

The Legend of Zelda - The Wind Waker
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The Story Thus Far

This is but one of the legends of which the people speak…

Long ago, there existed a kingdom where a golden power lay hidden. It was a prosperous land blessed with green forests, tall mountains, and peace. But one day a man of great evil found the golden power and took it for himself…

With its strength at his command, he spread darkness across the kingdom. But then, when all hope had died and the hour of doom seemed at hand…

A young boy clothed in green appeared as if from nowhere. Wielding the blade of evil's bane, he sealed the dark one away and gave the land light. This boy, who traveled through time to save the land, was known as the Hero of Time. The boy's tale was passed down through generations until it became legend…

But then… A day came when a fell wind began to blow across the kingdom. The great evil that all thought had been forever sealed away by the hero…

Crept forth from the depths of the earth, eager to resume its dark designs. The people believed that the Hero of Time would again come to save them. But the hero did not appear. Faced by an onslaught of evil, the people could do nothing but appeal to the gods. In their last hour, as doom drew nigh, they left their future in the hands of fate.

What became of that kingdom…? None remain who know. The memory of the kingdom vanished, but its legend survived on the wind's breath. On a certain island, it became customary to garb boys in green when they came of age. Clothed in the green of fields, they aspired to find heroic blades and cast down evil. The elders wished only for the youths to know courage like the hero of legend…

Welcome to the Wind Waker. The world here is naught but islands upon a Great Sea, few and far between at that. Even the world of Terminus is such. Life here is simple, reminiscent and yet a far cry from the Hyrule of old - in fact, the hylians signature pointed ears are now a rare feature. However, a storm has come from nowhere in the past months, and a fortress to the north-east now holds the vastly weakened form of the thief-king, Ganondorf. You are here for ten years, regardless of who wins, Courage and Wisdom, or Power. On his side, against, or entirely unaware, I wish you luck in this world.

+1000 cp

- - - - - - - Origins - - - - - - -

Don’t worry about paying anything here, they’re all free.

Child of None / Drop In
You are new to this world - or, perhaps not - and none here know you. Making a place in this world will be up to you. Waking up, you’ll find yourself washed ashore on your starting island. Your item purchases are scattered nearby, and someone is calling to you.

Child of Water
Ordinary, in a nutshell. Just an average citizen in an average town. Or a treasure hunter swimming beneath the waver Or a merchant, sailing across them. Either way, the waves provide you with your daily bread, though I’ve no doubt you need to work for it. Children of Water start at the Private Oasis.

Child of Light
Yo ho ho, you are a pirate! No, wait, you’re a princess. Pirate princess? Princess secretly disguised as a pirate? I’m confused. Either way, you’re in some way a part of Hyrule's royalty… Which means jack all in today's age. Children of Light start on their boat near the Mother and Child Islands.

Child of Legend
Not exactly a nobody, but not yet anyone important either. The hand of fate brushes against you slightly, if only you were to answer its call. Failing that, you could of course spend some time relaxing with your family? Children of Legend start at Outset Island

Child of Darkness
You may not be the evil the stories speak of, but you are most likely related to it in some way. Help Ganon collect the Triforce and conquer Hyrule, or defeat him and take it for yourself, it’s no difference to me. Children of Darkness start at the Forsaken Fortress

- - - - - - - Races - - - - - - -

Hylian - The descendants of the old kingdom, and basically your bog standard humans. Over the years they've lost their trademark pointy ears, though there are a few people with them left. Not that the ears actually did anything, mind you.

Hylians start at Windfall Island

Rito - Almost certainly related to the Zora in some way, these bird people have acquired the power of flight. However, they are dependent upon their guardian spirit, Valoo, to actually obtain their wings. Specifically, his scales can create their feathers.

Rito start at Dragon's Roost Island

Korok - The younger cousins to the Kokiri, they do not share the humanoid appearance. While the Kokiri resembled children, the Korok vaguely resemble a small mannequin or training dummy, with a leaf mask on their face.

Korok start at the Forest Haven

Age and Gender

Your gender remains the same as last jump, and your age is 2d8+8.
You can, of course, change either or both for a simple payment of 50 cp.

Discount Rules

100 cp perks and items, when discounted, become free. Everything else discounts to half off.
You get two discounts for 100 and 200 cp Gear items, and one for 300 and 400 cp Gear items.

- - - - - - - Perks - - - - - - -

Hylian

100 cp - Kind Hearts and Pointy Ears

Hylians, for all they have suffered, have always been quick to band together against the darkness. Even if you were not the hero of legend, you will find your people being helpful to you simply because it is the right thing to do. This isn't free charity, but more like a line of credit. I'm sure you can find something to do in order to pay them back. And you will, right? After all, one good deed deserves another.

200 cp - Puzzle Master

Hylians have long since been mildly obsessed with puzzles. Need to hide something? Put it in a cave and lock the door with sudoku. You are now an expert at most puzzles - or rather, most puzzling things, such as treasure hunts, riddles, and other such brain teasers. Let no treasure lie unearthed, even if you have to trek halfway across the map and back in order to find the key or get a hint to the riddle.

400 cp - Puzzle Maker

Or if finding isn't your deal, perhaps you'd be more interested in building such puzzles yourself? There are quite a large number of bits and bob that the ancient Hylians built lying around. Things like switches that cause platforms to raise or doors to open… installed into a boat. Where there shouldn't be space for it. As much as this is technological, it's probably also magical. And you are now, in all likelihood, the only one alive who knows how to build it.

Korok

100 cp - Leaf On The Wind

A Korok is about the same size as a Hylian child, if a bit shorter and not nearly as dense. As a result, they are light as a feather. Or perhaps a leaf? Exaggeration aside, this allows them to float about on a deku leaf without the need to expend magic to ensure structural integrity the way the green clad hero does - or maybe will? Regardless of your actual size, you may treat yourself as though you are light enough to accomplish that feat. Now all you need is a leaf.

200 cp - Sapling Seed Spreading

Every year, the Great Deku Tree sends the Korok out into the world with a sapling to plant. These forest trees hold the potential to become Deku trees in their own right, but more often than not they are treated as a resource by the Hylians in desperate need of wood. You can now vastly accelerate the growth of any plant you personally tend to, accomplishing years worth of growth inside a few weeks.

400 cp - The Great Deku Jumper

Instead of being light, maybe you want to be quite heavy? While strictly speaking this is not a Korok, you may now transform yourself from a plant person into an actual tree. You'll need to remain that way for quite some time, but eventually you'll be able to create Deku Leafs, Forest Water, and the Korok themselves. Reaching that point will take a few decades, but thankfully you don't need to be a tree 100% of the time. A year here and there will do until you've grown enough.

Rito

100 cp - The Wind Will Take Me

With the winds being your main mode of transportation, it makes sense that you would be able to read them. No need to lick your finger and stick it in the air, as you have an instinctive grasp of which way the wind is flowing, and how long till it changes. On a similar topic, you have a minor grasp of aerodynamics, and can figure out the best shape to conform to or pattern to flap in to get the best result out of your effort. Regardless of if the goal is speed or gliding to conserve energy, both are equally easy.

200 cp - Where I Need to Go

When delivering mail out on the Great Sea, people don't always stay put. Sure, some people stay put, but others go running off to who knows where. While you aren't much good at tracking them down, you've managed to get predicting their next move down to an art form, even if you only have scraps of information. After all, the mail must go through, and no ancient quest causing some kid to wander back and forth across the known world will stop that.

400 cp - Prayer to Valoo

The Rito were once the Zora, but over time evolved to their new form. Somehow. In the here and now, they have a contract with the sky spirit Valoo - they attend to him, and he provides them with his scales. Those same scales are the ones they need to fully grow their wings and allow them to fly. Similarly, you now have a level of skill at negotiating such a contract with the supernatural, as well as a mix of luck and brashness to allow you to find them and actually be heard out.

Child of None / Drop In

100 cp - Great Grassy Goodies

Tall grass, the bane of organization. If you dropped something, you may never find it again! On the other hand, if you were willing to cut it all down, who knows what you might find? A green rupee? Two green rupee? A bundle of arrows? Truly, the tall grass is a treasure trove of small treasures. You won't ever find something worth more than pocket change, but its abundant.

100 cp - High Definition

The Great Sea is a beautiful place, even at the worst of times. Thunderstorm or clear sky, dawn or daybreak, the world is alive and vibrant. Simply put, it's not just there, it's also a work of art. It's like being blind and then realizing that you forgot to put your glasses on. Everything is sharper, more in focus, and generally more pleasant to look at.

200 - Treasure Circles

For some reason, whenever there's treasure buried beneath the waves, you'll find a small circle of light floating on top of the water. It fades away if you get to close, but will also emit a small noise as you get closer. Given the nature of the great sea - that of being a sea - you'd normally only find these on water. However, as this era is one of the few where the world is primarily water, then if you should visit the other eras, then you will find the treasure circles marking the locations of treasure on the ground, not just on the water.

200 cp - Washed Ashore

Given that this world is 99% water, boats are very important here. But, on the off chance that you don't have one, you might be thinking of flat out swimming. Now, I'm not going to tell you that's a bad plan - it really is though - but instead I'll give you this. On the off chance you fall unconscious, almost drown, come within inches of death via shark attacks, or otherwise find your doom via falling into the water, you'll wash ashore at the nearest island instead.

400 cp - Talking is a Free Action

While time isn't about to stop as you talk to someone, you will find that people will give you a brief moment of consideration as you do so. Pause to speak to the lady on the side of the road, and the thief following you will wait impatiently for the perfect moment, rather than use this one. A circling shark would continue circling, and in general, people will hold off attacking you for just a moment as you conduct your business. This won't stop an attack already in progress, but it will prevent them from attacking while your back is turned.

400 cp - Cyclones
Much like the minor god Cyclos, you now possess the power of manipulating the wind. This is dependent upon your magic reserves, so nothing too big is going to be happening anytime soon, but in theory, if you have the power, you can do whatever you want. Realistically, using the Ballad of Gales more than once every few days will leave you utterly exhausted, though merely changing its direction is much simpler.

600 cp - Undestined One
Here in this world, there is a cycle of reincarnation. However, when the gods flooded Hyrule, they wiped away much of its history… And its future. In the era of the Great Sea, the cycle is at its very weakest. You, who come from outside the world, you who has no fate, no destiny… You could utterly destroy the cycle, once and for all. No divine mandate, no fate, no destiny, none of those things can stop you, for you are without one. And thus, untouchable by them.

600 cp - Kin of the Rivers
Let us speak of the Rito for a moment. In years gone by, they were known as the Zora. In essence, they were fish people. But now they are birds. How exactly did this happen? With Valoo's Scale, an affinity for the wind could be created. Still, it must have been an immense undertaking, if it was done on purpose. Let's assume it was, because it would be even stranger to be an accident. Regardless, with an artifact of some kind, and an immense amount of power, you can work that artifact into a person, thus making it a part of them. Something to consider would be making a contract with a spirit of some kind, both for a supply of foci and for them to handle the power.

Child of Water

100 cp - Life on the Waves

As a land made of waves, there are few here who do not know how to sail a boat. You are not one of these few. While you could not build a boat from scratch, you will find that anything short of that is within your reach. Climbing rigging, aiming cannons, charting courses, and even a few 'odd' activities, such as shooting people out of catapults are easy for you to do. Even those who live on the various islands have a basic competency in these matters, simply out of the sheer necessity that comes from the world being 99% water.

100 cp - A Man from a Far Away Land

The Islands near Outset are not the only ones on the Great Sea. There are other past the edge of the world, but all seem to be quite far away. Thankfully the locals of the towns you find yourself in are kind to you, within reason. Some might find a stranger such as yourself to be an oddity, or perhaps something to be wary of. You? You are greeted with a warm welcome - though, that doesn't mean free stuff. Well, maybe one, but after that you'll have to pay for things properly lest you do actually wear out your welcome.

200 cp - Auction Master

You know how to drive a hard bargain - in both directions. Whether it's convincing someone that they want what you're selling more than the person next to them, or the fact that they want it in the first place, you are an excellent salesman. Or hell, don't even sell a treasure. Just fast talk someone into paying you for helping them out with something. On the flip side, you're also quite good at haggling, so people will never be upset with you that you bought it back for a mere half of what you said it was worth just last night.

200 cp - Bounty of the Ocean

With land space at a premium, where do they grow the crops? A more advanced nation might call this 'hydroponics', but for now all you need to know is that you now an unusual ability to grow most plants in the ocean. With just a bit of effort and ingenuity you will find that the sea is a fertile soil of its own. Or if that isn't to your tastes, you are also an excellent fisherman, such that you would never go hungry so long as you have water and a rod.

400 cp - Merchants Oath

I suppose it says something about the Great Sea that two people can simply agree to do something and then do so in good faith. For all that it's a smoking crater of Hyrule, it's a fairly nice place to live. Anyways, when you give someone your word, you, and anyone involved, receives a small dose of good luck towards actually fulfilling it. Storms hit after you leave, pirates don't attack, and there generally aren't any issues with the delivery. It's not quite where you can say you'll do it and then it happens on its own, but it's close. In an emergency, maybe try for a message in a bottle approach?

400 cp - Goron Stomach
Gorons are far and few between these days, and apparently the only race to fully escape the flood. Well, maybe not given their miniscule population, but given that that the Zora went from fins to wings, the fact that the Goron are still the Goron is surprising. And while you aren't one, you can now eat stones and minerals the same way they can. Moreover, doing so will provide you with a small benefit of some kind for a short time - a ruby to make fire burn hotter, a sapphire to make ice colder, and a topaz to make lightning strike, perhaps? Expensive, but worth it in an emergency.

600 cp - Crystalized Magic
What is a rupee? Where does it come from? How is that relevant to you? Well, maybe it isn't. Anyways, you now have the power to create small shards of crystalized magical energy. These crystals are basically pure lifeforce. Regardless, these gems are now your preferred form of currency, because you seem to be able to use them instead of the local currency in most cases. A merchant will accept them gladly, though they may not fit in a vending machine. Or if you prefer, you can save them up to convert back into energy later - wasn't there a shield of some sort around these parts that ran on rupees?

600 cp - Sages Lament
Outside the curse of hatred, there are the sages. Before the great flood, there were seven - Light, Forest, Fire, Water, Shadow, Spirit, and an unknown element wielded by the Princess herself. However, after the flood… There are only two sages left, those of Earth and Wind. You now possess a direct line of communication to one of the local gods, and their divine favor. Praying to them is not just a desperate plea for help from the masses, it's you personally asking for it. You are, in effect, their favorite child.

Child of Light

100 cp - Ancient Hylian

You have an instinctive grasp of ancient languages, especially the kind that are supposed to be dead. It's not enough to understand more than every other word spoken by someone like Valoo, Jabun, or the Deku Tree, but it's enough. Think of all the secrets they'll spill, thinking you can't understand them… Or maybe you just want more than half a clue as to what's going on? So much of what will come to pass is all but literally ancient history after all.

100 cp - If You See {A} You'd Better Press That Button!

Stop being meta, stop it I say! Well, anyways, you now seem to have a surprising level of competence at giving order and advice to other people. ...Even though you aren't actually anywhere nearby? No idea how you're pulling that off, but whatever. Anyways, like I said. You're good at looking at a situation, and then advising/ordering around the guy who's actually in it with useful information.

200 cp - Inherited Glory

Ever wonder how a young woman - not even a teenager yet - ended up as the leader of a group of pirates? Me neither. Regardless, you seem to have a knack for inspiring the loyalty of your subordinates. While I would assume pirates to be bloodthirsty or self centered, your crew would go to great lengths to get you back if you were kidnapped. I suppose it wouldn't be too much of an exaggeration to say that you were born to lead.

200 cp - A Final Act of Spite

In the end, the rightful king and thief king were the same. Two old men mourning and longing for a peaceful wind, and on the verge of sacrificing an oceans worth of lives to get it back. The rightful king, however... Well. Bide your time and wait, for you can now gauge exactly when and where to hit your enemy to hurt the most. Sure, you could toil for years to try and bring him down, or you could make away with his magic artifact while the heroes distract him at a critical moment, and bring everything down around him.

400 cp - Spirit of the Boat

Time is a funny thing. Death even more so. And as the kings of Hyrule have shown on more than one occasion, there are ways around such things. Once per jump, upon your death, you may transform yourself into a ghostly form. This form lacks almost all your powers, but by dint of being a ghost, is significantly harder to actually effect. You have a weak plethora of ghostly abilities, such as floating, passing through walls, and possession. That last one is your strongest - perhaps you should assist the hero by providing him with support?

400 cp - Princess in Disguise
So what if you're the long lost princess of a long lost kingdom? They can just get lost if they think you want anything to do with that. You can, at will, create a weakened form of yourself, temporarily cutting yourself off from as much or as little of your power as you want. Getting it back requires a very magical girl-esque transformation, but you can get back as much or little as you want each time. While sealed away, nobody can sense your sealed powers - the man hunting you down would not see you for who you really are.

600 cp - Enduring Hope
The Hylian race has been slowly fading away in the years since the great flood. Their signature trait, pointy ears, is something only found in maybe one in ten. What, did you think fading away meant they were dying out? Not like that, just... Lesser. No gods, no heroes, no magic princesses, not even any villains, for hundreds of years. You are an interesting inversion. They have not been seen, but a three who still live who have a spark of power within them. You are now a fourth. However, unlike them, you possess that spark in its entirety, the blessing of the gods as it was originally meant to be, not just the watered down state it's currently in. In short, while your powers can be flat out taken from you, they cannot be weakened. All or nothing. Additionally, since the blessings of the hero and princess were meant to pass onto their children, you can pass this on to yours for free.

600 cp - Royals Wisdom
In these flooded lands, this ocean and it's islands, there isn't much in the way of magic left in the world. Most of what you'll find is magic items - weapons and the like that have a special effect when magic is channeled through them. Things like the Deku Leaf, or the Fire and Ice Arrows. Still, just because magic is forgotten, doesn't mean it doesn't exist. Where others must wield these magical weapons in order to use any magic at all, for you merely using them a few times is enough for you to use the magic yourself. Beware though, as your magical strength is not without limit.

Free - Legacy of Wisdom (Requires Child of Light and Trial of Wisdom)
If we're being completely honest, the current situation is one drawn from a complete and utter lack of Wisdom, or perhaps the heavy misuse of that same power. Having accidentally retconned the Hero out of existence, Hyrule was left undefended and the princess and her court were reduced. In the current day, the last descendant of the royal family is a pirate captain, if an particularly kind one. Still, that bloodline carries both the Triforce of Wisdom and a penchant for being fair rulers, and wouldn't you know it, the current heir is both. That'd be you, by the way. In your hands, the Triforce of Wisdom seeks to impart lessons of your ancestors upon you, filling your dreams with the skills and knowledge on how to rule and how to lead. But more importantly, it lets you treat these two things as interchangeable – or rather, as the same thing. No matter if it's the politics of the royal or the brethren court, or even trying to reign in a bunch of unruly kids, it's all the same to you. Leading one man into battle is as easy as leading an entire army, and the trials and tribulations that come with being crowned queen are barely any more difficult than when you were a pirate captain. In short, your leadership exists independently of the scale of the task at hand – if you've the skill at leadership, at paperwork, at politics, for any level of leadership, you'd find the rest of them to be no more difficult no matter the change in scale.

Child of Legend

100 cp - Time Tested Techniques

The single most basic thing you will need to defend yourself as you travel between islands is a weapon. Well, I suppose you might need a boat, but you really do need a weapon. Whether it's a sword, a bow, or a rather large fishing hook tied to a pole, you have basic mastery over it. Enough to use it in the heat of combat without freezing up at least.

100 cp - Under a Barrel

Sometimes, you can't just go into a fight and swing your sword until you win. Sometimes, you need to sneak about until you actually find a weapon. Maybe it's luck, maybe it's skill, but people who don't know you're there tend to stay unaware of you. The fact that the barrel is three feet to the left is an unusually uninteresting sight, nothing noteworthy at all. You're not exactly a ninja, but when you go out of your way to be stealthy, you are very hard to find.

200 cp - Shouldn't That Have Exploded?

Magic used against you is slightly more cohesive that it should be. Not enough to do any additional damage, but just enough that you might be able to deflect it. It does require that the magic be projectile in nature, but with a little bit of timing, those spells could explode in their own users face. Keep in mind though, they could potentially bounce it BACK, and that it will eventually explode at some point in the ensuing tennis match. Also, beams are much much harder to deflect that an ordinary - well, I say ordinary but this is magic we speak of - projectile.

200 cp - Super Not Drowning Skills

Now this, this is something you'd really think everyone would know. You know how to swim, and are physically fit to match it. Even if you were a child, you could best a grown man for stamina and speed, if only at swimming. If you were extremely careful and determined - or just stubborn and lucky - you might theoretically be capable of swimming from one island to the next. I highly doubt you'd enjoy it though. No drowning after 30 seconds for you.

400 cp - Unconventional Fighting

Once you've begun to grow your collection of weapons and tools, you may find that using more than just your primary weapon in battle is required. Or perhaps you merely find it fun. Either way, you are capable of using many weapons, not just your original one. Dance around and blow them away with the Deku Leaf, or steal the clothes of their back with the Hookshot. You may find yourself fumbling between them, but in the end there's very little difference between 'things I want to do with this' and 'things I actually can do with this'.

400 cp - Knight's Crest
There are those who are just beginning on their journey, those who have set out and returned, and those who have set out and returned a dozen times or more. And through those journeys, a skill has been mastered, knowledge obtained. You? You are a fighter. A defensive one, but a fighter. You are ludicrously skilled at blocking attacks. If you can see it coming, and if you are actually strong enough to do so, you will find your blocks almost always successful. In a supremely unfair fight, where it is not possible to completely block without taking damage, you may find yourself better off dodging. Good luck with that, by the way, as this perk won't help.

600 cp - Hero's Courage
In this world, there is a cycle of reincarnation hidden throughout history. The Hero, the Princess, and the Tyrant. Here though, this cycle, while not broken, has seemingly forgotten to bring the Hero into the world. Fortunately, there is a candidate to inherit his position, the one to become known as 'The Hero of Winds'. His name is Link, if you didn't already know that. Regardless, you share his inheritance. Simply put, you are pure of heart, and have the plot armor to match. Even if you aren't. Beings of power will bestow their blessings upon you, age old weapons will return to their glory in your hands, and fate will simply conspire for you to find trinkets and treasures to help you on your journey… You are on a journey to do something heroic, right?

600 cp - Trial of the Gods
In a single act of kindness, the previous king damned Hyrule, resulting in the ocean you see now. The bloodline of heroes, weak as it may have been, was swept away by times currents, leaving Hyrule without a hero to save them. However, a location was created, a method of divine adoption, to create a new hero. This is you now. If you so wish, you may step into the shoes of any main character. You cannot fully replace them, but you can complete a prophesied task only they can, or walk through defenses keyed only to them.

Free - Fragments of Courage (Requires Child of Legend and Trial of Courage)
The power of the goddesses in the current world is at an all time low. The land they created is in ruins, few if any even remember their names, and the tribe of servants that have served those closest to the goddesses are now extinct. The divine blade made by their steward, Hylia, has lost its power. Worse, the method of restoring said power has been purposely sabotaged. Anyone else would view the current situation as hopeless. But, not you it seems. Instead, you found a number of old maps leading to unusual shards of golden metal, and rebuilt the Triforce of Courage. In your hands, it grants you a power you'll need more than anything. In a situation where no solution exists, the Triforce of Courage will make one. One might say it was wished into existence. But, those maps? Those shards? The quest you undertook to find them is a pale echo of what you'll have to go through to create your means of victory. Something just out of reach might be doable in a few sidequests or two, maybe a dungeon that needs clearing, but anything more than that would require much more effort on your part. Several dungeons, a chain of deals of torturous length, maybe even a dreaded escort quest… But it will be worth it in the end, I assure you. As a similar but alternate usage, should you ever conquer a dungeon only to find it's treasures already looted, the Triforce of Courage will simply magic a small reward for you into being – a new tool perhaps, to help you reach your next adventure?

Child of Darkness

100 cp - I Envy the Wind

There is always something, isn't there? A reason, a cause, a motivation. Very rarely does evil simply do so that it may be evil. But rather, it does because it knows that it wants something, and that this is the way to get it. Maybe it discovered this method after may long hours of research, or maybe it simply decided to go to war against you for your land. Ultimately, it doesn't really matter. That said, you now understand yourself - not only do you know what you want, you know why you want it.

100 cp - My Power, Not Yours

It's never fun to have your own powers or techniques turned around on you, is it? Having a fireball whacked back at you after throwing it is both irritating and nonsensical - how does one hit a fireball with a sword anyways? Counter magic perhaps? Or just ludicrous skill? Regardless of the fact such deflection shouldn't be possible, your own magic will do only about half as much damage to you as it normally would. It won't stop them from hitting it, but it will make the rebound hurt less.

200 cp - Stormy Presence

A visage of rage, such that the earth itself would tremble in fear, if only it could. That is yours. When you take action, so does nature. A town you destroyed would be wrapped inside the heart of a storm for weeks on end. Aside from nature's wrath, your own rage is a sight to behold as well. Of course, you could pull this back if you so wished, or intensify it even more if you had the energy to spare.

200 cp - Me And My Shadow

You will find, in the tales of old, that evil is often alone. When the Hero confronts him atop his tower, who stands by his side? No one. While evil may not have friends, he does, more often than not, have minions. For this reason, you have torn away your own shadow from the ground, and given it a fragment of your magic. While you can see through its eyes and hear through its ears, you do not have perfect control over it, and it's intelligence is lacking. If it's destroyed, it will merely fade away and return to you, ready to be fed more magic and sent away again.

400 cp - Castle Guards

Despite the flood that washed away and locked away this world's sin, there still exist pockets of darkness. A monster hiding in a forest, a shark circling a reef, a suit of armor standing guard in a corridor. These pockets are yours to command, but first you must go out and find them. And, of course, prove yourself stronger than them. After that? They will follow you - perhaps not loyally, but that depends on their intelligence, and many… aren't - until they die.

400 cp - Unmastered
Defeat is inevitable, and there is always someone better. But that does not mean that such things cannot be delayed, fought back, or even seen coming. You are now supremely skilled in destroying, delaying, or invalidating any method that has previously been used to defeat you. If you were careful, you could make it so that drawing the only sword capable of defeating you would also give you a rather large powerboost.

600 cp - Conquerors Power
You will often find that those without power will flock to the side of those with it. A suitably charismatic individual could be pure evil, but so long as they had enough power to back it up, their army and allies would remain theirs. You are one such individual. Compared to the others in this world, you are simply better. The spells you cast have more weight behind them, your swords blows hit harder, and your words resonate in people's hearts. In all other aspects, your power is not as overwhelming, but you are still stronger than most everyone.

600 cp - Unity at Last
A long time ago, the thief-king of the gerudo was deemed unworthy of the power of the triforce by the goddesses, and it broke itself rather than submit. A part of it stayed with him, but the rest empowered those that would eventually seal him away. However, during that time, he contemplated and grew wise - about himself, if nothing else. He found that shred of Hate that did not belong to him, and cast it out. Much like him, you are now capable of dissecting and explaining your own mind, and casting out the parts that do not belong. Power corrupts, but you will not. At least, not anymore. And without that corruption, perhaps wisdom and courage could be yours?

Free - Unstoppable Power (Requires Child of Darkness and Trial of Power)
Ganondorf. King of the Gerudo. A thief who proclaims that all he takes is rightfully his. Someone you've been taking lessons from, it seems. Whether you were always him, whether you have taken his body for yourself, or whether you've simply stolen the Triforce of Power, it now rests inside of you. Fittingly enough, in your hands the Triforce of Power seeks to return the things that are 'rightfully yours' to you. When fighting a thief, the strength of your blows become far more than they ought. When tracking him down and destroying the castle in which he takes refuge, the wells of your magic power seem deeper and refill faster. And when you are defeated by Courage and Wisdom, cast down from your throne and stripped of your jewels and weapons, it will force the very universe to very slowly bend in your favor until that which was taken from you is returned. Make no mistake, this is neither luck nor fate, merely your own rightful rage at the theft of your destiny. So long as you are deprived of it, you are simply more powerful. Of course, simply because a thief has yet to steal from you makes them no less guilty, and so defending oneself and one's possessions would also fall into this. If you wish, this can even trickle down into those who serve you, though only on the same conditions – that something that is rightfully yours is not.

- - - - - - - Companions - - - - - - -

100 cp - A Child with Blond Hair and Long Ears (One free Child of None)
What an odd thing for a villain to search for. Perhaps he read a certain list, and now requires a five year old? Or, perhaps not. But, you yourself have found someone, though they need not be a child. Practically anyone here upon the Great Sea is fair game, though I must insist that they actually have been present in the game.

50/300 cp - Jumper's Pirate Crew
What's that? None of these new folk are good enough for you? You'd rather bring in some of your old crewmates to set sail into adventure with? Well, why not. For 50 cp, you can bring one of your companions with you, and another one for every 50 cp after that. I'll be nice though, and say that the last seventh and eighth are free, if you bring that many along. Each one of them has 600 cp to buy perks and items with, though not companions.

- - - - - - - Items - - - - - - -

All origins get an extra 300 cp to spend here - and only here

General

Free/50 cp - Complimentary Coupon

A single orange and yellow coupon, emblazoned with Beedle's face. Presenting this coupon to Beedle - or anyone, really - will cause them to compliment you. And nothing else. Literally. Nothing else. As you can see, it's quite useless, which is why it's free. Only usable once per jump. Or, for 50cp, you can have the 'real' version, which fully heals you once per jump as well as restocking all your various ammunition or consumables… Which is also kind of useless.

Hylian

100 cp - Family Legacy

An ordinary old sword, one that's probably een in your family for GENERATIONS! and has served your ancestors well, as it will now serve you. ...That's it. That's all it is, just an ordinary sword. What were you expecting, magic? Well, actually it's a sword and shield, the shield bearing a crest in the rough shape of a bird and a trio of connected triangles. Or maybe it's supposed to be one big triangle with a bit missing?

200 cp - Swordsman's Scroll

This simple blue scroll might often be mistaken for a map, but inside it lies a powerful sword technique. The great spin attack, though you may also know it as the hurricane spin. Well, I suppose a more strict explanation is that it teaches you how to add in magical energy to your attacks, something that causes the spin attack to evolve into the hurricane spin. I'm sure you can create other techniques with a bit of effort, though that's up to you.

400 cp - Journey's Beginning

Every tale needs a beginning right? And hopefully a happy ending to go with it. Thats where this comes in. See, it's your home! Island. Your home island. Or maybe not actually? Look, it's Outset Island. There's a forestry bit on top of a mountain, an awesome rope bridge, and a small town down by the beach. You even have family here, a doting old grandmother who would love nothing more than for you to stop by so she can feed you her amazing soup and tell stories. Hopefully you'll actually have the time to do so?

Korok
100 cp - Musical Instrument
Just a mostly ordinary musical instrument. Violin, harp, flute, whatever you want, really. It's always properly tuned, and is even usable as a weapon. Though, being an instrument, it's quite fragile and is only good for a single fight, maybe two, before it breaks and you'd have to repair it. And obviously you can't play it while broken. I'm sure the locals would love to hear some folk songs, and I've heard even the gods love a good tune or two.

200 cp - Deku Leaf
A single leaf from the Deku Tree, and the thing that the Korok use to fly, helicopter style. Unlike normal people, who are too big to do anything but hang glide, they can float about more or less indefinitely. Not much for actually controlling where they go though. Additionally, the leaves seem to have an affinity for the wind, as simply swinging it around will create an unusually large burst of air.

400 cp - Deku Treehouse
I have no idea how you even found one of these, but you have a mid sized Deku Sapling that's grown in such a way as to be a treehouse. Just, treehouse. I don't even. Anyways, it's a living wellspring of magical power, and will probably create its own version of the Korok at some point in the future, so try to take good care of it. If you took 'The Great Deku Jumper' perk, then you may jumpstart your growth and immediately gain the benefits of the perk.

Rito
100 cp - Delivery Bag
It's not much to look at, but this bag is slightly bigger on the inside. It can hold up to ten items without even getting heavy, let alone looking full. It does have a limit though. Let's say… Nothing more than twice as big as the average human. As you might imagine, the Rito use this to actually deliver the mail around the Great Sea.

200 cp - Valoo Scale
A single scale from Valoo, guardian of the Rito tribe. It's necessary for them to grow their wings, so it's quite valuable. Just a tiny bit of stabbing, and then wait a week for your new wings to grow in. And then practice your butt off, and maybe get a shirt with some wider sleeves. But who cares, you can fly now! Of course, actually flying is more complicated than just up, up and away, so maybe build up some upper body strength, stamina, and a head for the winds?

400 cp - Dragon's Nest
Home to the Rito people as well as the spirit they serve, Valoo. It's also a mail distribution center? Well, I suppose that makes some sense, since they are the mailman… Regardless, this mountainous and cavernous village holds a small population of Rito you can take with you as followers. As before, they are quite excellent mailmen, and a few of them are also surprisingly good with a bow. If you took the perk 'Prayer To Valoo', he comes with you as well, allowing you to create more Rito En Mass.

Child of None

100 cp - Color Camera

It's a rather large wooden box, capable of taking and storing twelve color pictures. It doesn't really do anything other than that. I guess if you gave said pictures to an artist, they could make some excellent art out of them, or maybe you could sell them for some money?

100 cp - Treasure Map

A red scroll, opening to reveal a random location with a single red X located on it. And I do mean random, as it could be pretty much anywhere. The only real guarantee is that it's going to be somewhere in the ocean. Find where the X is in real life, and you'll find some treasure. Might be a neat magical artifact, or just some rupees. The map changes a few days after you find each treasure.

200 cp - Triumph Fork

This truly fantastic eating utensil does not actually exist as anything but rumour and hearsay. And yet, it is now yours. Shining with a gentle golden light, this fork causes the owner to very slightly attune themselves to the principles of the Triforce. Specifically, when using it to eat. Food for the soul and what not. In later worlds you can replace the default alignment with another kind of enlightenment if you so wish. It also comes with enough copies to complete the set, though those lack the same power.

200 cp - Nintendo Gallery

An underground base, hidden atop a tall cliff. Yes, I know it sounds contradictory. Inside this base is what basically amounts to an art museum. The various rooms are filled with small statues - figurines, if you will - of all the various people and monsters you've met in this world. There's no reward for getting 'everything', but it will probably look nice.

400 cp - Tower of the Gods

This place was made due to a simple error. A single moment in time with two outcomes, split in half. Two worlds instead of one, and both in need of a hero. But there was only one. And this world was the one that went without. This tower is a trial for the goddess's favor - or at least, it was. This version is somewhat different. See, this tower is keyed not to their favor, but to yours. The prize is altered similarly. Upon entering the tower, it will arrange itself into a gauntlet meant to test every power the challenger has, every skill they have learned, every tool they wield. If they succeed, then the tower will bestow three of your perks upon them, one for each of the Triforces guiding ideologies. Courage, wisdom, and power. Unlike most methods of sharing power, you do not actually control what is shared. Instead, the tower will seek to fill in the gaps and flaws in the challengers powers - someone short sighted might be gifted with patience, while someone frail would receive physical prowess. Assuming you have those things to give, of course.

600 cp - Jabun's Belly

A long long time ago, a nation of fish people known as the Zora lived in Hyrule. Their guardian deity was Jabu Jabu, a great fish whose stomach was far larger than it had any right to be, and also served as the shrine in which the Zora Sapphire was kept hidden away. Jabun, most likely descended from Jabu Jabu, seems to have either taken an immense liking to you or has fallen into your service somehow - or maybe this is merely a close relative? Either way, the inside of this overly large fish's stomach is an entire village, one you may now enter freely. You can even dock your boat inside him, though I don't know why you would. Beyond simply having access to the village itself, you will also find yourself never in need of maps, as the residents of the village chart out the world for you, and that any aquatic race would be highly impressed, to the point of treating you as foreign royalty for simply having the allegiance of such a powerful water spirit.

Child of Water

100 cp - Decoration Collection

As much a statue as it is an actual flower - er, I think I've got ahead of myself. You now have a trio of flowers, referred to as the 'town flower', 'sea flower', and 'exotic flower'. As you might imagine, the town flower is fairly plain, while the exotic flower is, well, exotic. As I was saying they are as much a statue or wood carving as they are an actual flower. While they do grow - slowly, I might add - they are also surprisingly sturdy. Drop them out a window and they'd be fine. For now you have just one of each, but for every one you sell you'll find two more in your warehouse.

100 cp - Telescope

More of a toy than a weapon, but this telescope is a useful thing to have out on the open ocean. Use it to look for things in the distance, from seagulls circling treasure, to a storm on the horizon. Or maybe look for a triumph fork? Or someone's face, if you feel silly. Regardless, it's a remarkable study thing and basically can't be broken on accident. It also pairs well with the Color Camera, if you have that.

200 cp - Private Oasis

Your own private island, complete with vacation home, complete with butler. The butler is also the door, by the way. Anyways, it's not exactly a big island, with only the house, a mid sized pond, and a small gazebo in the middle of the pond. But, it's comfy and it never need restocking with things like food and water. And there's a bit of room under the house if you want to build a basement? Thankfully it's already been cleared out of rats and redead, so you don't have to worry about those. If you really wanted to, it would be perfectly possible to spend the entire ten years here relaxing.

200 cp - Infinite Wallet

Under normal circumstances, your wallet can only hold a certain amount. I mean, it's just a leather bag you shove Rupee's into, so of course it will get full. Even if it was bigger on the inside. But, not anymore. This wallet is truly infinite. Just one catch, it can only store money. It can't store silverware made from real silver, but it can store silver coins and the like. In addition, it will convert between the currencies. Place in one silver rupees, pull out two hundred green ones. Or maybe the other way around? Never worry about exact change again!

400 cp - Gold Beedle Membership Card

A golden membership card from Beedle's shop, awarded for spending a total of 5000 Rupees at his shop. Or maybe someone who did that gave you the card? I suppose it doesn't matter. From now on, anything you buy from him - or from any Beedle - is 20% off. It also works on merchants that aren't Beedle, but that's only 10%. Similarly, this also allows you to raise the price of selling by the same amount. Lastly, if you happen to possess the Magic Armor, this will also increase its effectiveness, allowing you to tank more blows for cheaper.

600 cp - Savage Labyrinth

A deep and cavernous maze located on Outset Island. It's exactly fifty floors deep, and it's most likely the single largest concentration of monsters anywhere in the Great Sea. So much for Outset Island being the only island with none, eh? Under normal circumstances, there would be a fragment of the triforce of courage hidden at the bottom. Now? Well, it's something useful to be sure, but what exactly I leave up to you. Perhaps a key component to make a spell or fix a machine? Regardless, the Labyrinth will rise to meet your challenge in future worlds - always a challenge, but not impossible to defeat to someone who knows themselves. As a side note, you should seek to do it all in one go, as turning back even a step will cause you to find yourself at the entrance once more.

Child of Light

100 cp - Gossip Stones

Two small blue stones, tied into a pair of necklaces. When fed small amounts of magical energy, messages can be transmitted to other stones. Sadly, there's no aiming. It's called a GOSSIP stone for a reason. No private conversations. On the other hand, there aren't that many left in the world, and this only gives you two. For even more magical power - and I'm not actually going to tell you how to turn this part on - you can see through them, as a sort of magical eye. Useful, right?

100 cp - Koroki Bottle

These hand carved bottles - one large, one small - can be incredibly useful, if used right. When filled with any form of water, they'll purify it to a perfectly drinkable status. And, if you leave them to sit for a few hours, it will purify even futher, giving it a form of kick. Said kick makes it seem like the water just has more… life, in it. Plants love it.

200 cp - Underwater Castle

A grand castle, something sure to be the shining jewel of any kingdom. If it weren't buried beneath the waves, that is. Now, I'm sure if it were restocked, and cleaned up, it would be something marvelous, but unless you can swim down that far - or maybe use magic to teleport - you're unlikely to be able to reach it. Funnily enough, despite being underwater, it's perfectly dry. Almost as if it were shielded somehow.

200 cp - Bone Ocarina

This bright red ocarina has an unusual power. When you play a song on it, your allies will hear you, no matter how far away they are. On top of that, they'll gain a sudden burst in power for the explicit purpose of coming to find you. As you might imagine, this can be quite useful in an emergency. Additionally, if you lay it down and let the wind play it instead, it will play a tune based on how close you are to hidden treasure. If you were right on top of one, you'd probably get the item jingle. If you want, you can import another instrument into this.

400 cp - The Great Sea

A long long time ago, the gods called down a great flood across all the lands in an attempt to stop Ganondorf from claiming the full power of the Triforce. In a time that has yet to arrive, that rain would come again, if only briefly. And you, you have the power to call it a third time. The Great Sea, one million cubic miles of water, is yours. At your discretion you may import this sea into an existing one, causing a sudden surge in sunken treasure to appear, or to hold this in reserve in case you need to drown your sorrows and your failures beneath an ocean of water. Summoning it is a simple as a short prayer to the Golden Goddesses, and will bring forth torrential rains until the target of your ire is thoroughly underwater.

600 cp - Pedestal of Seven Sages

A simple stone pedestal, surrounded by stained glass paintings. A place of power, despite its simplicity. This place was to be the resting place of the sword that seals the darkness, that so long as it lay dormant, it would force Ganon to do the same. And for hundreds of years, it succeeded. And now it has been turned to your purposes. You can now seal away a single foe of yours, regardless of the difference in power - call it a blessing from someone stronger, yet unable to intervene. All it will cost you is the sacrifice of your strongest weapon. If it happens to not be a sword, it will be turned into one for the time being, and placed in the pedestal. As long as it remains undrawn, your foe remains sealed away. A warning though - try not to create a stronger weapon, lest you invalidate your own sacrifice.

Child of Legend

100 cp - Hyoi Pear

Vermin of the sky they might be, the seagulls are now your friends. This special kind of fruit has a small amount of magical energy inside it, allowing you to temporarily bind the seagull who eats it - or another kind of animal, if you prefer - to you as a sort of familiar. You can direct it's flight, have it bring you small items or perhaps smack a switch for you. However it has a bit too much free will, as the connection will break after no more than an hour, and it won't exactly fly into combat for you.

100 cp - Hero's New Clothes

A set of clothes said to be only visible to honest people! ...I can't tell if someone is trying to prank us or not, but this seems legit, so let's go with it. You now possess a tunic, pants, and hat made from simple materials. By default, they are green. However, you may change their style if you wish. More importantly, you can also change who can and cannot see these clothes. I'm sure you can find some use for these?

200 cp - Unmastered Sword

A way better sword than that dinky old family heirloom this magic sword has no powers! ...Or, it had powers but they kinda faded. Now, it's merely incredibly receptive. Hook it up to an energy source, or cast a spell though it, either way works. It's not much for amplification, but it's ridiculously easy to work with - for you. A spark of divine magic might turn it back into the master sword, or you could twist it to your own ends and empower it with something else.

200 cp - A Jar of Grandma's Soup

Now, even though other potions are good, this is probably the best. You know why? Because this was made with LOVE, and by your grandmother. In fact, there's so much love, she managed to shove two servings into the jar. Drinking this will not only restore all your health, but also all your mana. And, because that's not enough, it will temporarily double your attack power for a few hours - or until you get hurt. Refills once a day.

400 cp - Fairy Fountains

A set of six natural springs with their entrances hidden underneath some amazingly large seashells. Each fountain contains a Great Fairy, along with a small number of regular fairies. Visiting these fountains will find yourself receiving a blessing from each of them. One will double your magic, three will allow you to hold more items, one will give you a fairy in a bottle as a 1up, and the last one will give you a magic weapon of some kind, or perhaps merely upgrade one you already have. Each fountain must first be found in order to use, and in true Hylian fashion are guarded by a small puzzle of some kind. Thankfully, I shall give you the maps you need to find them, which should simplify things immensely.

600 cp - Wind Waker

The Wind Waker is a magical conductor's baton, capable of controlling the flow of the wind. It can also do other things, through the use of various songs, but I'm only giving you the wind's requiem. Specifically, up, left, right, will allow you to set the direction of the wind at will. You could also experiment with adding notes to do something like cause a hurricane or something similar. For more general use, the Wind Waker acts as a massive magical amplifier for wind based magic, and can create entire orchestra's to go along with whatever simple melody you actually conduct with it.

Child of Darkness

100 cp - Warp Pots

A dozen pots, overflowing with a pale mist, some blue, some green, and some red. The pots are large enough to contain a fully grown human, and if you were to climb in, you would find yourself climbing out of the matched pair. You can relink these pots with a simple tap, allowing you to create mazes out of them. The only rule is that each pot has a fixed destination - multiple pots can go to the same one, but they can only go to one.

100 cp - The Forsaken Fortress

For hundreds of years this place was the last remnants of shadow upon the great sea. Unfortunately, the song of the seven sages that held the shadows at bay faded with time and with the great flood, until only two remained. Consider this place as a promise that you will not be contained forever. Sealed away or stripped of your power, so long as the forsaken fortress stands, your mind will have an avenue of escape. And of course, if you are free to work, then that seal won't last very long, will it?

200 cp - Poe Lantern

A simple lantern filled with a ghostly flame that only ever seems to go out when introduced to direct sunlight. When swung, the lantern emits smoke in one of three colors, according to your whims. Red smoke is simply damaging, and honestly it might be more appropriate to call that one actual fire. Blue smoke is a poison of sorts, and interferes with the mind and the muscles for short periods of time. Black smoke causes… Unrest, among and spirits lingering nearby, causing ReDead and Poes to come to un-life. Serving you not guaranteed, but you ARE the king of power, are you not? Then there won't be any issues.

200 cp - Boss Seal

A simple golden lock and a small handful of chains. At least, at first glance. This lock, when affixed to a door, chest, or anything else meant to be opened, will allow you to lock it off and prevent its use until certain conditions have been met. Up to four individuals may be selected - lieutenants of yours, most likely - and so long as they still live, the lock cannot be undone. Or, if you prefer, you may split this up into four smaller locks, one for each of the four key individuals. Sadly, said individual has to remain in relatively close proximity. Lock in the basement and 'key' in the attic works, lock on one island and 'key' on another does not.

400 cp - Big Octo

I present to you, a giant squid. How big? Bigger than most houses. Specifically, there are three of them here, each one just a bit bigger than the last. The smallest has four eyes, the middle one has eight, and the largest has twelve. However, they have more going for them than just being big and having loads of eyes. The Big Octo have a not really unique power of eating things, and a semi-unique power of draining power from anything they've eaten. Of course, some things don't have power to drain - like rocks - but if they were to capture a minor spirit of some kind, they'd be able to feast on it's power. On top of that, they can also transfer some of that power to you. Neat, right?

600 cp - Puppet Jumper

A gigantic puppet version of yourself, primarily made from spheres of various sizes and materials. Unlike the Ganon puppet, it isn't dependent on strings, but it's still not highly mobile. It's power is mostly dependent on yours, though it is much much larger than you are. Also unlike Ganon's puppet, it has a form for every jump you have been to, not just three. Dumb, but powerful, and it can't be fully defeated until after every form it has is defeated. No shortcuts. And if that isn't enough, it's also highly resistant to any attack that isn't light oriented in nature. I'm sure your foes will have fun with that.

- - - - - - - Gear - - - - - - -

All Origins receive a 200 cp stipend for Gear only.

100 cp - Bait Bag

“You got the Bait Bag! You can keep plenty of bait in this convenient satchel!”

A small bag filled to the brim with all purpose bait. Guaranteed to make the fish bite in short order, it can also be used as a bribe on just about any species of animal. Whether it’s rats, pigs, or talking fishmen, they all love the stuff. And as a small bonus, if you feed the various animals, they’ll often be willing to do something for you - rats have a tendency to sell you the things they collect, while pigs make for excellent diggers. And the fishmen are well known for their maps, of course. The bag refills every couple of days.

100 cp - Bombs

“You got bombs! You can carry up to 30. Try it out...it's a blast!”

Out on the open oceans, these little beauties are a girl's best friend - high grade explosive ordinance. Hey, you need something to throw at the various monsters here, or to load into the canons to also shoot at the monsters. These decently sized blue balls explode quite violently when smashed into someone's face, or after a few seconds of exposure to the open air. Normally they’d go for an exorbitant price, but I’ve gotten you an amazing deal on these. Your bag will also automatically refill every couple of days.

100 cp - Treasure Sphere

“You found a Treasure Sphere! Break it open for lots of goodies!”

A small glass orb, slowly flickering with red, blue, and green lights. At first glance, small and unimportant, barely worth noticing. However, upon further inspection you’ll find images floating though it’s depths. Armor and weapons borne by your defeated enemies, the ammunition you are in desperate need of, trinkets and other odds and ends that you have been searching out. The more foes you defeat, the more images appear. When you deem it full you may shatter it, at which point it will drop the collection of items at the ground for you to scoop up your haul. After a few hours, another orb will simply appear in your possession. Please note that while such things can be acquired manually, this orb is much much faster and more likely to give you ‘good’ loot.

100 cp - Boomerang

“You got the Boomerang! You can target up to five objects at once.”

A small yellow weapon designed to be thrown, this weapon has two remarkable traits that make it worthwhile. When thrown, it will always return to your hand. Even knocking it out of the air mid flight isn’t enough to deter it. And secondly, when throwing it, you can mentally designate up to five targets, at which point the boomerang will pull off some incredibly trick shots to hit all of them. Sadly, while it’s decent at damaging the environment, it falls short against actual enemies, and deals little to no damage. It can stun them for brief periods however, which is always useful.

100 cp - Grappling Hook

“You got the Grappling Hook! This was an item used by the Rito people before they had wings.”

A length of rope attached to a clawlike hook, the Grappling Hook primarily serves as a method of assisting you in moving across gaps and up mountains. Or anything that isn’t flat land, honestly. It’s also a half decent weapon, being a large chunk of metal about to hit your foe in the head, and can also be used to steal things right out of their hands due to its grabby nature. That said, you’re probably better off using your sword for combat and this for exploration.

200 cp - Hero's Bow
"You got the Hero's Bow! You can carry up to 30 arrows. Nock an arrow and shoot!"
The bow and arrow is a more complicated weapon than a sword. Point and stab simply won't do anymore, you have to actually aim and draw the arrow back and then you have to not miss. More difficult than it sounds. With that said, it offers more damage than your average weapon and the safety of not being anywhere near the guy trying to stab you. Additionally, the bow is the basis for a few upgrades down the line. They can be turned to other uses, but they're meant to work with the bow and arrow.

200 cp - Hookshot
"You got the Hookshot! It extends! It retracts! It latches onto things! What a cool invention!"
This device is very similar to the Grappling Hook in both form and function, but it has a handful of differences. Its range is longer, and can target a vertical surface instead of just whatever tree branch or rock is jutting out. It can also specifically drag you towards the target instead of leaving you swinging underneath it. Sadly it can't be used to steal things from your enemies, as it's claw-like hand has been replaced with a pointed tip, almost like a spear.

200 cp - Iron Boots
"You got the Iron Boots! These boots are so heavy you can hardly walk, but the wind can't blow you around when you wear them!"
That description isn't an exaggeration, for the record. While these boots might be easy to take on and off, one size fits all, and even oddly comfortable, they're so heavy that it's almost impossible to move around at anything faster than a slow crawl. Don't even think about getting on a boat while wearing these, let alone trying to swim. And yet, oddly enough they suddenly become much much lighter the instant you take them off.

200 cp - Power Bracelets
"You got the Power Bracelets! Both arms are now stronger than ever!"
A pair of thin golden bands that are meant to be worn around the wrists and or forearms, wearing these has the effect of giving you the strength of ten men. But only sometimes. See, you can't punch harder, and you can't throw farther, but when it comes to carrying heavy loads, lifting gigantic statues, and toting around ninety three different items, you'll barely notice the weight so long as you're wearing these.

200 cp - Hero's Charm
"You got the Hero's Charm! This mystical trinket gives you the ability to see the life forces of your foes!"
A small golden mask made to resemble a skull, it hides a useful secret. While wearing this mask one can view the raw lifeforce of the people around you, visible as a small red bar floating over a person or monster's head. A historian might try to tell you about the Sheikah and their eyes, but in this day and age the design doesn't mean anything. Still, it's useful enough, if a tad creepy.

300 cp - Potion Set
"You got some Red Potion! You got some Green Potion! You got some Blue Potion!"
A trio of glass bottles, each with a useful potion inside of them. The first, a red potion, restores your health. The second, a green potion, restores your magical energy. The third, a blue potion, restores both. Each bottle will refill at the end of the day if you use it, but you won't get any extra if you haven't used it. If one of the bottles breaks, then you get a new one.

300 cp - Fire and Ice Arrows
"The powers of fire and ice have been added to your arrows!"
I really hope you bought the Hero's Bow if you're going to buy this, as it would by default be an upgrade to that same weapon. If you didn't buy it, perhaps you'd like to tack the potential upgrade of freezing or burning your foes onto whatever weapon you do actually have? Both effects require a small amount of magical energy to be used, but are quite worthwhile. As a small note, when attached to the Hero's Bow, the arrows will gain the ability to alter the environment for a short period of time - a volcano might cool after being struck by a ice arrow, while a frozen wasteland might become somewhat tolerable for a short time after hitting it with an fire arrow.

300 cp - Skull Hammer
"You got the Skull Hammer! This mighty hammer can break things and pound obstacles into the ground."
The Skull Hammer is a heavy, awkward thing. Even fully grown men have trouble lifting it and using it in combat. Still, it's prowess cannot be denied, as it's sheer mass causes it to dish out a truly staggering amount of damage with even half hearted fighting techniques. Why, small enemies can even be sent flying, or flattened entirely. While it lacks any magical component, inch for inch it's actually stronger than the legendary Master Sword.

300 cp - Mirror Shield
"You got the Mirror Shield! Its shiny surface reflects beams of light."
The mirror shield is a sturdy and reliable thing, able to block enemy attacks with ease. However, as one might imagine, it's true power comes from it's well polished front, to an almost mirror like sheen - hence its name, the Mirror Shield. This mirror is intended to be used to reflect light, and adds in the faintest traces of holy magic, often stunning or damaging evil creatures and forcing ghostly beings to solidify for a short while. On top of that, the shield is also capable of deflecting full on light magic, such as the Light Arrows.

400 cp - Tingle Tuner
"He gave you the Tingle Tuner! If you get stuck or need a quick hint, talk to Tingle."
...I hate this guy, I really do. But this is kind of too useful to ignore. You see, this device (resembling a gameboy) is both a communication device and a transport device. Now, it's too small to be of use for YOU, but thanks to Tingle's money grubbing ways, it allows you access to a shop of sorts. One that sells overpriced and under-effective items, but a shop. When you're in the middle of a dungeon, you don't really have time to restock, which is where this comes in. Thankfully Tingle isn't in later jumps (unless it's another Zelda jump, and even then he isn't always there), so you can retune the tuner to another merchant. There will still be a slight upcharge for convenience, but the quality should be more normal.

400 cp - Light Arrows
"You got the Light Arrow! The sacred light of these arrows can pierce pure evil itself!"
Light nuke might be another name for these, if only Hyrule knew what those were. Regardless, the light arrows are the complete antithesis of the dark and its inhabitants. So much so that most monster will simply disintegrate with a single arrow to the face. Of course, that assumes the monster is 'dark', or has some sort of affiliation with the dark. Without that, these arrows 'merely' hit like someone throwing a big old pirate ship at you. Now, they do cost quite a bit of magic to fully activate, but I assure you, it's more than worth the price. Also, if you didn't buy the Hero's Bow (because who buys arrows without a

bow?), you can apply this to a weapon of your choice as a more permanent upgrade. Not quite as powerful, but constant.

400 cp - Magic Armor
"You got the Magic Armor! Use your magic power to create a barrier around you that protects you from enemy attacks!"
A purple gem with some sort of orb inside of it, made in a far away land. When activated by feeding it a small amount of energy, it will transform into a purple aura that surrounds you. Incoming damage is more or less ignored in this state, though momentum is not. Also, it's not your magic that takes the damage, it's your wallet. Unfortunately, it only takes rupees. That's not too much an issue though, since you can usually find a handful just by mowing the yard.

- - - - - - - Ship Parts - - - - - - -
Discounts as marked.

Free / 100 cp - Basic Boat
To begin with, we have a simple sailboat. Capable of being commanded by a single individual, and of crossing the distance between islands in a reasonable amount of time. Well, assuming that the wind is at your back and not actively slowing you down. Or going all willy nilly as some kid does whatever he wants with the winds. Anyways, this boat is nothing fancy but should serve you well enough. Beyond that, you can spend an additional 100 cp to buy a second boat, or Rito and Korok can trade the free boat for their 200 cp item.

100 cp - Swift Sailing (Drop In)
Doesn't it just take forever to get anywhere when all of the islands are spread so far apart? Well, do I have just the item for you. This sail, bearing a fanciful depiction of the wind in bright red, serves as an answer of sorts to the vast distance between islands. It automatically finds the best positioning it can with the wind that exists, and even generates a small breeze of its own to both help you go faster when the wind is at your back and to decrease the effects of an unfavorable wind. Working at its utmost, it should shave a quarter of the time between two islands off your journey.

100 cp - Merchant Flag (Water)
While Beedle holds something of a monopoly on trade on the Great Sea, that is not to say that he is the only merchant of note. The Goron, last of their kind, wander around the world in search of good deals and good food - they do eat rocks after all, something rather in short supply at the moment. Still, when you have this flag flying on your ship, you will find that the ship effectively sails itself. Mostly. It also seems like chance, that the sail would losen, swing, and catch, or the wheel and rudder spin just so as to aim you at your destination, but I'm afraid that in the event of a fierce enough storm or an attack by pirates that you would need to sail the ship the good old fashioned way.

100 cp - Internal Mechanisms (Light)
While a good sailor should always know how to perform more than one task aboard the ship, there will always come a moment where you have more tasks than hands. With that in mind, what if you could simply jury rig something to do the task for you? Much like how the Merchant Flag will sail the ship by itself, your own boat now has a similar upgrade. Maybe the cannons on your ship will reload themselves once fired, or the sail can extend somehow to catch more wind. Maybe you even utilize the lost art of steam to achieve travel without relying on the wind? Or if your ship was big enough, you

could hide an entire obstacle course inside of it. The Sheikah would likely be horrified to see their work reduced to this, but so long as it makes your life easier, go for it.

100 cp - Adapted Arms (Legend)
Nine times out of ten, what your ship has is all your ship has. It's not like you can upgrade it mid-voyage, or even give it a particularly thorough refit without expending more effort than it would take to build a new one. And yet, it seems that your ship is alive in some small part. When you bring tools and weapons onboard, you'll suddenly find new systems or devices meant to use that item. Your ship might never have had cannons installed, but bring your bomb bag aboard and you'd find one squirrelled away and ready to fire. With that said, whatever force gives your ship this property can only maintain a single adaptation at a time, though switching is a fairly painless process.

100 cp - Armor Plating (Darkness)
Boats are made out of wood partly because it's a decent material to work with and partially because it's so plentiful. Well, it used to be extremely plentiful, but that's neither here nor there. You however, you went all out in acquiring your boat, and have had one made from - or, far more likely, coated in - metal plates, to serve as armor. While it will still fall to canonfire after a few hits, it grants a level of durability that nothing else on the Great Sea possesses. Gyorgs, Seahats, and other threatening sea life, are significantly less likely to attack you at all, and their fangs are rather blunted against the metal of your ship. Still, don't get too arrogant with this.

100 cp - Chum Bucket
In theory, this is nothing more than a barrel of fish. Cook them up for lunch, make some sushi for dinner, leave a soup to simmer overnight, make a meal out of them. The barrel doesn't hold much, but it does refill every few hours with something appropriate for where your ship is located. More importantly, throwing the barrel overboard will cause it to explode into a mess of blood and fish guts, and is guaranteed to attract the attention of hostile sea creatures. Use them to defend yourself from other threats, to attack on your behalf, or just as target practice. Controlling them isn't exactly easy, but if you can then go for it. If used like this, the barrel will reappear the next day.

200 cp - Submarine (Water)
Almost every boat on the Great Sea is just that, a boat. However, there are a few ships out there that are actually a submarine. That is to say, they can go underwater. Looking like a giant barrel is optional. While this does limit your offensive options some, as opening a window to throw some bombs out is a poor idea, it does grant an extreme level of stealth to your actions. After all, underwater is practically invisible. Additionally, this also comes with the gear necessary to act as a salvage crew, because with a sunken kingdom down below you can bet there's some interesting things to be found.

200 cp - King Sized (Light)
Most vessels on the Great Sea aren't meant for a large number of people. A basic old boat has a crew of one, and while you can fit more people on there, it's not easy or comfortable. You on the other hand, well, you seem to have acquired a grand old ship, possibly even something from Hyrule's navy back in the day. Compared to even the Warships and Submarines, your fine vessel dwarfs everything else on the sea, with the possible exception of Jabun and the Big Octo. Though, he's a giant fish, not a boat. Still, if nothing else your ship is now large enough to hold a dozen men and need half that to sail at all, with a number of amenities that your size is now capable of holding.

200 cp - Of Red Lions (Legend)
Between the Swift Sail and the Merchants Flag, a properly kitted out ship would have been able to do an awful lot of the sailing all on it's own with only minimal input from you. With this however, your ship now possesses a mind of its own, contained within the figurehead or the prow of your ship. And with that mind comes the ability for the spirit to navigate and control the various arms and amenities of its new body. As something of an optional bonus, you may choose the spirit's nature - that of a sailor would offer a great deal of experience about the ocean, while a noble from times past would be able to offer information on Hyrule and perhaps teach you it's forgotten tongue.

200 cp - Ghost Ship (Darkness)
As you are one of the creatures of the darkness, so shall your ship become one. Under the night sky or heavy storms your ship gains the ability to become, well, ghostly. Not quite invisible, but oh so very close to it. Additionally, it also gains the ability to become intangible, allowing you to simply sail through anything in your way, be they boats or even entire islands. Boarding you becomes impossible without permission, and that's assuming they can even find you. However, these powers only last so long as the darkness does - if the clouds fade or dawn arrives, your ship becomes solid again.

200 cp - Escort Fleet
Traveling alone has always been, and remains, the privilege of the strong and a poor idea for the weak. Admittedly the Great Sea, built from the ruins of Hyrule, is a far kinder land than it probably should, but my point remains on account of the Gyorg and Seahats - and the Big Octo, though they tend to be territorial rather than aggressive. As a result of your paranoia, you now have a small fleet of ships, somewhere between two and three dozen of them. Now, these ships do come with whatever 100 cp ship parts you may have purchased, but you'll need to buy any 200 cp ship parts you want them to have multiple times, though you can apply said purchase to an increasing number with each purchase.

200 cp - A Piratian Vessel
Truth be told, I'm not sure you'll ever actually meet these Piratians, or even that they exist at this point in time. It doesn't actually matter, because that's not the purpose of this option. With this you can import a ship you already have - or ships, if taken with Escort Fleet - to be customized and upgraded via the other options presented here. The only requirement is that it is a boat of some kind - airships are somewhat dubious, but spaceships are not allowed.

- - - - - - - Drawbacks - - - - - - -

Accrue bad karma to increase cp.

+0 cp - The Adult Timeline
The world moves in patterns. Fairy tales reenacted a thousand times, and a thousand different ways. The hero of legend, the princess, and the monster. In the story of this world, it was flooded because the hero did not arrive to save the day. A glitch in time left the world abandoned. Maybe you have been here before as the hero, or even as the villain. Perhaps you did something different, or made a change of some sort. Whatever it was, it seems to have been washed away by the great flood, surviving only as myth and legend. All I can say for sure is that the world is now made of water.

+0 cp - Path of the Triforce
The patterns of this world have long since been laid down, and there are those who would wish to walk them. You may notice that the largest three are represented in the origins - Legend, Light, and Darkness. Courage, Wisdom, and Power. Link, Zelda, and Ganon. If you do desire to walk in their shoes for this lifetime, then I shall allow you to do so. However, there is a catch. In order to be adequately prepared for the task, you shall need to purchase at least one of their capstone perks. If you find this to be too expensive, or need a windfall of points, you can take one of the following.

+300 - Trial of Courage
As the child from Outset, you are left in a very interesting position. You are not the hero. You are not even destined to become the hero. You are just a child, living on an island with an old tradition. With that in mind, you will need to display Courage and surpass this nothingness. And I shall assist you in doing this by giving you ample opportunity to do so, and strip you of your powers and armaments. Well, not everything. If you happen to have been to a Legend of Zelda jump prior to this, you will be allowed to earn your former powers, skills, and weapons back through the same process described in the Tower of the Gods item, regardless of if you actually purchased. On the other hand, if you have nothing to earn back? Well, the former Link did just fine with only Courage. This drawback is incompatible with the other two 'Trial' drawbacks.

+300 cp - Trial of Wisdom
Tetra is quite possibly the most interesting incarnation of Zelda. Quite simply, she actually does things. This is at least in part due to the fact that she does not know of her own legacy. Perfectly understandable. If you wish to walk in her shoes however, you will need to express the wisdom that Tetra fails to display. Simply put, you are forbidden from taking direct action against Ganon, or any other threat that may rise. Yours is the task of advising, of arming, and of assisting. Not to take up the fight yourself. Support from the sides all you wish, but you are not allowed to act alone. This drawback is incompatible with the other two 'Trial' drawbacks.

+300 cp - Trial of Power
Wisdom and Courage are not something Ganon can be said to lack, especially in this time. Unsuited to them perhaps, but not without them entirely. Thus, your trial becomes not an expression of Wisdom or Courage, but of a restraint of Power. For the duration of your time here, you'll find the voice of Demise screaming into your ears. A string of curses so vile they physically manifested in the form of Hyrule's various villains. Make no mistake, this much rage and hatred pumped directly into you is not going to be good for your long term planning. And of course, the actual task - Don't harm Link or Zelda, and

make them acknowledge you as the new king of Hyrule. In short, fulfill Ganon's dream... Peacefully. This drawback is incompatible with the other two 'Trial' drawbacks.

+100 cp - Money Troubles
Under normal circumstances, Rupees are fairly easy to come by. You can find a handful of them every time you cut the lawn down, for example. For you however, this is not true. Everything you find is worth one tenth of its real value. Something worth less than ten Rupees? That's not worth anything anymore - at least, not in your hands.

+100 cp - No Boat
By default, every person who enters this jump receives at the very least, a small sailing boat with which to travel between the islands. You however, do not get such a thing. You cannot buy a second one, or even any upgrades either. One needs a boat to buy upgrades after all. As you might imagine, this will prevent you from traveling between islands with any level of ease. One can still hitch a ride on another's ship, but owning your own boat is forbidden. For Korok and Rito, this leaves them without their flight item, and under similar restrictions.

+100 cp - Wanderlust
The world is a vast place, full of mystery and full of wonder. One could fill entire libraries with the things you do not know and the places you have not been - that is actually their purpose, is it not? And those places call to you in the form of an eternal itching in your feet, a jitter in your leg, a need to get up and go see the world. Sadly, you seem to be the only member of your family with such a thing, something that will result in you leaving them behind for weeks and months at a time. This will cause you some guilt, after all you grandmother did quite literally worry herself sick this one time, but not enough to come home and stay home. Your need to explore is too great.

+100 cp - Smarter Monsters
The minions of Ganondorf are not exactly an intelligent bunch. Some of the smarter ones can be tricked by something as simple as hiding under a barrel. The fact that said barrel moved three feet to the left in the time it took them to turn around… Eh, it's an evil castle. Probably haunted. Sadly for you, a small sliver of Ganondorf's own cunning and intellect seems to have rubbed off on these monsters… Or been forcibly injected as he grows tired of their idiocy. Could be either one. Still, when you least expect it and are least prepared, the monsters around you will suddenly gain that iota of cunning. Not often, and never very much, but perfectly placed to ruin your day.

+100 cp - You Got Bad Habits!
Older than the Great Sea, older than the myth of the flood, older than even Hyrule itself, there is a phase. A short set of words, almost musical in nature, that certain individuals have used to denote a sudden gain of something unusual, or their happiness with a gift. You may know them. Da na na na naaaaa! ...Yes, it's the item jingle. You now feel an overwhelming need to use said jingle at every available opportunity. Opening chests and buying new tools are standard, but you'll also try to use it when picking up your clothes for the day, after ordering a drink, or even picking a rock up off the ground. Oh, and you also have to do the spin and the thrust. It's not optional, you have to do it. DO IT.

+100 cp - Weak to Sunlight
Much like purple chuchus, you now have a rather critical weakness to sunlight. Not to the same extent, that being turned to stone for a few moments upon being hit by it, but definitely enough to slow you down. On top of that, any damage you take while in direct sunlight is tripled.

+100 cp - Only One Criminal
Though Hyrule is long gone, one of it's more important legacies still remains - kindness. The citizens of the Great Sea have always known the cost of unity, and the benefits of cooperation. Even foreigners would never think to cheat you, being only a tad shady at the worst of times. In truth, you'd be hard pressed to find more than one criminal in such a peaceful world. ...Is what I'd like to say, but it seems that Demise, Ganon, some monster from ages past, or simply the harsh times have resulted in that omnipresent kindness having mostly faded away. In short, you'd have a very hard time finding someone who WASNT a liar, a cheat, or a thief. Only the greatest of spirits would be immune to this, and they will merely be wary due to how often they've been tricked out of some artifact or favor.

+200 cp - Super Drowning Skills
Remember how I said I thought everyone should know how to swim? Well, you don't. At all. I don't know how you managed that, what with the world being MOSTLY WATER but you did! As a result, you can and will drown in water deeper than your waist, which is pretty much everywhere. You flat out can't exist in deep water for more than thirty seconds. You can however, be rescued. Hopefully you brought a companion along with you.

+200 cp - Puzzle and Boats
All of the various tools and items that you would need to navigate and explore the Great Sea are now much much harder to get. Forget being just given them, each and every one of them is now locked behind a chain of sidequests. Like instead of killing monsters, collect drops, get item, it is now, kill monsters, get drop, trade drop, swap items, trade item, get actual item.

+200 cp - The Hero Travels Alone (Requires a Companion Purchase of some kind)
From here on out, you will be traveling alone. Your companions, if you have any, are incapable of leaving whatever island they rolled for their location. On top of that, they're severely disinclined to actually assist you with whatever task you may find on their island. I'd say that in your ten years here, you'd be lucky to get actual and useful help from them… Three times? That sounds about right.

+200 cp - Pigs are the new Cucco
While monsters own the seas, there are still a number of ordinary animals located on the various islands. Pigs, mostly. They range in size from quite small to tall as a full grown hylian. And now, each and every one of them hates you with the burning passion of a vengeful Cucco. In other words, run. And be thankful that they can't fly,.

+200 - Sploosh!
Do you know Salvatore? The owner of the 'sinking ships' and 'barrel shoot' games? Do you know his habit of using cardboard cutouts as acting props, along with some rather lackluster sound effects? Well, you're going to wish you didn't because now everything and everyone is salvatore. Zelda? Salvatore! Ganon? Salvatore! Giant plant monster? Salvatore! You?!? SALVATORE!!!

+200 cp - Hero Mode
What, was the world not challenging enough for you? Must you really go this far in the name of more points? Well, if you insist. The second quest of Wind Waker is quite simple. You are not allowed to heal. In game, you might have found small hearts hidden under grass and in pots. They are no longer there. More to the point, any form of healing that you possess is gone. All you are allowed are the four

potions that Link carried, and I won't be giving them to you. You'll have to go out and find them yourself. And refill them yourself. Oh, and every enemy deals twice as much damage as they normally would.

+300 cp - Stealth Based Mission
Weapons? What are those? Things you use for stabbing and whacking? Weird. You lost yours yesterday. But, you never really use them, so it's cool. Expect to lose any form of weaponry you find or are given within a day or two. Long story short, I hope you are very very stealthy, and I wish you luck finding a way to do any meaningful damage in a fight. On the other hand, it's not like you're going to be fighting Ganon. ...Right?

+300 cp - Kidnapped Princess
Congrats, Jumper. Not only are you late, but events seem to be happening slightly out of order. Zelda is in the hands of Ganon, and the Master Sword - which is powerless by the way - has been drawn. Not sure by who, but it's gone and gone missing. Hylia only knows where Link has wandered off to - probably tossed somewhere by the Helmeroc King with no way back. Good luck trying to fix this mess.

If taken with Child of Darkness or the Trial of Power, things will still be messed up, but differently - just enough to favor Link and Zelda instead of you, but utterly out of whack all the same.

- - - - - - - Ending - - - - - - -

Stay
Stay here and live out your life amongst the ocean waves

Leave
Head on off to the next jump. Maybe you'll see some of these people again?

Home
Have you had enough, be it being fed up or content?

Next
There's another adventure to be had in the form of Phantom hourglass - go directly there.

- - - - - - - Notes - - - - - - -

Kin of the river does more than just provide them with a power, it gives part of that power to their kids. You're basically creating a new species. It's not a perfect process, seeing as the Rito still needed scales from valoo during Wind Waker to get their wings, but it can eventually go away without making them weaker, seeing as Valoo is nowhere to be seen during BotW

Trial of the Gods lets you treat yourself as the MC - use the sword that's bound to his soul, the armor that only his genetic makeup can activate, all that jazz. It doesn't actually provide you with standard MC plot armor.

Internal Mechanism is mostly quality of life stuff, but can also double as your 'I want an X that you didn't list' purchase. Like actual cannons.

Combining the Light Arrows non-bow upgrade with the Unmastered Sword will get you what amounts to the Master Sword as of this game, without needing to worry about it's powers fading away because of the sages.

Thanks to TopHatAtalus for the modified image.

Any questions? Follow the link below and start typing, I'll get a notification shortly.
https://docs.google.com/document/d/1NZVyIPyHjFh0LEn8vLmSExvrJpnEzlE9ZojpNe8LJfs/edit