

The Legend Of Zelda - Ancient Stone Tablets
Jumpchain by Cthulhu Fartagn

The Story Thus Far

Six years ago, Ganon utilized a wizard by the name of Agahnim to infest Hyrule Castle and send the seven maiden tumbling into the Dark World in an attempt to break out and take over Hyrule once again. He was defeated by a child from a line of knights, descendants of the ones who sealed him away in the first place. Link, the Hero of Hyrule. After his defeat, Link took to traveling. These travels saw him visit the lands of Labrynna and Holodrum, and left him shipwrecked on an imaginary island - not necessarily in that order - and to kill Ganon a second time during a plot to resurrect him from the dead.

Here and now, Princess Zelda begins to have nightmares, premonitions to the arrival of a powerful evil. Protip, it's Ganon. Again. With another plot to bring himself back from the dead because he just. Won't. Stay. Dead. But Link has yet to return to Hyrule, and so the princess and her lands are undefended. A single dream and a brilliant flash of light would lead her to find a child unconscious in the woods, one bearing a most unusual tunic and an unusual affinity for the powers of light…

Regardless of how you arrived in this world, I wish you luck during the next ten years - you will almost certainly need it. And for those of you whom I have already welcomed six years ago… leave the other you in peace, you don't want the Guardians of Time on your case for causing a paradox. Still, I give you these to help you along.

+1000 cp

Origins

Drop In

One day you were wandering your way through life when you came across a fortune teller's tent which was oddly empty. Hearing the buzzing of a bee you stuck your head into the back, and found yourself in Hyrule. From there… Well, good luck!

Drop Ins start in The Town Whose Name Was Stolen, regardless of if they buy it with cp.

Villain

In all likelihood, you're one of the many fools who were drawn into the Dark World by Ganon's promise of power. Since his defeat, that power has not shown itself, and thus the army scattered. Still, with his ghost refusing to give up the ghost, the time to bring your might to bear upon Hyrule has finally come.

Villains start in the remnants of the Dark World near Ganon's Tower or in a dungeon.

Sage

A holy maiden, a wise sage, an old man… Hyrule has a bit of a history with people of Wisdom. You are one such individual now, one of Hyrule's 'natural' defences against the demon king Ganon and the various forces of darkness. Do what you can, and assist the Hero with what you cannot.

Sages start in Hyrule Castle, in a hideout near a dungeon, or even far away in Labrynna or Holdrum.

Age / Gender

Your age is 2d8 + 10, and your gender is the same as last jump. You can choose both for 50 cp.

Discount Rules

100 cp perks and items are free to respective origins, and the remaining perks/items are 50% off.

Drop In

100 cp - I've Only Got An Hour

So, uh, due to the unstable nature of the portal that brought you to Hyrule, you're only going to be able to spend a single hour there every week, with the rest of your time stuck in The Town Whose Name Was Stolen. And yet, there's an entire adventure ahead of you, so much to do, places to go, things to see, people to talk to, monsters to fight… How will you ever get it all done? Well, for one reason or another you simply seem to be faster than others. Walking lazily will get you to your destination at the same time as someone running, a handful of words can encompass an entire lecture on a lost language, and a grand feast can be assembled in no time at all. I'm not sure how you do it, but you somehow manage to cram what others would take hours to do into a quarter of that time.

200 cp - Highscore!

Things to do, places to go, and not a single clue where they ought to be. It's not like you can simply read a guide or some such now is it? And yet… Perhaps you're simply more in tune with the universe, or understand the rules it operates on, but hidden things, out of the way places, and sidequests simply seem to call out to you. For the most part, this will come in the form of a sound, a rock falling down a mountain that echoes oddly because of a cave, or the forest going quiet for a moment due to the passage of monsters. Or a scream for help as someone falls into a river, though that one is a bit blatant. Still, even without these sounds, some places just seem like a good place to hide a secret.

400 cp - Hero of Light

There's just something about you that seems eminently heroic, something that draws people in and makes them willing to help you, something that makes them trust you even if they only just met you. And under suspicious circumstances to boot. As it turns out, it's the fact that you aren't a part of this world's destiny, and it's trying to make sense of you. As a person without a fate, the universe is constantly trying to shove you into a box of some kind, be it as a hero or as a villain. With Link far away and unable to resolve Ganon's current plans, you've been slotted into his place in the story. Zelda likes you, the Sages will help you, and you are the only one who can defeat Ganon. In future worlds, stepping into similarly empty shoes is possible, and will bring you a number of minor benefits to suit your new role.

600 cp - ZELDA TIME

The one hour per week you spend in Hyrule is known as 'Zelda Time', so named for the time you spend with Zelda. One would think that a child from a far more modern world would have little talent in the arts of war, but that doesn't seem to be true. If anything the universe seems to love you, granting you the powers you need to complete your tasks, giving you all the blessings a hero should have, even granting you the same Light that exists inside the blood of the Royal family of Hyrule. ...For one hour a week. During that one hour the universe will heap every blessing a hero could ever need upon you, but only for that one hour. In addition to the simple if impressive powers you might find yourself with, you'll also see things such as your empty quiver of arrows suddenly refilling, potions showing up out of nowhere, or a sudden rain inconveniencing everyone but you.

Villain

100 cp - Loyalty Is Priceless

When Ganon first entered the Sacred Realm, he slew his own army in a fit of greed to claim the Triforce for himself. Six hundred years later, he had gained a new army, one tied to him by the immense power he now possessed. When he fell, most of that army deserted him. Most. But, at some point during Ganon's stay in the Dark World, he brought a certain pair of Gerudo witches back to life. They were the women who raised him, collectively known as Twinrova, and they plotted to return the favor when he was defeated by Link. For all that you are dark and damned, possibly insane and driven mad by power, there is still something about you that inspires loyalty in those who serve you. Perhaps it is you literally raising them from the dead, perhaps it is simply you paying well and not being the kind of king who shoots the messenger. More importantly, even after losing everything there will always be a small handful willing to serve you and to help you reclaim your greatness.

200 cp - Learning From One's Mistakes

While there is a perfectly reasonable explanation for it, a lot of the time when Ganon's forces come into contact with a Hero, they're just strong enough to fight them off, acquire a new weapon, and then walk all over them. Luckily for you, you're surprisingly competent at reacquiring spent resources and minions – that is to say, when empowering a minion or setting a trap, it becomes easier to make a stronger monster by following a pattern. Sure, the Hero defeated this particular monster after the fifth or sixth dungeon they went through. Now, lets make it bigger, stronger, faster, and the boss of the third dungeon. Don't throw an enemy he actually can fight, throw something better. Please note, this doesn't actually grant you a method to do these things, just make any you already have much more efective.

400 cp - What We Do In Shadows

When one is as deeply wrapped in the shadows and darkness as Ganon is, it becomes easy to see the various ways to turn said environment to your advantage. Simply put, you are stronger in the darkness. Dim light would see you flicker about, teleporting between various spots as the light fails to hold you accountable to the laws of physics. In darkness, with no light at all? You'd be utterly intangible, moving between two spots in a heartbeat and simply passing through your foes attacks in the rare moments they actually manage to hit you. Alternately, you can forcibly create a great deal of light by drawing the darkness into you and massively amplifying your defenses. At that point, very little can harm you. Not nothing however, and so even when you are functionally immune to mortal weaponry you should remain wary - the goddess does so love to shower her Hero in gifts.

600 cp - Endless In Your Malice

Death is not the end. Death is never the end. The Goddess is still here. The Hero reincarnates again and again. And the sheer Malice of the original Demon King… Well, why should you be any different? Upon the event of your death, you will become as if you were a ghost - unable to touch the world, or be seen by ordinary mortals. You are not one. What you are is endless malice, spite, and anger. Focus on those things. If you lose sight of them, you will die properly and for good. The great secret is that during this time, you can be brought back to life. Perhaps the Flames of Sorrow, Destruction, and Despair might be of use to you? Still, so long as you do not end the jump in this ghostly state, you will not qualify as having fully died.

Sage

100 cp - In Search Of The Hero

While Zelda and Aginah assisted the Hero of Light in getting back on his feet and moving towards saving Hyrule, Sahasrahla was off wandering the world in search of Link, the Hero, in the hopes that he would return to Hyrule in its hour of need. Sadly, it was not to be. But, much like how he of the complicated name could track down Link and Zelda could stumble across the Hero of Light, you have a very weak psychic power that allows you to 'scan' people in order to determine if they would be useful for your goals. Generally speaking this will latch onto the nearest person with whatever talent you seek and simply point you in their direction, but with enough familiarity you could latch onto someone in specific, or someone in a much wider range. Admittedly, your range is that of a small nation, but if you want to go with someone you KNOW can handle things, you have that option.

200 cp - Notes In The Margin

After watching Link in action, it would seem that Zelda and the Sages began to take notes on the various items, tools, and other equipment that he used during his adventure. As a result, they, and you, have learned how to upgrade the various minor magical artifacts that Hyrule like to hide in caves or hand out as rewards for daring deeds. But - not 'upgrade' in the sense of turning a Hookshot into a Longshot, but in the sense that the item in question would become easier to use. Perhaps the hook of the Hookshot retracts faster, or the treads on the Pegasus Boots have been touched up, allowing the wearer to turn mid dash. Simple quality of life upgrades, nothing major like a full upgrade. The only real catch is that you have to watch the item in question be used for a while in order to get a feel for it.

400 cp - Princess of Hope

Scant years ago, Zelda was kidnapped by Ganon - or rather, by Twinrova - in an attempt to sacrifice her to power a dark ritual meant to bring Ganon back from the dead. The simple act of kidnapping of Princess Zelda was the only act necessary to light the Flame of Despair? With a reaction of this magnitude, it would seem her subjects think her the perfect ruler - A claim you may now make for yourself. Not only do you have a serene charisma about you that makes you seem the kind and all-loving ruler, but you have a supernatural intuition on what the best thing to do for your lands and people is in any given situation. One might go so far as to say you had thousands of years of practice at being a ruler - or at least the advice of someone who did. Combine the two and you'd have to actively make wrong choices in order to not be loved.

600 cp - Nightmares Of Things To Come

It is said that the reason Hylians have pointy ears is so that they can better hear the voice of the gods. Some of that is literal, that the various great spirits and even the Goddess Hylia will on occasion speak to the mortals they are charged with watching over. You however, turn your talent for 'listening' to hear what the world itself has to say about things. As for what that means? Well, it means that you tend to have odd dreams whenever a hero arrives to save the day, or a villain sets a plan into motion. Better still, you can have these dreams a few days in advance of the event actually occurring. Worshipping a goddess of time does have it's benefits, after all. Oh, and in the event that trying to act on these dreams gets you in trouble, you'll find your feet flying underneath you. You could even keep up with someone wearing a pair of Pegasus Boots, though I don't envy your feet for having done so.

General

50 cp - Very Big ‘Hitbox’

What exactly does having a big hitbox do, other than making them easier to hit? Well, according to a reliable source, it’s actually a turn of phrase that refers to the quality of one's ass. For example, Princess Zelda has a massive hitbox. And now, so do you. Yes, you heard me. You have a lovely rear, though quite frankly not quite as good as Zelda’s own. Don’t ask me how this turn of phrase came about, I have no idea. Oh, and if you reaaaally want to, I’ll allow you to purchase this up to three times, to increase the size of your hitbox to on par with Zelda, and then to even better than her own.

100 cp - The Story Thus Far

Tell me, if you happen to be from The Town Whose Name Was Stolen, did you by any chance hear a voice as you entered Hyrule? Perhap it spoke of the princesses nightmares, or of Ganon’s battle with Link in years past? Well, congratulations, you can hear the Narrator. Try not to break the fourth wall too badly. This voice will summarize the recent history of the setting for you at the start of the jump, how you spent your time at the end, and will announce pivotal moments in time as they draw near. Or simpler things, like the changing of the weather. It;s kind of random, and depends on what the Narrator feels like talking about on any given day.

200 cp - Flying Spin Attack

The Knights of Hyrule have long since been their elite fighting force, the best armed, the best trained. One of their ‘secret techniques’ is the spin attack. It’s a fairly easy thing to learn, and with a touch of magic, can turn from a simple spin to a deadly ring that cuts with ease. You however, turn this to a different end, utilizing the spin not to generate more force, but to generate thrust. That’s right, by utilizing the Spin Attack, you can fly for a very brief period of time. And by brief I mean a scant few seconds. Still, a few seconds is enough to force you upwards your own height two or three times over, and that is more than enough to put you somewhere you aren’t particularly supposed to be. Sadly this isn’t so good for distance, and so cannot be used to cross gaps - more than anything else, it’s primary purpose is to go up.

300 cp - Hero of Another Story

Link may be missing, but to say that he is shirking his duty would be a mistake. He is still a hero for being elsewhere, and there are other lands that could make use of his talents. But, Hyrule needs him now, and he is far away. So I’ve prepared something of a defense for you, in the event that you must wander and leave your home without your shielding presence. Much like how a twist of fate turned the Hero of Light from Ganon’s sacrifice into the one who would stop him, in your absence it seems that those you would defend gain a great deal of luck - not enough to win on it’s own, but combined with even a half decent replacement hero and they should be safe. Just keep in mind this only works when you are not present.

Items

Drop In

100 cp - Broadcast Satellaview

Oh I get it, this is what you were trying to do before you fell into the portal to Hyrule, right? You were going out to buy a Satellaview! ...No? Well, have one anyways. This lovely device attaches onto just about any game system you own, and in exchange for making your games only playable at certain times and for certain lengths of time, allows you to win minor prizes based around the game and system in question. Memory expansions, themed merchandise, even internet points to buy more games with. And just in case those time constraints get too restrictive, you can always take it off if you want to play your games normally.

200 cp - Golden Bee

What's this? Why, the very same Bee that drew you into Hyrule in the first place, captured inside a bottle and ready to follow you into battle upon being released. An incredibly useful thing, doubly so given that nobody has bothered to give you a sword. Amusingly enough, a well placed sting from your new friend is just as damaging as solid thwack from a sturdy blade. Normally you would have to strike a careful balance with the Bee, constantly recapturing and releasing him so as to prevent him from wandering off, but this one will just stay at your side without complaint. He will retreat inside the bottle and refuse to fight for a while if you overuse him though. Oh, and lastly, once per jump the Bee will wander off, lead you in a certain direction, or otherwise do something so as to put a massive wrench in the plans of anyone who thinks they can trick you into serving their whims.

400 cp - Honest Thief

I'm not quite sure who this person is under the mask, but they seem more than willing to lend you whatever aid they can. Normally they would simply carry your things around inside their Big Bag, collecting and storing them after you are forced out of Hyrule and back to The Town Whose Name Was Stolen, but it also seems that they're a more than competent fighter and thief. Able to go toe to toe with monsters in a land where most people aren't willing to try, but also sneaky enough to not have to. They also have a tendency to pick up all the things you miss, from chests in rooms you didn't enter to arrows and bombs you ignored, something that allows you to resupply with ease. Just don't expect them to try and clear a dungeon by themselves for you. Sadly, this person cannot join you in worlds other than Hyrule… Which is why you'll find a suspiciously similar individual in every world and dimension you visit.

600 cp - The Town Whose Name Was Stolen

This place is rather interesting. A town that doesn't properly exist, simultaneously fully inhabited and utterly empty. Scattered around it are shops and merchants that sell common items from a multitude of universes, as well as minigames one can play to earn money or prizes. I would recommend staying away from the ~~Goron~~ BS Dance Hall though, that place is no fun. Additionally, there is a small fortune teller's tent squirrelled away that contains a portal into another universe - which universe it leads to changes often. While one can use this portal to enter into any number of universes and to interact with the people there, it is simply impossible to stay for longer than an hour, or to take anything physical between worlds. On the flipside, this might explain how a simple child was able to do so well in such a different land - perhaps you practiced your swordplay during your time in Alefgard and Archanea?

Villain

100 cp - Weapon of Choice

Ganon's Trident is a fearsome weapon, but truth be told there's very little about it that stands out as special. Oh, it's finely made, and a weapon suitable for a king, a warlord, and a monster is equal measure, but that's all it is. Still, pick a weapon, it need not be a trident. In your hands, this weapon moves far easier than it ought to - you could spin it in place with no skill in doing so, or throw it faster than it should reasonably be able to move. It will even come back to you afterwards. Oh, and with the injection of some magical energy, your new weapon can put out small fireballs, or coat itself in flames.

200 cp - Dark Palace

Ganon's tower was destroyed in the aftermath of his fight with Link, but it seems that you've either rebuilt it or made a copy of it. Either way, this dark and imposing fortress… Well, no, actually, it's not that big yet. For now, the tower is little more than an entrance hall, a throne room, and a few other large and empty spaces. However, as you rise in power in each world, this place will expand. Receiving a raise at your ordinary job might replace what little furniture is here with higher quality versions, while a promotion might result in a few minions or maids to look after the place. Conquering a kingdom would of course provide a great deal of improvement, though I wish you luck in actually doing so. While this place can be destroyed, a destruction that coincides with a fall on your part will simply spawn a new copy in it's default state - as empty as you are powerful.

400 cp - Monster Army

You'd think with all the time Link spent in the Dark World there wouldn't be much of an army left, let alone after the Triforce of Power stopped corrupting the thieves into monsters. And yet, it seems you have a small army of creatures who are at least somewhat loyal to you (or scared shitless of you). Sadly, this army mostly consists of mooks, weaklings, or extremely stupid creatures who can't actually think hard enough to defy you. Still, there's enough here to drown a nation's standing army in bodies, something I'm sure you can make use of. ...Lastly, much like how Hyrule has a tendency to call up a hero out of nowhere, this army possesses two monsters who are neither mooks nor weaklings, and are actually decently smart. Not anywhere near strong enough to be generals in this army, but given a bit of time and some personal attention, they could be great one day.

600 cp - Another Font Of Light

You know what's both really useful and really hard to use? A ritual designed to bring you back from the dead that runs on the lifeblood of the people who killed you. I mean, you're dead. They won. How are you supposed to ritually sacrifice someone stronger than you, while dead? It just doesn't work, not without entirely too much time and resources devoted to just that. But, what if there was someone else? Someone untrained and ignorant, but with the same power that made you need the heavily defended princess? This ritual is designed to breach the walls of reality and call one such person to you. Make no mistake, they are ripe for the taking - but be wary. For they are also the perfect person to strike you down. Don't give them that chance.

Sage

100 cp - Saharahla's Hideout

When one needs to lay low - say, from a mad wizard who has taken over the castle and the army of Hyrule, it's always good to have a hideaway. This small house is one such location, used by the Sage known as Saharahla during Agahnim's occupation of Hyrule. Now however, it's merely used as a proper house by Aginah. One such location has been made available to you, remote and difficult to reach, yet well stocked and comfortable to live in. There's also a small supply of various ammunitions and a cache of Rupee's hidden in the back, though that's something more likely to be of use to a prospective Hero than to you yourself.

200 cp - Armor of Another Age

Once, six years ago, the princess and the other six holy maidens were kidnapped and sent into the Dark World as part of Ganon's plot to free himself. Three years ago, the princess was kidnapped a second time by a pair of Gerudo witches while a pair of demons distracted the Hero and wreaked havoc in other lands. This armor is something unearthed from deep within Hyrule Castle as part of a response to that, something to defend the princess in the event such a thing were to occur again. Little more than a chestplate and a pair of boots, this armor still manages to be even more effective than even the red mail, or cutting down blows to a mere eight of their strength. If only you could find the rest of it… What do you mean that's the whole set?

400 cp - Ancient Stone Tablets

The Ancient Stone Tablets, a set of eight stones that contain a prophecy needed to save the world from the forces of darkness. Don't ask me how they missed these when Zelda was about to be thrown into the Dark World, that was apparently the wrong apocalypse. For you, each of these eight tablets is inscribed with a small amount of information about both your foe and the location of the next tablet. Each one is held inside a dungeon in proper Hylian fashion, if a somewhat easy one, and you will need to fight your way through it's guardians to claim the tablet. You'll also need a way to translate the tablets, as they are always in a dialect that is ancient and poorly understood. The eighth tablet, upon being claimed and when you face your enemy, will break open to reveal a weapon capable of slaying your foe, if you have the courage to wield it. ...As a somewhat unusual restriction on the usage of these tablets, they can only be used on the second major foe that threatens you lands.

600 cp - The Kingdom of Legend

If the legends are to be believed, the kingdom of Hyrule was personally founded by the Goddess Hylia and her children. In recent years it's fared poorly, but nonetheless it stands strong against any who would see it conquered or destroyed. And now, it is yours. While the benefits of ruling over a kingdom should speak for themselves, there is one other trait that this land holds that you may find useful. Specifically, it is this land's tendency to generate heroes. They won't be Link, nor half as blessed as the Hero of Light, but somewhere in this land is a child with a truly remarkable amount of competence. With your assistance and a smidge of luck, perhaps they could actually stand as equal to the Hero of Legend and the Hero of Light?

General

50 cp - Big Bag

Did you ever wonder how on earth Link carried around the veritable armory worth of equipment that he uses on his adventures? Well, wonder no more, for you have been introduced to the Big Bag. It's almost as large as a fully grown Hylian, and has more than enough room to carry enough equipment to kit out a half dozen people and literally thousands of rupees. Once filled, the bag will shrink down to the size of a particularly large apple - much more convenient to carry around.

100 cp - Mr. Mole

Holy Moley ho, it's your good friend Mr. Mole! Congratulations, you found him! Ahem, sorry, standard greeting. Anyways, Mr. Mole here has a talent that I think you're going to find extremely useful, he has a nose for hidden areas. Not the kind of spot that can be reached by simply bombing a wall, no, Mr. Mole knows how to excavate entire cave systems and the treasure that has since been rendered permanently unfindable because of Hyrules constant rearranging. ...Well, that doesn't actually matter so much as what he can do for you. Once per week, he'll pop up somewhere relatively nearby, and if you can find him in time, he'll lead you to a small spot of buried treasure, usually in the form of Rupees or other money. He can be hard to find, but it's worth your time to do so.

200 cp - Shrine of the Triforce

Deep underneath Hyrule Castle lies a number of vaults containing various odds and ends, weapons and artifacts from past eras. It is in one of these vaults that a shrine was constructed, and the Triforce entombed in it after it was reclaimed from Ganon. You have either bought or built a replica of this shrine, with what seems to be a ~~quarter operated~~ replica of the Triforce inside of it. This shrine somehow locates people and places that lack a Hero, but have a need of one. Upon praying at this shrine, you'll be teleported to the impending disaster in the hopes of you stopping it. ...And no, this doesn't provide a way back. You're gonna have to walk. Yes I know it's irritating, why do you think Link isn't back yet?

300 cp - Item Shop

Congratulations, you've moved up in the world from nameless npc to generic shopkeeper npc! Mostly because you now own this shop, so let's get down into the details. Alongside this decently sized shop with a small attached apartment, you also get a total of three items of choice, with the potential for three upgrades - your choice if it's one upgrade per item, or all of them on one. Though oddly enough, you can only rent the upgrade to people who own the basic version of the item. Yes, that's right, rent. Not sell. You see, when you make a 'sale' inside this shop, the items will automatically teleport back to you at the end of the agreed upon rental period. Be it ten minutes or exactly twenty four hours, once the time is up, the item vanishes from their possession. Neat, right?

Companions

50 cp / 300 cp - Companion Import
With this being the fifth adventure in this particular version of Hyrule, I'm sure you don't need an in depth explanation on how this works, right? Though the Hero often travels alone, bar perhaps one companion, you are not so limited, so on and so forth. For 50 cp each you may bring a companion into the world with you, or 300 cp for eight. Each one receives an origin and 600 cp to play with for their build. Sadly they cannot buy companions or take drawbacks.

50 cp - Canon Companion
As this particular adventure represents the culmination of everything Ganon could think of as of this particular incarnation of him, the rules on who you can companion are fairly loose. Natives of Hyrule, of Labrynna, of Holodrum, of Koholint, of Subrosia, of the Dark World… Effectively, anyone who mattered to Link's adventure between the day Agahnim killed the king and now is a valid pick - at least, so long as you've been to those jumps. This option will guarantee a decent first meeting, though you must still convince them to come with you. There are two major exceptions - people who are already companions, and the Hero of Light.

100 cp - The Hero Of Light
The one person from all of the world of Hyrule that you cannot companion, for they are not actually from Hyrule at all. This option grants you the Hero of Light as a companion, an utterly ordinary teenager from the land of the rising sun who somehow ended up in Hyrule as the hero destined to be a Hero. They aren't quite as skilled as Link, but they're ten times as lucky and come with every Drop In perk and item, with the exception of The Town Whose Name Was Stolen. If you used a certain drawback to be the Hero of Light, then this is a second potential hero of the opposite gender as you.

Drawbacks

+0cp - Adventure After Adventure
The Hero of Legend is the most storied of all Links, having saved three nations from the forces of darkness and fought a living nightmare on an island of dreams. Perhaps you joined in on those adventures. Perhaps you threw in items and shouted advice from the sidelines. Still, assuming you had a hand in the history of this world, then the world will remember that history. Normally this would be naught but myth and legend, but with three adventures in three nations, your actions are likely very well known to the citizens of this world.

+0cp - Of Light (requires Drop In)
Oh? I see, you're no ordinary child, you're the chosen child, the child of prophecy, the Hero of Light! Or, you will be soon enough I suppose. If you wish to be the star of the show, the one Ganon summoned to kill and who will defeat him in turn, then look no further. Of course, this comes with the rather major flaw of Ganon being after your head and the rather odd fact that you can only stay in Hyrule for an hour at a time, but if you wish it and are willing to put up with it then by all means.

+100 cp - A Winner Is You!
It would seem that you're something of a sore loser crossed with a perfectionist, someone obsessed with the so-called 'Highscore'. Losing is unacceptable obviously, but so is winning in a less than perfect manner. You can't bear the thought of not killing all the monsters, of not defeating all the bosses, of not finding all the treasures. Prepare to obsessively search every nook and cranny of Hyrule for every last Rupee the Minish feel like hiding for you to find, and then look some more for good measure.

+100 cp - Worn Out Mitt
The way upgrading your magic items tends to work is that they undergo a massive shift in power or use, or do something silly like double in damage. That said, most things only ever get a single upgrade, with the amount of bombs and arrows you can carry usually getting two. For the duration of the jump, everything gets three - not because there's a higher tier to upgrade to, but because you're going to be starting with a downgrade. Your sword is rusty and fragile, your armor isn't, your longshot has half the range it should, your power glove can only lift up one rock per screen… You get the idea, right?

+100 cp - Prototype Renting Mechanics
So, I'm not quite sure how you managed to have this happen to you, but it seems that you've somehow managed to lose all of your items somehow. Now, don't panic, I know where they all are. They're in the Item Shop. You're gonna have to buy them back. And by 'buy', I mean 'rent for short periods of time for very high prices', because apparently the owner of the shop knows a sucker with money to spend when he sees one. So, prepare to shell out boatloads of Rupees in order to use your various items.... For ten minutes at a time. If you don't have a boatload of items, then instead you're going to have a hell of a time finding items to actually use, apparently Link looted the dungeons you'd normally find stuff in already and sold them off.

+200 cp - Give it Your Best Shot!
Normally a jump lasts for ten years. For you however, things are going to be a little bit different. See, your time in this world is going to be running on the BS rules. In other words, you're going to be here for one month, four weeks, and if you're a drop in you'll only be able to be in Hyrule itself for one hour a week. If by the end of that time, you have not accomplished the goal of your Origin (Killing Ganon for Drop In's and Sages, killing Zelda and the Hero of Light for villains) then you fail your chain. You can stay or go home at your discretion, but your chain is over.

+200 cp - Remember The Bee
You… have just the worst luck in the world, don't you? I mean, Ganon's plan to resurrect himself was thwarted by a Bee that flew in the window, and you seem to have it just as bad. You trip over rocks, you bang into furniture, you fumble your weapon, and literally every time you touch a tree or a bush a Bee or two will pop up and try to sting you to death. Worse, the more serious you try to be, the worse this will get. Don't try to go for a dramatic reveal or a big speech about justice, or a bird will probably poop on your head.

+300 cp - Hero of Darkness
Well now. By default, Ganons summoned only a single individual. With certain options you could have taken, this may have been raised to two. And with this, a potential third has arrived. But, make no mistake, this is not a third hero to assist you. No, this is a villain. A child with immense capacity for darkness was summoned specifically to counteract the Hero of Light 'escaping' from Ganon. Just as blessed as the Hero of Light, albeit in a twisted mockery, and wielding more power than Ganon is able to bring to bear in this era, they're goal is specifically to fuck with you in every way possible and to prevent the Hero of Light from ever getting close to the Ancient Stone Tablets.

+300 cp - The Downfall of the Fallen Hero
Well this is somewhat unusual. Instead of arriving in the jump as normal, it would seem that you'll start the jump in a much much later era than you normally should. A time period in which the Triforce of Courage seems to not exist. The Legend of Zelda, Zelda I. It's a blighted wasteland that's been reduced to its current state by Ganon running roughshod over its defenders. Oh, and not only do you have to deal with this whole mess before you can start the jump proper, you have to do it without your previously collected powers and items. Fortunately you won't suffer from any of the other drawbacks you take here during said trial… Except maybe the Randomizer drawbacks, and only if you want to.

??? cp - The Randomizer
Assuming you've been to A Link To The Past, you may remember that it possessed a secondary set of drawbacks. And assuming you took any of those drawbacks, you may choose to suffer through them again in order to eek out a bit of extra cp. Specifically, you may re-take any Randomizer drawbacks that you took for half their cp value. You do not need to take all of the ones you took previously, but you cannot take a drawback you had not taken originally.

The End

Go Home
Stay Here
Move On

Special - A Jump Between Worlds
(Go Directly to a Link Between Worlds)

Notes

Q - What the ever living fuck?
A - The weirdest Isekai ever, that's what.

Q - If I import something into Armor of Another Age (or vice versa), what happens?
A - The chest area and boots gain the effect, the rest act as normal.