

Jumpchain cyoa

By Kuriboh_Knight97

1000 cp

Race

Hylian free- a race of people nearly indistinguishable from normal humans, save for the pointy ears and natural longevity, Hylians have a slightly higher natural affinity for magic than other races

Zora 200- a race of blue skinned fish people with elongated heads capable of breathing underwater and swimming faster than any other race

Goron 300- large stone skinned people who are immune to fire and heat and are physically stronger than any other normal race. Able to move at high speeds by curling into balls and rolling along the ground. Unlike other races the Gorons eat rocks, and only rocks

Twili discounted drop in 400- grey/black skinned people from the twilight realm capable of taking an incorporeal shadowed form and able to hide inside the shadows of others at will also able to control their hair (if they have it) and use it like hands that are far stronger than hair has any rights to be

Origin

Drop in free- no memories no connections in this world **free**

Hero 100- one of the good guys, whether a local hero or a soldier in service to one of the races leaders you're one of the people everyone turns to when things go bad

Villain 100- one of the bed guys. Unlike the other groups if something bad happens it's probably your fault, and even if it isn't, you'll likely be blamed for it

Royal 200- one of those in charge, not the actual ruler of the country/race you're a part of but certainly in the line of succession, when things go bad people look to you to fix it, and then tend to start blaming you as soon as they get the chance once the problems over

Location

Roll 1D8 or pay 50

1 Ordon village- a small village in the forest, relatively close to an old abandoned temple and known for raising goats, the home of Link

2 Hyrule field- the open plains of Hyrule full of life, albeit said life is mostly monsters. Has roads to just about everywhere

3 Kakariko village- a small village at the foot of death mountain has both hot springs and a Zora graveyard. The bomb maker lives here

4 Hyrule castle town- the capital of Hyrule and the greatest population center, home of the royal family of Hyrule, ruled by the princess Zelda

5 Death mountain- an active but mostly stable volcano full of molten stone and a prosperous mine, home of the Gorons and currently off limits to anyone who isn't one. **free Goron**

6 Zora's domain- a large body of water full of the Zora and their primary home, currently frozen solid with most of them stuck inside the ice **free Zora**

7 Twilight realm- a dark shadowy realm stuck permanently between night and day, the atmosphere is dangerous to Hylians and the land itself isn't truly part of Hyrule, ruled by the princess Midna who has just been ousted from the realm by Zant **free Twili**

8 Free choice- pick any of the above options for free

Perks

Drop in

Enhanced Senses 100- gain boosted hearing, sight and scent, enough to track and identify small objects animals or insects from across a small forest. Also gives the ability to "see" ghosts or spirits in the twilight, but not the ability to interact with them

Inventory 200- access to and ability to store things in twilight magic based pocket dimension can hold up to a ton of material at first and can hold larger amounts the more powerful you are magically

Twilight portal 400- gain the ability to form portals of magic between places you've been to before and travel between them by splitting into dozens of blue/black squares and flying through the portals then reforming on the other side

Shadows of twilight 600- knowledge of how to use the twilight realms version of dark magic, this is mostly useful for forming barriers and weapons of dark magic, but it can serve other purposes, if you spend the time to learn how to use it for such.

Hero

Basic combat skills 100- the required skills for a trained knight, or a teenager trying to play hero, regardless you now have the skill needed to fight off dozens of monsters with nothing but a sword, just not at the same time.

Beast tongue 200- gain the ability to communicate with animals, understanding them as clearly as if they were speaking English

Wolf form 400- not necessarily a wolf, but you now have access to a transformation, one that lets you take the form and abilities of a single mundane animal.

Fairy in a bottle 600- once per jump if you would be killed by an attack or accident, you are instead healed to full health and rendered invulnerable for a few seconds afterwards.

Villain

Monstrous durability 100- skin becomes as hard as steel and you become durable enough to survive being impaled through the chest with nothing but a scar and slight weakness in the area afterwards

Dark magic 200- gain knowledge of dark magic, consists of magic attacks and the ability to control the minds of those who are weaker in both body and mind than yourself.

King of evil 400- gain the ability to create monsters at will, can only make 1 “boss monster” at a time but can easily toss out dozens of lesser monsters.

Demon form 600- can at will take a demonic form, that takes the shape of a mundane animal, this form is roughly 10 times the size of the normal animal and vastly stronger than your own normal state.

Royal

Leadership 100- you now know how to effectively rule a small medieval country, magical or otherwise and get it to prosper rather than crashing and burning

Telepathy 200- gain the ability to speak directly into the minds of those you’ve met before projecting your thoughts to them

Light magic 400- knowledge and natural affinity to light magic, which is used mostly for barriers, healing, and freezing enemies in place

Precognition 600- randomly get visions of the future showing you important events up to a month ahead of time

Items

100cp items free and others discounted for appropriate origins

General

Rupees 50- bag/wallet of 100 rupees post jump restocks once per month if emptied

Drop in

Enchanted armor 100- an enchanted tunic/armor combo, there are 2 available. The Zora's armor allows you to breathe underwater but makes you more vulnerable to fire and ice attacks, and the magic armor which renders you invulnerable but drains rupees continuously and stops working and slows you down if you run out. You get one tunic can be purchased multiple times (**only first is free for drop ins**)

Mirror of twilight 200- a large magic mirror, in this jump it serves as a portal into the twilight realm. In future jumps it instead can be used as an inescapable prison for a single individual or group per jump.

Fused shadows 400- a trio of ancient and powerful artifacts, each holds immense dark magic on their own and together they grant shapeshifting capabilities and enough power to slow Ganon for several minutes while he held the triforce of power**.**

Hero

Enchanted bag 100- a magic bag that never runs out of space and can hold literally anything of any size. Except for money, for some reason it refuses to store any form of currency.

Magic weapons 200- there are many weapons used by link during his adventures here and now you get a copy of one of them, from the clawshots, to the dominion rod, the gale boomerang to the spinner. can be bought multiple times

Master sword 400- accept no substitutes. A perfect copy of the legendary sword of evils bane, complete with all powers and abilities of the original and the ability to use it.

Villain

Death sword 100- a massive sword that amplifies the user's strength possessed by an evil ghost/demon and capable of fighting on its own if you choose not to use it.

Dungeon 200- massive sprawling abandoned old temples are everywhere in Hyrule, and now you have one of your very own, full to the brim with bloodthirsty monsters just waiting for an unlucky adventurer to wander inside, can be used for training purposes or as an evil lair at your discretion.

Evil world 400- your own private world of darkness, be it a copy of the twilight realm or something completely different there are few constants, first it is a worlds of darkness, light is not a common thing here, second dark worlds respond only to the strongest if you show weakness the monsters here will treat you the same as any other being.

Royal

Rapier 100- a long thin bladed sword made for thrusting attacks. Heavier than it looks and somewhat fragile, but a good weapon in skilled hands, this one amplifies any magic used while holding it and cannot be damaged or destroyed by magic.

Castle 200- every royal needs their palace, and this is yours, a full Hylian castle full to the brim with treasures and automated magic statues for guards

Light bow 400- the signature weapon of the title character of the series, an enchanted bow that automatically imbues any arrows fired from it with light magic, which both stuns and burns any being connected to dark magic and amplifies itself further the more dark magic they use

Companions

Canon- you may take any minor characters that appear in the game for **200** or instead you could take Link, Ganon, Zelda, Zant or Midna for **400**

Horse- not actually a horse instead any normal small pet from a cat to a hawk to a chicken **100** or instead you can have an actual horse for **200**

Tamed monster- you may take any normally respawning monster with you for **200** and of course you can instead choose to bring one boss monster (except Ganon Zant or Zelda) for **300**

Drawbacks

Kids wallet +100- unlike normal you cannot find rupees by smashing pots or cutting grass. Instead you must work for your money, which is unfortunate because everything is triple price when you want to buy it

Animals hate you +100- All animals hate you, not just the monsters but monkeys, horses, cats, even Link when he's in wolf form and they will go out of their way to make your life hell, but on the upside they'll never allow you the sweet release of death (is that an upside?)

Mute +100- hyah! hyaa! hyah! Like the classic hero of the stories you are incapable of any form of speech normal or telepathic except for loud shouts of exertion. HYAAAAH!

Hero mode +200- all monsters you fight are three times as strong and only take half damage good luck on those boss fights

Stuck in monster form +200- regardless of what you would normally be you are now stuck in a form your people find monstrous, Hylians become wolves, Twili turn into imps, and Gorons turn into 20 foot tall lava monsters but Zora turn into those horrible winged beaked things that claim to be their more evolved descendants. Regardless of the form you take you gain no benefits from this transformation during this jump. Wolves don't get enhanced senses lava monsters are no stronger than normal Gorons and emit no heat, and winged freaks cannot fly. have fun

Heroes shade +300- Link the hero of the story has decided you are a monster the same as Zant and Ganon and must be eradicated, he will stop at nothing to see you dead and he knows about every power you have from other worlds

Demon king +300- Ganon the big bad of this story and most of the series has decided you are an obstacle to his reign the same as Zelda and Link, he will stop at nothing to see you dead and he knows about every power you have from other worlds

Scenarios

Hero of Twilight- (hero only Hylian only) rather than Link it shall be you jumper to save Hyrule, you will be replacing the boy hero entirely, taking his place in Ordon. During the coming years you must conquer every dungeon, grab every artifact, slay every boss, and of course kill Ganon. In return for this you will gain the triforce of courage and may bring Midna with you as a companion for free

Dark God- (villain only Hylian only) you aren't some random bandit, or monster are you jumper. You are the king of monsters; you will be replacing Ganon for this decade and you will succeed where he failed. During this decade you must conquer Hyrule and either kill, recruit, or enslave Link, Midna and Zelda then dispose of your former tool Zant. As a reward for this you will claim the triforce of power and, may bring the conquered nations with you.

Twilight Princess – (royal only Twili or Hylian only) much like the other scenarios available this has you replacing someone, unlike the prior ones this can be used for 2 individuals. If you are a Hylian you will be replacing Zelda and must prevent Ganon and Zant from taking control of Hyrule, that is to say you must actively stop it from happening yourself instead of allowing them to conquer and letting the hero reclaim it for you as Zelda herself would have. If you manage to stop and either kill or imprison Ganon and Zant you will be able to take Hyrule and the triforce of wisdom with you for free. The other option for those who are twili is to replace Midna, during this jump (at least during the beginning) you will be trapped in the form of an imp and you must assist Link in retaking both Hyrule and the Twilight Realm and killing both Ganon and Zant, if at any time Link dies you will fail. In return for keeping the idiot hero alive and

reclaiming both your homes you will be able to take the twilight realm with you and can have Link as a free companion.

Notes

Cannot take heroes shade with hero of twilight

Cannot take demon king with dark god

Cannot recruit a character actively trying to kill you because of a drawback

Cannot recruit a character that you are replacing due to a scenario