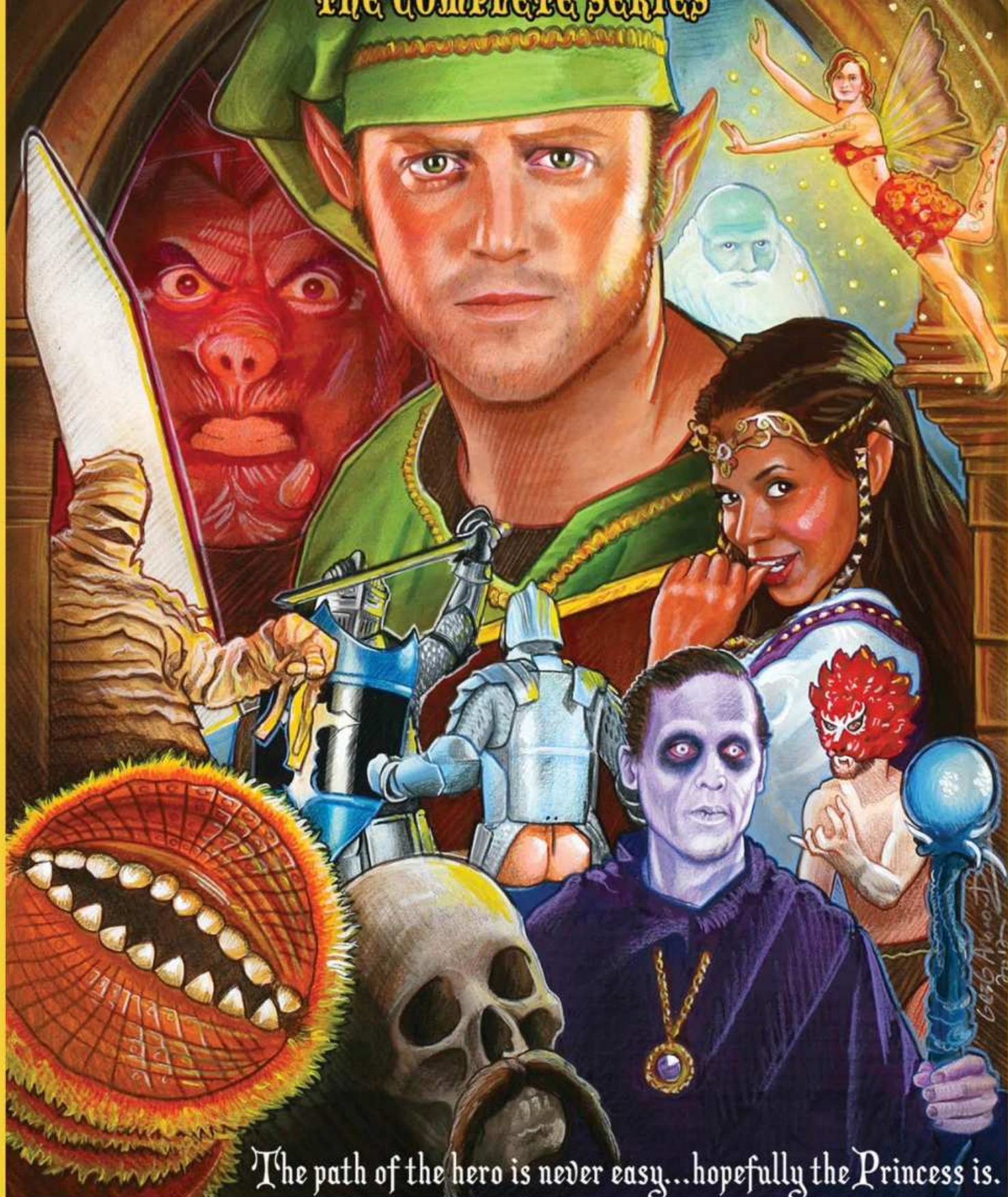


The Legend of Neil

THE COMPLETE SERIES



The path of the hero is never easy...hopefully the Princess is.

The Legend of Neil Jump

Ver. 1.0

The last thing Neil remembers

he was drunk playing a game of Zelda

when he whipped out his member

and he masturbated to the fairy in the game because she was kinda hot

then he asphyxiated himself with the Nintendo game controller

and that somehow transported him into the game~!

Oh! But you're not Neil. You're some kind of multiverse traveling badass. Whether you're stuck in a different game of Zelda, or in the one with Neil, you should know this isn't the fantasy world you're used to. It's dangerous to go alone. At the same time, you probably don't want to hang out with most of the people in this world. Anyway, take this:

+1000 CP

Background

No matter which you choose, you're going to start in the game. Each background gets ½ off their associated Perks and Treasures.

Loser

You're a regular dude (or dudette).

You can choose whether or not this comes with background memories of an uninspiring life.

Good

Elf

Elves come in two varieties. Normal elves, and “white” or “forest Hyrulians”, if you want to be politically correct. The ebony-skinned city dwellers often claim to have many white elf friends, and admire the whites for their skill at dancing and sports. And would certainly have no problems with one seeking to rescue and marry their sister. Did you know there's even integrated companies in Hyrule's military now? Progressive! Truly, elf racism is over forever.

Old Man or Woman

A long, flowing white head of hair marks this people. It's a beard, on the Old Man. They all go by “*Old Man*” or “*Old Woman*”. They often take up positions as mentors to would-be heroes, enjoy fishing, and are promised 72 virgins if they die while fighting evil. Old Virgins, of course.

Fairy

Fairies tend to be sexually pure (repressed) and obsessed with kittens and flowers and puppy dog noses – or depraved nymphomaniacs, with whom sexual congress is like “throwing a hotdog down a tiny hallway”. Probably due to others taking advantage of their sexual healing.

Evil

Moblin

Big, strong, ugly, and three very large and angry penises. Sodomizing elves is one of their base instincts – they can't help it, it's in their blood. They work hard and play hard. Kill Link!

Wizrobe

These corpse-like humanoids can cast magic! Not really evil, but brainwashed, and forced to work for Ganon or die by way of some genocidal machination the dark lord has prepared.

Creature

You're nearly naked, except for a leafy loincloth and a red mask. You're good at two things: making an ululating yell, and throwing rocks at people. You can also lie about throwing rocks at people, but these deceptions are unlikely to be believed. Because *you're holding another rock*.

Perks

Drop-In

Realization (100)

When confronted with a test of self, the sort of situation that personifies who you are, you can look deep within and realize who you want to be. Become who you were meant to be. Fulfill your destiny.

Making Friends (200)

Whether depressed dragons, glay wizrobes, nympho-fairies, or hard-working moblins, you know just what to say to keep them from killing you, strike up a conversation, and walk away happy. Or at least distract them for long enough to get away.

Always Find What You Need (300)

Oh hey, a raft! Just what you need to cross the river to get to the next level! A blue candle? I bet the next boss is weak to fire attacks. Confronted with a locked door? I bet that key you just picked up is going to come in handy!

Inventory (400)

Only the true elvish hero has access to the space that holds any equipment one could care to store – by holding it above their head, off-camera. It may take some practice to retrieve the correct items. Finally, you don't have to carry around all this crap.

Enter Other Videogames (600)

They'll be as different from what you expect as Legend of Neil is from Legend of Zelda. The, uh, method of entry is what you'd expect it to be. While items can't travel between the game worlds and IRL, experiences and some skills may be able to.

Good

Motivate Hero (100)

You know just what to say to get those flappy-nippled prepubescent little girls back on track to becoming real heroes.

Inspiring Visions (200)

It's like the hallucinatory version of a video skype call! You can contact anyone whose name and face you know, as a sort of vaguely floating apparition only they can hear.

The Power of Love (300)

You can heal people by getting intimate. This isn't limited to sex! Any form of loving close contact is enough – like, say, taking care of your litter of half-fairy children. But getting frisky is the quickest.

I Made it Myself (400)

You can make amazingly powerful, crappy-looking, magical items. Go on! Take it. These usually come with some drawback, like needing to be at full health to take advantage of their most powerful effects, and looking like you made it out of cardboard, paper mache, and lumber.

Poof! (600)

By saying “Poof!” you can disappear in a flash of smoke! And presumably reappear somewhere else. Likely your home or cave. Takes a bit of practice, but I’m sure you can do it. Just.... Poof! Poof! Dammit. I swear I can do this, just hold on. **POOF!** There we go. See, I told you I could.

Evil

Big Bad (100)

You become bigger, stronger, more intimidating, and if you didn’t already, you now have three penises. You don’t have to become super ugly, but it certainly wouldn’t hurt, right? Image is important for Dark Lords, and nobody ever cowered in fear from some prettyboy.

Good At What You Do (200)

Shooting arrows, throwing rocks, designing dungeons – you’re a one-man army for defeating would be heroes. Or villains, I won’t judge.

Long Reach (300)

Nobody expects to get slapped or choked from across the room. Now everybody who earns your displeasure but is more than 4 feet away will comment on your reach.

Abusive Boss (400)

It doesn’t matter if you assault, belittle, or hold their entire race hostage, your underlings seem oddly loyal to you despite your callous disregard. Not immune to others’ charisma though, so watch out for heroic attempts to suborn your trusted lieutenants.

Fog (600)

So much fog. So much POWER. When surrounded by fog, you’re filled with an unnatural power, able to become one with it, and travel quickly unseen within it.

Undiscounted

Last Time... (100)

In a short, slightly hurried and out-of breath manner, you can be told about what happened while you were away in a couple of sentences. Oh, also, this is also a good way to figure out what's going on in a jump you just entered, as it will give you the major highlights of events everybody else already knows.

Reputation (200)

You might be a 7, maybe 8 out of 10 – definitely fuckable – but be well known as a beautiful princess. You might get caught in the middle of an illegal gambling sting, and get praised for helping out the cops instead of shot for “resisting arrest”. Such a selfless elf. Your rather foolish plans are no obstacle to maintaining others’ respect as the Dark Lord, either.

Musical Number (300)

You can sing! You can dance! You can advance the plot and make considerable progress on a character arc in a montage! Body roll, turn, and stab! Your awesome dance-fighting is very eye-catching and effective. Also, Your plans in general are more likely to work as you sing.

1UP (500)

Comes in three versions, 100CP off to their associated background:

Drop-In: you get kicked out of your current reality, or wake up 24 hours before you died. Only works once per 10 years.

Good: you become a spirit, able to use Inspiring Visions to others, and surrounded by your dead or non-imported companions.

Evil: you become a poltergeist, able to smack and talk to those you knew in life. It helps if they're thinking about you.

Treasure

Loser

Map (100)

This thing shows you where you've been before. Might be useful. Make sure you fold it all the way out. Maybe this part is your favorite, but it's important to use the whole thing.

Keyring (200)

You can use keys to open doors! Normally, keys that are used on a door won't open others. And you need a special key to open certain doors. However, this keyring comes with a handful of keys that are guaranteed to work on the doors you'll come across each day!

Magic Sword (300)

When you thrust it (and you're at full health) fucking lasers come out the front. You're like a fucking god (as long as you're at full health).

Friendly Face (300)

A good-aligned companion. Maybe a healing fairy, or mentor. They're useful to have around, but they'll expect things in return. Like saying you love them, following their stupid advice, picking the kids up from daycare, or listening as they call you a little girl.

Good

Memento of Strength (100)

This bracelet, ring, or necklace displays the Triforce, and has immense sentimental value to you. I mean, you spent CP on it, right? While wearing it, you're more likely to overcome crises and tests of will, and realize your true potential.

Silver Paint (200)

You have a replenishing bucket of silvery paint that works as a bane to all things evil. Coating a weapon in it will make it more effective against the forces of darkness, and work as whatever substance is "the only thing able to hurt" whatever you're fighting.

Hidden Cave (300)

This small cave is very well hidden, and only opens when you desire it, or somebody places a bomb outside the entrance to move the big rock. It has plenty of little hidey-holes, and is surprisingly well lit by a series of flaming braziers.

Sibling (300)

Instead of Obi-One, you've got Obi-Two! Or maybe you've got a brother or sister somewhere out there. Or a fellow who you can joke around with while throwing around an elf before turning back into stone. You get along, and share a few interests.

Evil

I Have More Friends, 'Cause I Use Drugs (100)

Comes with a few barrels of fantasy liquor, like “dragon period ale”, and a replenishing stock of nose glitter (fairy dust). If you also get the Recruiting Agency of Evil, you can choose to turn a part of it into a Cheers-esque fantasy tavern that caters to your minions.

Fog Machine (200)

This fog machine is great for making the atmosphere right for any occasion – revealing a powerful treasure, making a captive feel extra special during a romantic dinner, or GRANTING YOU TREMENDOUS FOGGY POWER! But really, the main draw is the ambiance it creates.

Level X (300)

What fun is being Evil if you don't have a labyrinthine dungeon? It's not huge, maybe a few dozen rooms and hallways, and a couple locked doors, but it's a nice place to hang out, or store artifacts of power. Comes with an ostentatious doorway, with a sign that lets everyone know.

Recruiting Agency of Evil (300)

But if you have a dungeon, you're going to need to staff it! This warehouse attachment can be accessed through any dungeon you possess, and lets you meet with potential hires, who all have their own strengths and (glaring) weaknesses. Provides dozens of mooks to boss around.

Undiscounted

Better Than Basic (50)

Rather than starting out with sorry dregs that barely keep you alive against some creature throwing rocks, you have some pretty sweet duds and a decent weapon. It's not end-game gear, but it should help quite a bit.

Heart Cookie Container (100)

Normally, you earn heart cookies when you take an opponent's life. Outside the game world, that's not how things work. But now, whenever you kill an enemy, a delicious red cookie has a chance of appearing in this box! Go on, eat up! You deserve it for murdering those guys.

Princess (200)

Your love of the princess has betrayed you, Jumper! Or maybe you're just addicted to picking up all the companions you can? Anyway, this is either Zelda, or one of her stereotypically named, but equally attractive sisters. Like Laquishelda.

Drawbacks

Continuity (+0)

Turns out, you can transport yourself into any Nintendo game by getting drunk and asphyxiating yourself with the Nintendo's game controller. Maybe you get yourself stuck in Skyward Sword or Ocarina of Time?

Annoying Alert (+100)

Normally, any time you pick something up for the first time, you get a not- Doodle-do-doo! Yeah, that's gonna happen every time you pick anything up at all. It's going to get old fast, and make stealth more difficult.

Shitty Life (+100)

Requires Loser. Your life outside the game is shitty, and you're going to have the memories of it fresh in your mind. Expect some resentment and buried feelings of inadequacy to plague your time here, in and out of the game.

What do you mean, "You People"? (+100)

Whatever race you are, that's the "minority" race that is good at dancing and sports. And you can't help but get mad at others who buy into those stereotypes, and expect you to fulfill them. You're also seen as more expendable than others, and they expect you to die first.

Glax (+100)

Everyone in the gloffice can tell. And while it's not illegal, is looked down upon, and people will respect you a little bit less. Note that moblins' desire to sodomize elves doesn't count. Because it's not glax if it's an elf.

Tourettes (+100)

Pussynipples. Ahem. Excuse me. While you're here, you're going to find it difficult to go more than two sentences without bursting into a short string of potentially bizarre and disturbing profanity. Waffle dick iron fucker.

Fuck you, old man! (+150)

You're plagued by a less than helpful mentor who shoots you with arrows, doesn't tell you how the inventory system works, and calls you a queefy princess.

Gullible Idiot (+200)

Yes, let's play ~Moneymaking Game~. I'm sure that will go well. You keep doing stupid shit like spraying customers with gasoline, and reaping the stupid rewards like getting fired. Or going into a tavern after being told not to by a verbally abusive old man, because you can't pass up an opportunity to get shitfaced, and finding yourself face-to-face with a bunch of moblins.

Love Addict (+200)

Healing potions (and other non-natural healing methods, like heart cookies) won't work for you during the jump. You're going to have to seek out a fairy if you want to shoot lasers from your sword like a fucking god.

Abuse Addict (+200)

You start out in, and will seek out, abusive relationships. They will disregard your plans, respond to any criticism or unasked for help with physical violence, and you won't be able to just walk away. After all, you deserve it, and it's your fault, anyway.

Allergen Blind (+300)

You keep stuff that's fatally toxic to you laying around. Like, the only thing that could kill you, just a whole bucket of the stuff, in the corner, during the final battle with the one destined to kill you.

Mad With Power (+300)

You're going to be overestimating your abilities, invincibility, plans' likelihood of success... In fact, it almost seems like the decisions you make are done to make it possible for others to beat you – from an outside perspective, anyway. Like leaving keys and maps laying around, or artifacts a person would need to advance from one level to another, in a linear manner.

Gauntlet (-1000 CP)

You can't leave the game unless you beat it, you have no powers from outside the jump, and any CP you spend will have to come from Drawbacks.

Notes

Nothing here yet.

Changelog

0.1	1/15/19	More formatting, basic descriptions.
0.2	1/17/19	Finished first draft of descriptions, added heart cookies and crafting perk.
1.0	???	When did I finish this?
1.1	1/1/21	Added "Better than Basic", increased "Fuck You, Old Man" to +150, changed "Allergen Addict" to "Allergen Blind".