, but you're one of the best. You have the skills to hunt, trap, and kill wild beasts -such as boars, bears, and deer-with ease. You're also skilled at discerning fruits and nuts safe to eat as well, allowing you to get the full benefit of nature's sacrifice. If you just had this you'd be able to feed an entire family for a week with a combination of fresh fruits and smoked meats...it'll certainly make you popular in towns.

Fang and Bone(200): If regular animals were all you had to deal with, life would be a lot easier. But Moblins, Bokoblins, and all manner of monster out there. To take them down you'll need an edge. Luckily, you know how to kill two Bokoblins with one stone: You can make useful things out of the parts of your quarry, being able to turn the parts of mundane and monstrous creatures alike into components for small tools, masks, or even being able to cook up empowering elixirs from extracted parts! The effects depend on the power and mysticity of your prey(A fox isn't likely to give you much to work with...but an elemental Lizalfos is a different story), but even just mundane insects and lizards mixed together the right way could let you craft energizing drinks. If combined with "Bounty of the Wild", you can create Monster Dishes with monster parts that further boost the power of the cooked dishes! Though in either case, the taste might not be up to par...

The Tallest Mountain(400): ...can be defeated by a patient river. There are some titans walking the land of Hyrule. Their size means that for most people, just letting them do what they like is all that can be done...but you're not most people. You have the finesse, experience, and just the right dash of luck to make that size a non-issue for taking that beast down - you can expose and exploit its weak points, and force even the tallest Hinox to fall. The bigger they are, the bigger the haul is when you put them down.

The Monster Hunter(600): The greatest hunters will tell you - it is only by learning to think and move like your quarry will you be able to truly overcome them. There is nobility in power in the monster...why not seize it for the hands of the Hunter to control? By taking the body parts and hide of a creature you personally killed(or is still living) you can create Monster Gear, weapons and armor that echo the powers of their component. The power of the gear will sometimes only be a portion of what its source could do in life, but as you refine your craft this portion could be greater...and you could achieve amazing synergy as well. Create rods the elements from the spine of a wizzrobe, or even take on a measure of the absolute power of a Lynel by wearing one's hide as a cape!

Troubadour

Lullaby(100): The art of the Bard is many things, but above all it is to entertain. You're not any exception - you're talented with a wide array of instruments, and you can carry a tune no issue. Not only that, but your ability to both memorize and compose ballads and tales is top notch - if anyone was to sing the songs celebrating a hero, it'd be you. This is a good way to earn your bread, and if you were to hone this talent you could easily earn your place by the fire as a celebrated guest - everybody likes the person with a silver tongue and easy attitude, right?

Song of the Wild(200): The reason the Bard is celebrated and seen as magical by many is that they wish, on some level, to live on. The flesh is weak, and stone can wear, but the song of a hero can outlast kingdoms and dynasties and even the very foundations of their castles. The past lives on through song and story - and the past now speaks to you. You can get flashes of insight into important clues and past events in the forms of poems, ballads and limericks. Even if none survive now who remember these things, if you are in the right spot to 'witness' these play out? Time itself will compose a story for you to spread. What good can come out of the past, if it could not become History?

Truth in the Tales(400): Stories are a great way to pass the time, but, they aren't told merely as entertainment. There are messages, lessons, and things to be ascertained...sometimes merely moral lessons. Sometimes? They're something a little more practical. Firstly, you now have a great amount of knowledge of the lore of the various corners of Hyrule...This storied land and it's tales are well known to you! But more importantly... you've picked up the knack of being able to get useful information(such as puzzling out the supposed location of some mythical castle) or tips out of fictional stories(such as learning a new combat technique from reading about a great warrior's exploits!) The lessons of the past are told in song - you've become a remarkable disciple.

Playing the Wind(600): The language of magic is music - those feelings that stir in those who hear a well played song can attest to that. But it's said that there were tunes that could even change the course of the world. You've at least been initiated into this hallowed art. You have learnt the art of infusing a bit of your own magical energy into your songs, allowing you to play magical songs. At first the effects will be environmental and more inclined towards influencing nature(such as calling storms, changing the direction the wind blows, or calling on friendly animals for assistance) or for discovering secrets(such as playing a tune to open hidden passages or make secret treasure 'hum')...but with greater practice and investment of magic energy you could play stronger songs that even influence the flow of time(Though to a limited extent, and such a spell would certainly leave most

musicians out of breath and weary.) These effects are amplified by enchanted or legendary instruments, as well...though those would be a rare find in Hyrule at this time.

Rider

Horse Lore(100): Horses aren't machines, like the Guardians. They have needs, and they're living breathing creatures that need care in order to do their best for their rider. You know this better than anyone, and have stepped up to the plate. You're able to care for, read the emotions of, and otherwise attend to the needs of horses with a great amount of skill. You could even run a stable single handedly if the whim so struck you!

From the Steppes(200): The cavalry were feared for a reason, when the powers of a man and his steed are combined...the most feared of combatants arises. You'll demonstrate that from now on - you're well trained in horseback combat, specifically how best to utilize your mount's strengths to further improve the effectiveness of your techniques as well as being able to spur your steed into fantastic maneuvers that would require a master to otherwise even attempt. Were you truly born in the saddle?

Taming the Wild(400): There are many, many creatures in the wilderness of Hyrule. Horses are not so unique that your knowledge can't be transferred, can it? Now, you are able to somehow apply the effects and knowledge of how to care for/ride horses onto any mundane creature, as long as it's big enough to carry you(even if it normally wouldn't be able to due to its biology, or it would be opposed to the idea behaviorally.) Even skittish creatures like deer or less docile quadrupeds such as big predatory cats if you're brave enough...as a bonus, you're effortless to carry for any mounts you ride on. It'll go a long way to allowing that towering bear to allow you to ride it like a pony.

Like a Wild Stallion(600): There are some very, very interesting choices out in Hyrule. Can you imagine what it'd be like, to ride atop a Spirit Dragon...or even a Guardian? As someone who has truly taken the mantle of Rider, you're far beyond the limitations of equines as your mounts. Due to your skills, You're no longer limited to mundane creatures, or even living creatures as mounts. As long as you can hop onto it and 'break' it's resistance in a contest of wills(though sapient beings will be given the opportunity to fight you every moment if you somehow were to achieve this), you could even spur a Guardian to act as your mount and apply the effects of "From the Steppes" and "Taming the Wild" to anything you somehow manage to break this way. Do note that unless you have some way of commanding it's loyalty or respect, any prospective mounts will probably be eager to get their revenge for the humiliation soon after you dismount.

Merchant

Upselling(100): A merchant's trade is as much about how you sell things as much as what you're selling. Some people will give a little extra to feel comfortable, welcomed and appreciated...and you're not one to turn up the chance to kill two birds with one stone, are you? You've mastered the art of little pleasantries and small talk, you can easily compliment and butter someone up without coming off as too strong. It might not be enough to talk someone into giving you everything including the shirt off their back, but it might let you get away with charging a bit more and make customers a lot more likely to come back again - just to hear your flattery, even if they don't know it.

Meeting Demand(200): The key to making it big is to see a need, and fill it. If you're trying to sell water breathing potions to Zora, you've obviously made a major miscalculation...but that kind of rookie mistake is way below you now. With a keen eye and instinct, You can easily understand the needs and wants of a community after an hour to familiarize yourself with the place. What's more, you're not sloppy either - you can pinpoint a very accurate idea of how much something is needed to fulfill a need, in comparison to other situations. Waste is a Merchant's sin.

Taking Inventory(400): You can't sell hopes and dreams...at least, unless you're a Troubadour. But if you're going to make a name as a merchant worth your salt - you're going to need to actually push product...and have product to push in the first place. You've gained a strong sense for where lots of resources can be found, and what's better you're able to figure out the safest way to get that product where it needs to be. It'd be a waste if you took all this time to find some valuable lumber only to lose it to Moblins, right?

Risk and Reward(600): No matter how shrewd you are, how clever, and how safe you think your investments are...nothing in this world is certain. The forest where your most valuable wood and fruits come from might burn in a lightning strike, your shipments might be caught in the wrath of a wandering Guardian, or the town you've poured your heart into might be razed in a night. It's always a risk, but somehow...things always turn up in your favor. You tend to cash out on high risk-high reward investments and strategies, and even if you bust out - something goes wrong, or someone's actively trying to sabotage you- you'll find that some kind of damage control comes in at the end, something to mitigate the pain. The lightning strike burns the forest, but reveals a mineshaft that was forgotten - or the

Guardian is slain, giving valuable materials despite the loss in shipments. In general, as well, you'll often stumble into helpful windfalls if you stay diligent.

Researcher

Shoulders of Giants(100): Researching the technology of the ancients isn't always gallivanting in ruins, poring over carvings in caverns, or digging up forgotten treasures. It is a science, and science requires both discipline and documentation. You've made time for the formal parts of your vocation - and it's not entirely busywork either. You are now able to document and sift through the information you've gathered, finding patterns and gleaning real wisdom and knowledge from seemingly fractured clues.

Sparking Innovation(200): The fruits of hard work and study. By studying the arts of the ancient Sheikah, You can now create basic "Ancient" technology. The chief use of this is that you have the knowledge of creating the "blue flame" that acts as the energy source for much Sheikah Tech. This Blue Flame can be used to fuel various "magitech" as Sheikah devices are known to be, and in turn you are capable of creating simple tools such as cameras and recording devices with this level of knowledge. Nothing ground shaking on its own, but it's the base of even greater innovation...

It Is Written(400): The use of mystical runes for enchanted effects is well known by those with a passing interest in the magical arts, but...the Sheikah were unique. They were able to create a "language" from runes, that had conditional statements and effects. In short - the Sheikah could program with runes, thus allowing for "programs" to become "spells." You have knowledge of this art as well - You are able to use Runes to code "programs" such as those used by the Sheikah Slate to perform its functions. This combined with "Sparking Innovation" would give you the groundwork to create your own variant of the Sheikah Slate with your own round of Runes...though magic doesn't make something simple - you'll need to create the code for these Slates yourself.

Atop the World(600): Walk this path carefully. This is the art that both saved, and destroyed Hyrule. You have unlocked knowledge of the greatest force multiplier the Sheikah were ever able to field - Large, walking, warmachines. You have a basic knowledge of the Sheikah's art of automation and robotics, with this alone giving you the knowledge to craft the small Guardians utilized by Shrines in combat tests, with the right materials. However, with enough resources and development time...you could create constructs that could even rival the 4 great Divine Beasts. This is the pure expression of Power...just remember that Power must be tempered with Wisdom, and wielded with Courage. Power without restraint is the domain of Calamity Ganon, after all.

Stalker

Earth Arts - Wolf Among Sheep(100): The presence of Ganon's armies have instilled a strange innocence in the survivors of the Great Calamity.. They believe evil is as simple to spot as teeth and malicious eyes. For someone like you, they are truly an ideal prey. You've learnt a technique to make yourself appear as a humble traveler, and give the aura of an innocent simply trying to make your way through the world. They won't even suspect the knife hidden in your robes this way...weak.

Fire Arts - Brute's Feast (200): Terror is your bread and butter. Bandits don't have to be killers to a man - if all you thirst for is loot and plunder, then tales of being a cruel and bloodthirsty renegade will let you win without fighting. So, you've learned how to be a bit more...convincing with your attacks. You can substitute killing effectiveness and strength of blows for cruelty - you could cause greater amounts of fear and pain with each strike while making it less damaging. While it won't let you spill blood if that's your desire, it goes a long way to establishing yourself as a true villain to be feared - and send the weak willed running with a few strikes.

Water Arts - Under The Cover of Night(400): The highest of arts for most, these assassin's skills will surely make you a phantom of fear for the innocent you prey on! With these small hand seals and techniques, you can 'teleport' short distances safely, about 30 feet, but only after leaving the vision of any watchers - which means you will have to somehow already lose sight of your pursuers. Luckily, a complementary art that allows you to create a dense smokescreen for half a minute also comes along with this to assist in making your escape. But...who needs to escape if you're never caught? Both of these abilities come with stealth training, able to evade the eyes of the law and of those who'd be your victims with ease...until it's too late for them.

Wind Arts- Mind over Matter(600): The art that taps into your 'inner strength', this silent art will allow you to move like a thought across the air! By entering a state of focus, you are capable of levitating both yourself and inanimate objects around you with your subconscious thought! The mind is not limitless in its strength, however. The more weight you're supporting using only the power of your mind, the greater strain it places on you. It can comfortably lift what you could with your body, and beyond that begins to start aching your mind - if you were to lift something much much greater than you could ever lift, you'd even experience cluster headaches.

Smith

Hammer and Anvil(100): It'd hardly be right to call you a smith if you couldn't even bang out a piece of metal, eh? You're a seasoned blacksmith, able to work metal and create all manner of useful metal objects - horseshoes, charms, and emblems...and of course, weapons and armor. The weapons and armor you create are reliable and easy to make, the kind used by Travelers and Soldiers all around Hyrule.

Gimmick and Trick(200): Arrows are a vital resource, not in the least because they are simple and easy to adjust. With your help, the humble arrow can go from a projectile to a problem solver! You now know how to make the 'trick' arrows utilized in Hyrule, the elemental arrows of fire, lightning and ice as well as the explosive bomb arrows. If you wished, you could extend this tinkering habit to non-projectiles, allowing you to create gimmick weapons and tools similar to that created by Kilton, proprietor of the Fang and Bone. In addition, if you have "Hammer and Anvil", the quality of your crafted items is increased - allowing you to craft weapons of the quality of non-Hylian special weapons such as the Drillshaft or Gerudo Scimitar, or the quality of the weapons used by the Knights of Hyrule.

Fire and Ice(400): The mark of a true journeyman of the trade, you have learned how to infuse elemental properties into the weapons you've forged, as well as create the entirely elemental weapons known as "Rods." Though both of these require some 'infused' mystical energy to make, once forged anyone can wield them. In addition, if you have "Hammer and Anvil" and "Gimmick and Trick", your crafting expertise is now such that you could create weapons worthy of the Royalty of Hyrule itself, granted to their guardians or rewarded to those who have shown great skill as a hero - yet nothing quite unique. Not yet.

Flesh and Steel(600): Clothes can make the man, you've learned. It might be possible for someone to perform great feats of stealth in bulky plate, but even someone with that kind of skill would be much better served with the appropriate wear, right? And the tales of those with shining and enchanted armor allowing the hero to survive impossible odds are common - the hammer that could forge such a thing is now in your hands. With this skill, you can create armor and accessories(such as rings, jewelry, and armbands) that directly imbue the wearer with supernatural power, physical boosts, and prowess in certain skills. With this, you could create amber earrings that make one tougher, or a suit of armor that allows you to swim faster! In addition, if you have "Hammer and Anvil", "Gimmick and

Trick” and “Fire and Ice” - your weapon crafting skill is among the legendary smiths of old, able to create the kind of weapons only worthy of the 4 Champions of Hyrule itself, matching the mythic weapons of Hyrule such as the sword of Biggoron or the Six Sages!

Armsman

The Hand that Wields(100): Muscle memory is an insidious foe - when the Sheikah demonstrated their amazing Eightfold Weapons, these amazing weapons were pearls before swine as the Hylians were so used to double edged swords they were unable to effectively wield them, even some of the most talented knights. But that isn't something you're liable to fall to anymore. You can wield unfamiliar weapons meant for foreign styles of combat just fine and even as they were intended, as long as your biology is roughly the same. Of course, you also have the basic combat skill to even utilize this in the first place - you're trained with the discipline of a Hylian guardsman at this point.

Into the Fray(200): In battle, the ability to react and act with timing and grace is key. You haven't come this far as a combatant by being dull in the senses - Your senses and combat reflexes are such that you feel time almost seem to slow down in response to intense moments, such as trying to aim your bow during a freefall or as a blade is swinging for your throat in the path of your shield. With this, you could make those split second decisions that might just save your life.

Like a Howling Storm(400): You have reached the level that would easily make you a hometown hero in a battle, the skill that leaves foes quaking in their boots - you are now able to match those around you blade for blade, to the point of learning the technique “Perfect Guard” With “Perfect Guard” if you can perform a pinpoint accurately timed block you can blunt the majority of its damage and guarantee an opportunity for a vicious counter-attack - and if you have “Into the Fray”? You could instead do a “Perfect Dodge”, completely avoiding the damage and giving a rain of lightning-fast counter attacks called the “Flurry Rush!” How could anyone stand up to this kind of finesse?

A True Knight(600): ...If they were at this level, they could. This is a truly frightening gift of birth, and one that will surely shape your destiny from here on Your ability to advance and raw potential for combat is on par with Zelda's knight, Link, before he was atrophied away for a 100 years. At first you could easily replicate Link's crowning feat and reflect a Guardian's beam with a pot lid(!) and challenge even those on the level of the Hylian Royal Guard in equal battle. But with a decade of hard work and dedication to honing your fearsome instinct, you could reach the precipice of this perk's potential - the level where

even the dreaded Silver Lynels(said to be able to defeat the armies of Hyrule on their lonesome) are heaps at your feet, with their weaker comrades dead by the hundred behind them. Strength breeds conflict, however - be wary that even your great power isn't drowned under the hordes and endless battles.

Paragon

I Believe In You(100): A Hero's first priority is to be a beacon of hope! Your manner is easygoing and personable, no, and what's more your ability to soothe and encourage others is such that it'd be hard for people not to be glad you're around. In times of troubles, you could easily rally together the afraid and alone and give them a reason to have courage in their hearts!

Crème de la Crème(200): The hero's second priority is to be the best you can be! And with both a natural talent and the dedication to honing the gifts of your birth, you've managed to reach the top of your kind in raw potential! You're among the notable exemplars of your race's(as of the race section of this jump) capabilities, comparable to Sidon for the Zora or Yunobo for the Gorons. Being among the strongest, the toughest, the brightest of your race means you're a demonstration of just what your people can do!

Worthiest of Hands(400): The place of the hero is to hold the people's hopes in their hands. While you could do it with your bare hands, destiny also tends to ensure that the proper tools arrive where they need to. From now on, weapons of great renown will accept you as their wielder(if they were the kind to pass judgement in the first place) as they gaze into your soul and find you a worthy master. If that were just it, however, you might feel as if that wouldn't be enough...so, as mentioned, destiny will find a way to provide you the tools you need -some of the finest arms and armor in the lands has an interesting way of presenting itself to you, either gifted from grateful(or hopeful) hands...or discovered as relics of a bygone age.

Ballad of the Champion(600): You've truly earned the title of your race's hero! There were once five Champions gathered, the best that the races of Goron, Hylian, Zora, Rito and Gerudo could gather as the defenders of their kind. They were chosen for their one of a kind talent in both magic and combat - and you have that same spark of greatness. Within you now. You gain a few benefits from this, the first of which is your "Power." This power is named for you, and has a unique but powerful magical ability on the level of those shown by the Champions of Hyrule - the kindness of Mipha becoming a healing power, the ferocious warrior spirit of Urbosa becoming an offensive spell to strike down giants, and

the determination and grit of Daruk becoming a defense unbreakable by any attack Hyrule can bring to bear. In addition, You can 'bless' others with a somewhat limited version of your spell with your own consent. It's limited chiefly by a 'cooldown' for those who aren't yourself. Finally, if you have "Crème de la Crème" you are truly the successor to the original Champions of the people of Hyrule - you have achieved a level not only the peak of their potential, but noticeably past it! Enough to even surpass those storied heroes in their capabilities.

GEAR

100 CP gear options are free for their associated Role, all others have a 50% discount. To navigate the land of Hyrule, you may receive a Sheikah Slate for free.

0 - Sheikah Slate (Basic) - A magical tablet the size of a hardcover book, and also the key to unlocking the true power of the ancient magitech that the pre-exile Sheikah left behind. In its most basic form, missing all but the essential Runes, this Sheikah Slate has a sophisticated mapping system where you can mark points of interest (Though you'll need to find a method of actually downloading maps onto the thing) and a digital zoom "scope" that both lets you scout out distant places and set map waypoints at wherever you're looking to keep you on track. Most importantly, the Sheikah Slate authenticates you as a valid user of ancient Sheikah tech, and as such you will be able to use the ancient Shrines and Towers that the Sheikah left behind, and it even includes a Sheikah Sensor function that will alert you of nearby Sheikah technology if you get within range.

100 - Basic Runes - The Basic Runes add camera functionality to the Sheikah Slate, storing pictures in an album for later recollection, as well as the Compendium, which stores and logs useful information on anything you take a picture of - with a limit of one item logged per picture.

200+ - Advanced Runes - The real meat of the Sheikah Slate are the Advanced Runes, enabling you to use your Sheikah Slate to cast magic spells and abilities. The first Advanced Rune costs 200cp, with each additional costing 50.

Magnesis - This rune enables you to manipulate metallic objects in a magnetic snare, lifting and moving them freely.

Stasis - This rune stops the flow of time on a movable object for a few short seconds. Kinetic energy imparted on a stasis'ed object is stored, and will be applied all at once when Stasis wears off. Once used, the Stasis rune will need several seconds to cool down before it can be used again. This rune cannot be used on especially large objects or living things.

Stasis+ - Buying this rune a second time allows you to use the Stasis rune on living things up to the rune's size limit, like animals or monsters. However, the rune wears off much more quickly when applied to the living, and the cooldown time is not reduced.

Cryonis - This rune causes a square pillar of ice to grow out of any water surface. These pillars can exist simultaneously, are stable enough to climb on or use as stepping stones, and can be removed by using the rune on the pillar again. There is no cooldown on this rune.

Remote Bombs - This rune allows you to construct explosive bombs, in two different varieties. One is round and good for throwing, the other is more boxlike and meant to be placed. These bombs have no timer and must be detonated manually from the Sheikah Slate, there's a short cooldown after each use, and you can only have one of each type out at a time, but they make effective tools for combat, mining, and more.

Remote Bombs+ - Buying this rune a second time will not only drastically reduce the cooldown timer on both bomb types, but also increase the blast radius (and damage) of the explosion!

Sheikah Sensor+ - This rune requires the Basic Runes, but offers an extremely useful upgrade to the standard Sheikah Sensor: Instead of just helping locate the nearest Shrine, you can configure it to instead locate and alert you to the nearby presence of anything you've got a picture of in your Gallery! Note that the sensor is NOT specific - If you take a picture of a treasure chest and set the sensor to track it, it will alert you if ANY treasure chest is nearby.

Traveler

Bottles(100): A set of glass bottles with a strange enchantment on them, these bottles have the remarkable quality of being able to keep anything within 'fresh' no matter how long they're kept. Milk stays cool and fresh for weeks, fish remain alive swimming around in stale water indefinitely, and sliced fruit is as fresh as the moment the cork in the bottle is put on. It shouldn't have to be said what kinds of benefit this can reap. In addition, the glasses are remarkably sturdy and could easily survive being handled roughly across a Hyrule-wide trek!

Paraglider(200): A canvas glider, the Paraglider is durable and capable of supporting a human in freefall acting has a parachute during this...but it is capable of carrying you on the winds to allow even a form of flight! As long as you follow the updrafts, you'll be able to ride the sky - as long as you can keep your grip tight.

Bonfire Sanctuary(400): The wilds are a dangerous place, but sometimes you have to sleep alone...a proper fire could be all you need to have a peaceful night, sometimes. This simple fire pit with an attached cooking pot, if you sleep by this fire, you'll find the predators and

pursuers will have a much harder time (if not impossible in most cases) to catch you sleeping. The fire is also very useful for cooking, being able to 'adjust' itself so that any food cooks to the proper temperature, even becoming cool and dim to avoid burning it!

Fountain of the Fairy(600): A familiar sound may be heard...this fountain houses within it a "Great Fairy", a being of great magic who will provide a specific service if you give her some rupees(or currency, it's a tithe anyhow.) By providing some materials to 'use' and a piece of equipment, the Great Fairy will empower it, giving a strong enchantment that makes it much better at what it was meant to do - though you can do this indefinitely, the costs in both materials and currency become more and more expensive with each subsequent upgrade. You may end up having to pay a king's ransom just for a slight boost, but...if you're willing to lay all you have before the Fairy, you'll get what you desire. The Fountain can be deployed in any jump you arrive at, or be attached to the warehouse for convenience.

Hunter

Skinning Knife(100): This knife has a sickening sheen to it...you'll find that monster and animal hide (as well as organs and other body parts) shorn from the corpse of their former owner with this knife comes off amazingly clean and usable. You'll never have to fear destroying the valuable organs in extracting them, or tearing the hide to ribbons with shaky hands.

Timber Bow(200): This bow is etched with markings that signify it as a giant slayer's tool, and it's easily seen in the way it functions. This bow's effect is much more visible against enemies bigger than you, but the arrows nocked and fired from the Timber bow seem to almost 'curve' in mid air when aimed at a larger monster's weak point - such as a Hinox's eye, or the ore heart of a Talus. Though you may still need to mark out the weak point on such a creature, this goes a long way towards ensuring you can fell these giants like mighty oaks.

Trustworthy Tracker(400): This howling hound has just become your loyal ally. A strong, powerful wolf-like breed, this hunting dog has keen senses and an even keener mind, able to identify things you wouldn't expect from a canine's knowledge - being able to spot enemy camps, or bring you supplies from out of eyeshot, or even rallying help from nearby villages with a few barks! Strong, smart, vicious, perceptive and loyal - this creature is the ideal partner for when you're tracking a particularly persistent prey.

The Mask of the Enemy(600): A mask adorned with the traditional visage of Ganon from the stories, it has a strange effect on creatures of the darkness such as the Moblins or Bokoblins, as well as beings of evil and malice in general(such as demons in many worlds) - they will seemingly recognize the Prince of Darkness' visage, and respect it as long as they have no reason to suspect you. If you were to remain calm and docile with this, you could easily infiltrate the most heavily defended of the enemy's forts.

Troubadour

Tool of the Trade(100): A bard is nothing without a little musical accompaniment to his tales, and this is yours. An instrument of high quality is now yours to use, with no need to keep it at top shape - it's ready to play at all times of the day, every day of the year. Anything from the lute to the accordion to the drums is available for you - so make sure to pick a sound you won't mind hearing for a long time.

The Legend of Hyrule(200): A tome of Hyrule's History, though the details may be lost in legend, this is a rather complete tome. So complete, in fact, that you can find notes scribbled in the margins of the maps of the locations in Hyrule, of rumors, mysterious events, and other similarly fascinating leads. This book updates to match the worlds you enter, while still giving you an archived version to peruse at your leisure.

The Band of Brothers(400): Solo acts are fun, but there are few songs not improved with a competent backup band. Emphasis on competent...Bards don't often congregate or gather in groups, so for this you would often have to rely on local talent. Not always living up the title, at least in the "talent" department. This set of instruments will solve that problem with ease, however. Whenever these instruments(a wide variety of them, too), are played alongside you, the skills of the musicians using them (as well as any musically themed abilities too, if such a thing were to be the case) will match yours - allowing you make sure that you get the proper backing wherever you go.

Song of the Fairies(600): They said there was once an Ocarina that, if the right tunes were played, would be able to work miracles to the point of being able to shape the flow of time. This is not that Ocarina - but it's quite close to it. Any music played on this Ocarina has a way of enchanting the world around it, brave music empowering your allies, peaceful music soothing hostilities, and a frantic panicked song instilling fear. If actual musical magic were to be used with this, it'd be much much more effective.

Rider

Handsome Steed(100): It'd be a sad sight to be a rider without a mount, but thankfully that day is not today. This beautiful, healthy, and friendly horse has become your faithful steed from this point on! It's brave and loyal as well, so you won't have to worry about it faltering or spooking in the heat of battle if need be.

Blessed Bridle(200): Horses are living, breathing beings...but this means that, sadly, they can die as well. While normally you would have to seek out the Horse Fairy in order to even have the chance to revive a beloved mount, so long as this bridle was upon a horse that would otherwise die, it would revive in a weakened state!

Stable Outposts(400): All mounts need a place to stay, especially when their riders need to go their own way for a short while. These 'outposts' will take care of them for you, however. Every so often, regular enough to rely on, you'll come across manned stable outposts that present both a safe place to sleep and keep any steeds you "register" to the Stables safe - with the mysterious property of being able to retrieve any registered steed from any Stable Outpost - even across opposite sides of Hyrule!

Lord of the Mountain(600): An awe-inspiring mount...Please understand the nature of this majestic creature. It is said that the Lord of the Mountain, Satori, is the reincarnation of a sage from a golden era in Hyrule's history, and it is evident in its sheer superiority as a mount. The Lord of the Mountain is, in every way a mount can excel, without equal. Supernatural endurance, speed, and an almost sage-like temperament that could face Ganon head on in battle with a serene calm. What's more - the mountain that Satori reigns over will join you in jumps from here on out, a tranquil and bountiful place with clear waters. The biggest draw is that atop the mountain, there is a beautiful plant in eternal bloom alongside an oddly nostalgia-inducing pool of crystal clear water...The Mountain, and it's Lord, stand at your side from here on.

Merchant

Rupees(100): You have to spend money to make money, so here's a good amount to keep you afloat. This is 5,000 Rupees - not a small sum, for sure, though it's a little more than you'd need to buy and fully furnish a home by Bolson Construction. Still, it wouldn't be fun if you had everything given to you without a little cleverness involved. Further purchases for Merchants are discounted.

Beedle Brand Backpack(200): Nothing gives the impression of “I have everything you need” than an overflowing pack - and as we’ve learned, perception is as important as substance. This backpack looks giant, and can carry a lot, but also is surprisingly easy to carry around. As you could imagine, this goes a long way to making your name as a travelling salesman!

Mobile Merchant Stand (400): Hyrule is a dangerous place, especially for people who are known to carry valuables on them. A safe, secure way of selling your wares while still staying on the move could be quite the boon...so, here you are. This merchant stand has the unique addition of being able to take to the sky with a hot air balloon-like construct, allowing you to float safely over the most of the dangers of Hyrule!

Construction Contract(600): Money makes the world go round, and sometimes you might even need a company town to help support your bigger endeavours...or just need someone on hand to build up your brick and mortar set up instead of travelling all the time. You have an iron-clad contract with a set of burly and highly motivated builders - meaning that wherever, whenever, these strong men will come and get to work whenever you need to call on them. They’re very skilled in architecture and can work with whatever style you need them to.

Researcher

Snap(100): Leave only footprints, take only the sights that you see. It’s a natural maxim used to ensure that historical sights are preserved, but memory is a fickle thing...a picture can say it a lot better. This simple camera is capable of printing out vivid photographs with no need of film or development, working on a set of simple runes taken from the Sheikah Slate. These photos can be hung up later as well! If you were to connect this to a Sheikah Slate, you could also easily use it as a ‘range booster’ for its camera function, allowing you to zoom in from far off onto wherever you wish.

Purah’s Notes(200): The elder Sheikah Purah had once attempted to program a rune to make them physically younger, and to some extent even succeeded! However, it was too effective - the formerly hundreds-year old Sheikah had become nearly a child with a single mishap! The same kind of effect being used on even an old man by Hylian standards could easily fall into a grisly fate, so...using these notes to replicate the Rune without any adjustments is a dangerous proposition. Still, you at least have the opportunity to adjust it as you need.

A Test of Wisdom(400): The Sheikah Shrines are carefully crafted tests of both wit and might, two things that are never a bad idea to hone. The Shrine has been adjusted to continually re-arrange itself using the stock parts and shrine Guardians the Sheikah used, continually evolving in response to your approaches in clearing it to further give you a challenge each time. Allowing your mind or your reflexes to dull is never an option - this will make sure you can stave that off.

A Test of Power(600): A lost art, this Guardian is without a mind or automaton-like programming to fight on its own. It can't be subverted by Ganon like many of the others...because it's hollow. You can utilize this Hollow Guardian as a vehicle, controlling it from within its hardy shell. Not only does it have all the power of its brothers, however, it can shift between "turret" mode by embedding itself into the ground, "walker mode" that is much like the ordinary Guardians in the wild, and "flying" guardians like the sentries that float around Ganon's most important places of influence.

Stalker

Mighty Bananas(100): These bananas are favored by the Yiga due to being able to boost your combat prowess when cooked and eaten - and you'll be able to benefit from this as well, as you now have a crate of these Mighty Bananas available, refilling every so often. Useful for a snack - and just in case you needed to bribe the Yiga, it's excellent for that too.

Sickly Ichors(200): You don't get to be a successful bandit by playing fair. These vials hold a variety of poisons with stomach turning effects on contact with skin, or with blood, or with the soft parts of the body...Easily applied to blades, or food, or whatever you so desire to use as a vehicle for a painful death.

A Den of Iniquity(400): A proper legendary outlaw has a way of avoiding the law - and this one is yours. There is a hidden space in every world you enter now where the eyes of the authorities do not fall, allowing you to easily evade consequences or even move entirely hidden in the tunnels of this hidden space.

Blood Moon Rising(600): What kind of evil are you up to, using this? Are you truly willing to entertain the concept of using the power of Ganon even in such a meager way? If you wish...this small skull shaped contraption acts as a 'spawner' for docile, servile Bokoblins that will follow your command to plunder and attack! These bokoblins will reform from death under the light of the moon as well, so...feel free to consider them expendable. It's what they're good for, in many senses.

Smith

Bounty of the Earth(100): It requires some good materials to start any crafting project - so, to save time, here's a good collection of them. You have a source of metal, flint, and even rock salt(in case you wished to cook) as well as an assortment of valuable gems that vary each time you open up the refilling chest these come in.

Dye Setup(200): A setup of machines and various dyes much like the Hateno Dye Shop, this machine will allow you to easily and quickly dye any equipment you have any color you desire! While it is a bit large and normally you would have to provide your own dye ingredients for this service, there are pools of generic 'dye' you can use instead so you can save up on those valuable...frogs and insects. Of course.

Hammer and Forge(400): A personal smithy that you can deploy anywhere, the equipment and fires here are in the best possible condition for truly creating great works of blacksmithing art. Any materials needed to be expended in making these weapons and armor will be replenished, unless they're explicitly supernatural. As a bonus, you'll find that as long as you hang up your shingle, it'll be much easier to find warriors who can make the most of the equipment you craft!

The Dragon's Blessing(600): The pieces of the Spirit Dragons that wander Hyrule are truly potent, even their scales and pieces of their horn could easily take a mundane traveler's sword up to a hero's weapon! Their inherent magic and power is such that, for any crafting(from cooking to elixir mixing to weapon crafting to even casting enchantments) they are one of the best ingredients you can find. But the Spirit Dragons are elusive, and dangerous to harvest from. You have been gifted a small collection of Dragon parts to use at your leisure, which will replenish every fortnight.

Armsman

Hyrule Special(100): As thrilling as bare handed combat can be, it might be best to arm yourself to look like a proper warrior. With a purchase of this, you get a reliable but unremarkable weapon appropriate to your race, such as soldier's sword for Hylians or the lower quality versions of the racial weapons for all other species. You may pay +100 undiscounted to upgrade the quality to the equivalent of a Knight's weapon. You may pay another +100 undiscounted to get a set of 1 of each weapon type. These can be combined to get a full suite of good quality weapons in a single purchase, and all of these can be purchased multiple times.

Armsmen get discounted purchases after the first free purchase. In addition, you may substitute a weapon with this purchase with instead a single piece of any non-Ancient piece of armor, such as a helmet or leg armor. You can buy the entire set for 300 instead, if you want to skip making 4 individual purchases.

Flowing Quiver(200): This quiver has a simple but very effective enchantment, excellent for any warrior hoping to use a bow for long range engagements - it never runs out of arrows. As long as you reach to pull another arrow from it, there will always be one to nock and fire, though these arrows by themselves will never be abnormal in any meaningful way. You'll have to rely on the bow itself to make any adjustments.

The Hero's Shield(400): The threats that govern this world are many and powerful, with very little that can hold them back...save for this. This shield is emblazoned with an old and powerful emblem, and it is both light and durable. Absurdly durable, actually. It can withstand the beam attack of a rampaging guardian and actually deflect it, and do so for hours on end without faltering. Considering a single beam is enough to break almost any lesser shield in one or two strikes, this is a truly potent defense. Never be caught off guard again.

A Mysterious Mantle(600): Weapons aren't just tools -they can be art. But some of the most beautiful weapons are also the most powerful of them, which means they might break in battle or be lost due to a careless mistake. A tragedy like that must be averted...thus, you have been granted this gift. This is a weapon mount that, when a weapon is placed within it, can create a fragile 'copy' of the weapon to use. Thus, you can use the piece of art weapon without risking losing it forever...though creating a 'copy' dismisses any existing copy.

Paragon

Token of Valor(100): A symbol of trust from your race, a trinket to show that their hopes are vested in you. When you focus on this trinket in a quiet moment, your emotions are calmed as the well wishes of your friends, family and those who believe in you washes over you, giving you a measure of reassurance.

Banner of Brilliance(200): A lovingly crafted article of clothing, it's in your favorite color and comes in any form you desire - a cape, a scarf, a tunic- so long as it's cloth. But this cloth is infused with hope and trust, and the wishes of those who call to be saved are weaved into it - this cloth will protect you with a blessing of safety, blunting the pain and damage of your enemy's attacks(as well as possibly turning them away altogether if they're careless

blows) as if you were wearing a set of full armor. Let the colors of your heart blaze forth, hero.

A Hero's Emblem(400): A true hero who rides into combat deserves the finest their race can arm them with - and this is yours. This symbol of championhood is a weapon of your race's design, given the absolute best materials and techniques that could be lavished on it, specifically designed to accentuate your strengths and display both your personal style as well as your status as a great warrior. Wield it with pride.

Forgotten Divine Beast(600): A prototype lost to time, you may decide if this is a "Power" or "Speed" type Divine Beast. A "Power" type Divine Beast is the size of a Manor House, shaped like a mundane creature you decide and can move similarly to that creature in locomotion, having much the same processes and powers as its larger Divine Beast cousins -even the beam of destroying light! A "Speed" type Divine Beast is in many respects the sister to Master Cycle Zero, being an extremely fast, powerful and capable "steed" that can be furlled on any form of materials fed into its engine.

Undiscounted

THE SWORD THAT SEALS THE DARKNESS(800, Discount "Chosen of the Master Sword")

A weapon made to destroy evil. A weapon that saves the world. This blade is the epitome of that weapon, it has a familiar and simple design that signifies its place as the sword of heroes. It has a holy power to it that carves through the demonic and supernaturally evil with ease, and is otherwise a very powerful sword that can easily make quick work out of enemies both mundane and supernatural. It also cannot break, no matter how hard it's swung or how many enemies it's carved through. It'd take a world-dominating horde's worth of foes for it to even show signs of wear! This is the legendary sword of the Hero- The Master Sword! (or a VERY good replica.) Use it well.

COMPANIONS

Among Equals(100): With this option, you may create or import two companions, allowing them to have **The Choice** as well as 600 points to spend in addition to that, on items or perks.

Among Legends(200): By choosing this option, you may take any character in Breath of the Wild as a companion, provided you can convince them to come along with you. This can even be used on deceased characters such as the Champions!

DRAWBACKS(No Limit)

The Hero of the Wild(+0, Requires Hylian Race, Starting Location - Great Plateau): The Hero of the Wild would normally begin their journey 4 years after your arrival here, and would in their time as the hero overturn the workings of Calamity Ganon. However, you have taken Link's place as the Hero of the Wild - it is your return that is awaited.

Knight to Princess Zelda...(+100, requires "Hero of the Wild"): Your memories of this and other worlds have been lost, waking up a complete amnesiac to your journey and to your new past here as a Champion of Hyrule. The story of your former life as the Knight will be all you can remember, even if this amnesia is overcome.

...and Chosen of the Master Sword(+200. Requires "Knight to Princess Zelda"):
You have wholly become the Hero of the Wild. All evidence of your nature as a Jumper has been left behind. Your warehouse, your companions, and your outside abilities have all been taken away. When you step out into the world, you will do so with all that you have here, as the one who became the Hero.

**As recompense for forsaking your own Legend, you may select one additional Role.
The Hero was known for his flexibility, and his skill in overcoming Hyrule's trials.**

Push It To the Limit(+100): Most of the weapons and other tools you'll find here are oddly fragile. Every swing you perform is as if you swung it 100 times in terms of the wear and tear on it, tearing up even sturdy weapons in the course of a few skirmishes. The damage done by such reckless usage cannot be repaired, not by magic nor any work of technology. *For +100 more,* this applies to your armor as well and after taking enough damage armor/clothing native to this land will fall apart.

For +200 points on top of both, this applies to all items you carry, not just native items - and the most durable any item can be would be as durable as the Hylian shield, regardless of previous imperviousness.

Into Each Life(+200): Into each life, some rain must fall...but much too much rain is falling into yours. Hyrule is now wracked with constant rainstorms and thunder, causing howling winds to blow every which where.

The rain makes it difficult if not impossible to climb most surfaces due to the slickness of nearly every important surface in Hyrule as well as snuff cooking fires, the winds can throw off any attempt to fly or use a paraglider for most, and what's worse is that the lightning seems very vindictive - those wielding metallic weapons or armor seem to invite powerful and lethal thunderbolts to target them as well. Not to mention...well, it's a bit miserable and wet for most, unless you are the kind to enjoy constant rain.

Hard Times(+200): Hyrule is a depleted land. There's a massive lack of resources after the Great Calamity -. Food is scarce, minerals are rare, wild beasts are much more elusive, and you need to be wary or if you lose a quality weapon it'll be a long time finding another like it. As a result, the natives of this place are much more self serving and greedy - they'll be less likely to give up what little they already have and demand disproportionate compensation for any bit of help they give. They would even allow the hero to starve to death, rather than give up the last of their possessions.

Master Mode(+400): The harshness of the Great Calamity and the mounting power of its evil forces is much, much more palpable now than ever. Every enemy is greatly improved in its strength - even the most basic of Bokoblins is a "black" type that could kill the Hero of the Wild's initial strength in a single blow many times over, and even the most peaceful place in the land - the Great Plateau - has the juggernauts known as Lynels wandering it. What's worse, is that every hostile creature and person seems to benefit from this difficult time - the Guardians can even be seen with different colors denoting stronger and more durable versions...and even exhibiting such behaviors as combining together into great titans of destruction. It will take a clever, strong, and brave hero to even survive long enough to face Calamity Ganon this way.

The Breath of the Wild(+400): The lands of Hyrule are vast, wide, and hold many secrets...even more so than you'd think. Fortunately for you, you're going to get to see every single corner - unfortunately for you, you don't get a choice in the matter now. You must complete every 'quest', every 'collection' that you could in this land. Every shrine must be completed, every wayward Korok found, every treasure chest opened, every piece of unique armor and weapon collected, and every enemy encampment cleared. You will have the full 10 years to do this, but as you can see...it's quite a lot to do, and doing so while living with the ravages of Calamity Ganon or the various other drawbacks you take here will multiply the danger and difficulty of such a task.

On the Eve of Calamity(+600): While normally you would have begun long after Hyrule's ravaging at the hands of Calamity Ganon...you have no such protection now. You will be in the center of the action upon the re-awakening of Calamity Ganon, at the full extent of his true power and with full control of the Guardians as well as the Divine Beasts. His blight ganons will be awakened as well...and finally, he will be able to call upon the full power of all his servants at once, an army that was never seen before and will never be seen again, including the likes of Lynels, hundreds of thousands of Lizalfoes, and enough bokoblins and moblins to drown the land in their blood. The raw power of Calamity Ganon will be hard to resist with just all you have here, and what's more you will not be allowed to leave just for surviving 10 years after this - until Calamity Ganon is defeated fully, you must remain here. If you aren't a Sheikah or similarly long-lived species...well, I hope you have some plan to see that day.

Trials of the Hero of Hyrule(+600): The history of Hyrule is coming back to haunt it. While normally you would only have to live in the shadow of the most recent hero's life...now, echoes of Hyrule's past are all haunting it. A sealed mage re-awakens to terrorize the world again...a world of twilight is seemingly seeping into reality...the flooding by Vah Ruta foretold becomes a real and present threat, with Hyrule already suffering from high water...even some hints of certain points of Hyrule becoming thin, allowing for the unwary to slip into a doomed world. All of these and more echoes of past crisis will arise, amplifying and empowering Calamity Ganon as well as his forces due to their catastrophic nature. Can you overcome the ghosts of Hyrule's past..and possible other paths?

You have, one way or another, completed your journeys in Hyrule.

Go Home: You long for the wide open spaces of your homeland - and thus, you return with all you've collected.

Stay Here: You have mastered Hyrule's wilds and, perhaps made it your home. You have +1000 CP to spend here, as a token of appreciation from the world in Hyrule.

Move On: Taking everything you have gathered here, you move on to your next world.