

Again Jumpdoc

v1.1. by ltmauve

Again is a fanfiction of *Breath of the Wild*, written by Drich.

A hundred years after being nearly killed by the sudden emergence of Calamity Ganon, Link wakes up in the Shrine of Resurrection. Despite his memories being missing, it only takes him a few months to prepare for a showdown with Calamity Ganon, and then little time to actually defeat the monster. Three days later and those same few months earlier, Link wakes up in the Shrine of Resurrection.

This is the start of a story that takes nearly ten more years to resolve, as Link finds himself trapped in a time loop that he does not understand.

Your stay here will last, from your perspective, ten years and six days, but from an outside view it's under a hundred days. It's dangerous to go alone, so take these **+1000 Champion Points**.

Starting Conditions



Origin

Any origin may be taken as a “native” with a history in the world and memories of that history, or as a “drop-in” with no history or memories.

Scientist

‘Overwhelming curiosity, extensive dedication to science, and a tendency to do things because it would be cool.’ - Link

Fearlessly staring into the unknown, and in this era looking to the wonders of the past, scientists researched a time loop and determined how to stop it, a process which involved several breakthroughs, a lot of notes, and iterations of technology.

Hero

‘All these, and so many more. A soldier in the middle of a war. An explorer. A painter. A musician. A conductor. A smith. A jeweler. A farmer. A technician. A scientist. A priest. A magician. Thousands of faces for the countless Heroes that have risen again, and again, and again, and again, to face evil. Some, old and worn. Some, young and bright. Some, boys. Some, men. Some, girls. Some, women. Some, bright stars forever recorded in history. Some, unknown shadows, never identified for their deeds. Some, great adventurers, bringing great ends to great evils. Some, minor but sincere, helping the world flourish with endless kindnesses.’ - Fierce Deity’s vision

In times of peril, heroes protect the innocent, the helpless, the weak. Taking up bow and sword and slaying monsters. You aren’t *the* Hero, but you are a warrior of some kind.

Magic

‘Some doors, once opened, cannot be closed.’ -Kaysa

In this era, magic has become less something that one does and more what one is. Magic has seeped into people, becoming a part of them and less capable being used in its own right. But there are some who still can do things with magic, and you’re one of them.

Race

Hylian

A race of pointy-eared people named after the Goddess Hylia. Possessing the same range of features as humanity has across Europe in your world, they are the most common race in Hyrule. They will attract the least attention being anywhere, as Hylian traders are commonly found even within settlements almost monolithic in being another race.

Sheikah

Another race of pointy-eared people. Physically, the most common phenotype is tan skin and white hair, with grey, blue, or brown eyes. They were close allies of the Hyrule Crown and served as bodyguards for the princess. (The origins of this arrangement has been long-lost to time. Maybe ask Fi if she knows?) After a split ten thousand years ago, shortly before the Calamity the royal family mended bridges with the Sheikah people.

Unfortunately, most of the knowledge of the Sheikah technologies has been lost to the modern Sheikah. The Sheikah have the most uniform clothing, consisting of navy blue, tan, and red colors, one of their few surviving technologies.

Gerudo

Another race noted for its remarkable similarity to Hylians, Gerudo have pointed ears, red hair, and dark skin. Their average height is the 80th percentile for Hylians, as well. Interestingly, almost all Gerudo are women, with male children being so rare that the time between them is measured in centuries. Gerudo typically take Hylian husbands.

Gerudo take great pride in their warrior history and skills, and so most Gerudo have at least some skill with a weapon.

Zora

An aquatic race with a long lifespan, fins, and a tail extending from their head. Zora draw traits from a wide range of oceanic life. Some have tails that end in tailfins, and others in flukes. Zora universally have a pale face and belly, with a darker back and limbs. Back colors range from red to blue and brown. They also live longer than humans, though their growth and aging is irregular.

Rito

Almost completely avian in features, with feathers, beaks and arms that are also wings. They still walk upright and have long legs and fingers still. Most Rito have fairly hawk-like features, including face, beak, feet, and tail; however there are notable exceptions, with Rito who resemble owls, parrots, or storks.

Goron

Bulky, big, and stonelike. Gorons being living stone isn't just metaphor - they literally eat rocks. They tend to be bulky in some way, and can easily develop a strongman build. They are usually tan or orange, with stiff white hairs. Gorons can live for a few centuries, and are much more resistant to heat.

Demographics

Age may be chosen freely from adult up to senescence depending on your race. Gender may also be chosen as appropriate to your race. (So, no Gerudo men.)

Locations

Roll 2d4. Pick either location that can be represented by the pair, or one of the automatic locations for your race. Once one party member has their starting location locked in, other party members may use it instead of rolling or selecting based on race.

You may set your precise position within each location within reason. However, you will start each loop in exactly the same position. As a courtesy, I will make sure that you are not in the middle of a conversation at loop start, so you don't wind up forgetting the conversation as the loops progress.

Gerudo Town (1,1)

Located in the Gerudo desert to the southwest of old Hyrule, the town proper is restricted to only women. There are several smaller outlying settlements populated by married women and their husbands. Men will start in one of the outlying settlements.

Gerudo may start here automatically.

Zora's Domain (2,2)

Located in the middle of Ruto Lake to the east of Hyrule, the city is an impressive, circular, interlinked structure connected to the shores by bridges.

Zora may start here automatically.

Rito Village (3,3)

Built around a massive stone pillar that rises from an island in the middle of Lake Totori, located just south of the Herba Mountains to the west of Hyrule.

Rito may start here automatically.

Goron City (4,4)

Built on the slopes of Death Mountain, the hardy Goron make their home here, and this acts as the hub for their mining operations. Those without fire resistance should be careful leaving the safety of the city.

Goron may start here automatically.

Hateno Village (1,2)

Located on the eastmost part of the continent, Hateno is one of the few surviving settlements of Hyrule. It is the largest settlement still standing, and the effective capital for the Hylians who survived the Calamity.

Hylians may start here automatically.

Kakariko Village (1,3)

Hidden in the mountains in the west of the Necluda region, Kakariko Village is home to the Sheikah people, and it has been for generations.

Sheikah may start here automatically.

Lurelin Village (1,4)

A fishing village located on the southern shores of the Necluda region, Lurelin Village is mainly focused around fishing for its livelihood.

Hylians may start here automatically.

Kara Kara Bazaar (2,1)

A trading outpost in the Gerudo desert, between Gerudo town and the canyon passage to Hyrule, it is the main trading point between Gerudo and Hylian merchants.

Hylains and Gerudo may start here for free.

Southern Mine (2,3)

A recently-established mining operation by the Goron Group Mining Company, this mine is located south of Goron City.

Goron may start here automatically.

Tarry Island (2,4)

Located north of Zora territory and just to the south of the Akkala Highlands, Tarry Island is uninhabited right now. The only sign that people used to be present is a statue to Hylia. Whatever old town or temple used to be here has completely crumbled away.

Great Hyrule Forest (3,1)

Located to the north of Hyrule Castle, the Great Hyrule Forest is home to the Koroks. Not many of the other races are found here.

The Great Plateau (3,2)

To the south of the Hyrule Fields, the Great Plateau contains the Shrine of Resurrection, as well as King Rhoam's cabin. The only way down from the plateau is via paraglider, unless you have unlocked shrines before.

The Forgotten Temple (3,4)

A temple structure at the north end of Tanagar Canyon. Interestingly, it contains the oldest statue of Hylia still standing.

Passeri Greenbelt (4,1)

What was once a prosperous farming area in the western part of Hyrule, it's now abandoned. The area is fairly peaceful at the center, but it's surrounded by corrupted Guardian Stalkers. You might want to take a moment to look around and save this spot in your memory, just in case anything happens to it.

Gerudo Highlands (4.2)

Located to the north of the Gerudo Desert, this area happens to be crawling with Yiga assassins for some reason.

Thundra Plateau (4,3)

Located to the west of Hyrule, this area is currently covered by a perpetual thunderstorm. You aren't wearing any metal, right?

Perks

Perks under the origin subsections are discounted to party members of that origin. Discounts are half off, except for 100 CP perks, which discount to free.

Twilight Form (100/400 CP)

Those exposed to the power of Twilight find themselves taking on another form, that of an animal. You seem to have been exposed to the power of Twilight as well. Fortunately, your source of Twilight power was not contaminated by Malice, and so you can shift back and forth between your normal and twilight forms. When doing so, anything held or worn is stored until you retake that form.

For 100 CP, your twilight form is that of an impressive, if mundane, animal. The Hero of Twilight took on the form of a wolf, but others might take on the forms of birds of prey, big cats, megafauna, or maybe other animals.

For 400 CP, your twilight form is that of a magical beast, like a dragon. You don't have to be from the Manuscornu genus (Link's feathery noodle dragon form.) However, this magical species is capable of flight (magically,) has enhanced senses, and has some magic power of its own. (See the fiery breath that all species of Manuscornu possess.)

Monk's Memory (300 CP)

Your memory has perfect accuracy, perfect indexing and cross-referencing, and can hold any kind of information perfectly well for as long as you need. Even memetic hazards can be safely stored in your mind. In terms of long-term storage, you have infinite of it. Your working memory isn't infinite, but it's large enough to fit the blueprints for advanced technology with room to spare. This means you can work on those designs without a screen or paper, unless you want to share or explain.

Scientist



Honed Mind (100 CP)

Your mind is honed by experience, making you more observant, more attentive, and faster at getting to a conclusion given a set of facts. Not only that, but you can read a dozen times faster.

Null Hypothesis (100 CP)

When it comes to advancing science, having an objective question to test against is important. Given an odd phenomena, you can quickly come up with what tests to run, or what to look for to advance your knowledge.

Sheikah Arts (200 CP)

Sheikah Arts rely on manipulating the Sheikah energy personally, without technology. The most basic technique is teleportation. The glow produced while charging, the smoke that generates at the exit point, and the time it takes to charge all decrease with proficiency.

In addition, you may also disguise yourself with Sheikah energy. This takes several moments to do, and maintaining it while performing other Arts is difficult.

That is the extent of the Arts you start with. As you practice you will be able to unlock the more advanced Arts. This will take decades to accomplish

The second stage of Arts training involves elemental manipulation. Wind, lightning, and earth are the elements that are typically used in these arts.

At the third stage, self-duplication is taught, as well as internal Warp storage. These duplicates must be manually controlled, so your number of them is limited by that, and they have very little durability. Attacks that draw from a pool of inner energy can be used by duplicates, but it draws on your own pool.

At the final stage, practitioners can grow their bodies to massive size, create massive numbers of simple weapons, and fire energy beams.

Master Sheikah Interface (400 CP)

For those particularly adept at using Sheikah technology, the only interface they need is themselves. And it's not just on the scale of pressing buttons, either. Maz Koshia is capable of reading the data from an analysis wand directly, as well as adjusting tools using only his mind in order to repair ancient hardware. This requires an advanced mind, not only to perform the interface but also to calculate what to do. You can effectively run a CAD program in your head, doing advanced calculations on materials and circuitry.

You would want to store that information somehow unless you had a lot of working memory, though.

You are capable of interfacing with not only Sheikah technology, but also any kind of technology. This ranges from the mundane functionality of semiconductors using electronically-implemented digital logic to technology that has its basis in more arcane laws of reality.

Help Us, Senior Nerd (400 CP)

You are the Senior Nerd. So first, you're experienced with a lot of different Sheikah technology. Not just what gets used in the shrines, but also interfaces and information technology, manufacturing, advanced and specialized sensors.

The more important bit is that you've worked on a lot of different projects, which usually means you'll have some relevant experience that cuts a significant portion of design work and trial-and-error out of the timeline. Witness the harness made for Link, which Maz Koshia cut down from probably a couple weeks across a few loops, to about three hours of explanations and slicer compiling for the oven.

Normalized Artificial Specific-Pattern (600 CP)

I'm going to do a bit of etheric construction on your behalf. You now possess a power very similar to that of the Sheikah.

A power inexhaustible, that cannot run out. Any "tap" of the power, depending on how you look at it, has a finite power but infinite energy without anything in return.

A power variable, so that you might adapt it to counter your enemies and your enemies can only adapt to counter it in its current form.

A power reliable, which does not change unless you want it to.

A power spiritual, that can be controlled through the soul and spirit, through nothing but will.

A power logical, that can be used by machines and automated.

A power subtle, that defies outside observation. It cannot be detected except through the proper components of machines, through the senses of users, and through the effects that it produces.

And, building off the original design of the Sheikah monks, this power features two improvements:

It is a power incorruptible. It cannot be corrupted in whole or in part, except through its master, yourself. Technology that uses it cannot be corrupted

A power compatible, that can be granted to others. You may awaken anyone by deliberately exposing them to large amounts of this energy.

Like the Sheikah power, it is possible to add new capabilities to this power through study of various magics. Which you should probably get started on, because this power does not come with any abilities. The more conceptual or top-down the principles of the magic you wish to add to this, the longer it will take. A "magic" such as the Sheikah power contains mainly more physical powers, and should take a few years of time. A more conceptual power would take longer.

You also gain an understanding and intuitions about how to create machines that use this power. Each new capability added comes with its own new ways of getting a machine to do it. This also covers the design and manufacture of control systems, power taps, and power systems for machines.

Hero



Pointy End Goes In Monster (100 CP)

Perhaps it's your past lives or perhaps it's just Heroic instincts, but you're rather skilled with weapons. Pretty much any weapon you can pick up, you can strike wherever you want. It's like they're extensions of your body... except they might not be as tough as you. And knowing where to strike is something else.

Link Makes X (100 CP)

You're rather good at cooking. Not only do you know many recipes, you're practiced enough with making them that with a big enough kitchen you can cook multiple things at once. Cooking something doesn't require your full attention, so if you had a way to manipulate the ingredients remotely you could cook and play music at the same time, or something.

Your recipes have a good balance of being delicious while being decently healthy, that varies a bit throughout your portfolio. A good number of them are small snacks that you can eat without a lot of thought.

Not Telepathic (200 CP)

You're sensitive to the feelings of other people. Being able to read other people is easy for you. And for people that you're close to, you can practically read their mind. It's a combination of knowing them really well and being able to read them really well which causes this effect.

Will of the Hero (200 CP)

Whether the Heroes are Courageous because they were chosen to be Heroes or they were chosen to be Heroes because they're Courageous is something that people who think the Spirit of the Hero is stuck in linear time ask.

The most important aspect that the Hero needs is willpower, and you have that in spades. Your willpower is such that you will never shirk from a task just because it's unpleasant, and even when you are afraid, your courage is strong enough that really, it doesn't matter. Your will is so strong that a cucco that hasn't hatched from its egg has a better chance of pecking Malice to death than even the worst assault on your willpower has to permanently damage it.

Indeed, any attempt to go after your mind runs into your Hero-ness... or just you, depending on how you look at it. Permanent damage is impossible, doing temporary damage via anything except normal psychological mechanisms is just not happening, and an attempt to alter any part of your mind directly is less likely to succeed than Malice attempting to enjoy something. (Or in other words, not happening; mind control, mind manipulation, and bodyjacking can take a hike.)

What Else Can You Play? No Idea (400 CP)

As the Spirit of the Hero reincarnates, it carries along with it not just memories of combat but of other things. Music, dancing, art, poetry, many of the hobbies of the past Heroes reside within you, and you find that of the many types of relaxation that have been done in the past, you've got some experience with a good majority of them.

But it's not just methods of relaxing or having fun. Each jump, you also pick up a few noncombat skills that were practiced in the past. Past Heroes have been architects, sailors, engineers, and farmers. It'll take a bit of practice to draw out your full experience from a past life, but you can find yourself doing the basics like you've been doing it since forever ago.

Body of the Champion (400 CP)

Hylia, like her descendent Zelda, is apparently something of a scientist, and your bodily augmentation is the strongest of any Hero yet. Your strength is several times greater than normal, enough that even ancient Sheikah weapons will eventually break under your strength. Your reflexes and speed are enhanced a few times over as well, enough that anything slower than a normal human is just plain not a threat. Your endurance only quits when you start starving, and you could fall off a cliff that would kill any normal person and walk away with a few bruises. Your "light workouts" exhaust fit, trained soldiers. While you aren't immune to poisons and toxins, you are very resistant to those; your liver will filter out any of those - even heavy metals - and much faster than a normal human.

Your body hasn't been optimized towards combat and combat alone. You need less sleep, and can function with three fewer hours a night for weeks. When you wake up, you're awake. No need for coffee and no need for yawning, though those do feel nice. You can eat anything, even Goron food, and it will fuel your body just fine. Your stomach could be mistaken for a bottomless pit, which you can fill to have something to fuel your body if you need to go a while without eating. You can maintain your physical conditioning just with normal daily activities, and can quickly recover it if you do lose it. You don't get sick, your injuries heal far faster and far more completely, and you'll age gracefully if you still age at all.

Mind of the Knight (400 CP)

The Spirit has granted unto you a lot of experience. You've got so much experience fighting that you can usually tell the best place to strike your enemy within moments of seeing them in battle. Your combat instincts are usually spot-on, and your ability to predict attacks with a single glance is very reliable. It would take an opponent with centuries of experience or a major physical advantage to challenge you.

This much experience means that you don't freeze up or hesitate from stress, and you can perform to the limits of your capabilities all the time, executing your actions with your best precision and performance.

Losing experience is just something that doesn't happen to you - your skills remain sharp and just as able to be called to action after a century of disuse as just after a training session.

Your experience also means you can learn more from your challenges. The more experience you have related to any challenge before you, even the tiniest one, the more you gain from overcoming that challenge. The more monsters you have defeated, the more you understand each time about why you defeated them, how they could defeat you, and how to better defeat them. As long as the fight isn't a complete pushover, you'll come away better in some way. And this doesn't just apply to combat itself, but any area in which you challenge yourself.

Magic



Magic Sense (100 CP)

You can sense magic in the environment around you. For most races, this works through sight. Not only does this let you see things like enchantments or magical connections, this also allows you to sense the... intent, or alignment of magic. Malice, evil, harmful magic, seeing it is nauseating and you might need to adjust to it the first few times.

During this jump, this sense will only work for the original magic created by the Golden Goddesses.

Magic Act (100 CP)

You have a small pool of pure magic nestled within your soul. You can move this magic, and draw it out into objects or into the air, making new objects out of pure magic.

If infusing magic into an object, it becomes more durable. In addition, magical objects, like Ancient Swords or Flameblades, have enhanced magical functions. A Flameblade produces a hotter fire, and an Ancient Sword will produce a stronger, sharper edge. Of course, putting too much magic into simple magical items will cause them to quickly overload. Not so quickly that you can't launch an elemental arrow or toss an exploding sword at your enemies, but be careful.

Making objects in the air out of magic is more freeform. While you start out only being able to make simple, fragile spheres, you can practice and get far more results. Arrows, floating, animated hands, whatever you want. It just takes a lot of practice to get that, and you'll have to focus your practice on only a few applications if you want to see results quickly. The splintered objects tend to be fragile, and break into flakes of magic when broken.

The starting size of your pool of magic does increase with your own power, including any power you gain now. However, this size increase has diminishing returns. The maximum size of this pool does scale linearly with your other power.

Hex Magics (200 CP)

A spell causes a powerful, instant, and specific effect. A curse causes a long, slow, and somewhat random effect. Maz Koshia dubbed the combination of the two a hex. A hex allows for a quick effect to happen well after being cast, at a specific event. You can easily convert any spell you can already cast into a hex format.

However, your initial hexes will have some compromises, with being a bit easier to disrupt compared to a curse, and taking longer to act compared to a spell.

Aligned Magic (400 CP)

Unaligned magic is versatile, but aligned magic is more efficient and easier to use. You have a pool of magic aligned with a particular concept. For example, Link has temporal magic,

which he uses to accelerate his actions. There is also healing magic, elementally-aligned magic, protective magic, and a few other types.

You can cause effects related to your concept by expending energy from the pool.

If you have a pool of unaligned magic, feeding it into this pool increases the efficiency of your effects.

Jumper's Blessing (400 CP)

You have the ability to create blessings. Taking a single spell or ability you have, and packaging it to nestle within someone else's soul. It takes a few moments to do this, and there's not really a limit on how soon you can do it again aside from the energy cost. This takes a notable amount of energy, as your blessings have their own pools of energy that they run off of. The maximum power of your blessing is determined by how much energy you put into it.

Blessings are simple to use. In their basic form, they simply need to be activated and maybe aimed. More experienced recipients can shape, tune, and manipulate the effects of their blessing to a fair degree. Link was able to shape Naydra's Blessing to protect Zelda from the effects of being too close to his fire breath, as an example. Recipients can also use unaligned magic to boost the blessing.

In addition, you are able to set physical conditions for usage. You could make it so your blessing will only work if the recipient is not in hylian form, or they need to be holding a certain kind of weapon to get it to work.

Continuum of Divinity (600 CP)

You are intertwined with a god, so closely that there's no clear point where you end and the god begins. It helps that you are either a descendant of this god, or this god is slightly atemporal and you will eventually become part of this god.

This god will, because of its understanding and connection to you, help you. Once per jump, they will, on their own initiative, do something like sabotage an enemy's 'cheat item' so it no longer works, arrange things so that an opponent no longer has plot armor, stop a hostile divine from interfering for some time, or something else to throw a spanner in your enemy's plans or protect yours.

In addition, at times your god will know that you need a little more power, and will offer to fully merge with you for a time. This increases the potency of your powers a few hundred times over, while it lasts. Your skills become sharper, your spells finer and more efficient, and you are now capable of killing things a few levels of existence above you, even if they should be immortal. Once you do enough damage in this form to someone or something, they just die, and that is finally it. In this way, even a demon beyond the rules of the world can be put down.

A mask of your own face is optional, but can be provided free and is recommended because it looks cool to put it on when it's go time.

Items



Each party member gets **+200 CP** to spend here. Items that are personal equipment respawn in a week if destroyed or lost, and repair in less time if damaged. Larger items respawn in a month if destroyed or lost, and repair in less time if damaged. You may import similar items into these in order to have them become one. Items keep upgrades applied by party members.

Discounts work the same way as Perks.

Sheikah Slate (free)

A small handheld multifunctional device. It can track your location, capture pictures, take notes, and acts as a key to Sheikah shrines. In addition, it can store a large number of items in an internal Warp Rune storage. If the item is clothing, it can swap the user's current clothes with an outfit in storage. In addition, storing an item removes dirt and stains from it. However, it can only store items that are smaller than a person.

The slate can also use runes that can manipulate the battlefield. The upgraded versions of each rune will be provided at the end of the Jump, though if installed before then they will stick around.

Instruments (100 CP)

A massive collection of different instruments, each type only represented once. In here is the second accordion found in Hyrule, in addition to a bunch of woodwind, brass, string, and percussion instruments. They need a bit of cleaning, but should work just fine.

There's also a pipe organ, extremely decrepit and in serious need of repair. I've arranged for it not to decay until you fix it, but this one was probably the castle's previous pipe organ, the one in use before the newer one that Link recovered and restored.

Ancient Wardrobe (100 CP)

A collection of different outfits for you to wear. None of them are really meant for combat, but instead for travel, formal occasions, visiting certain locations, casual use around the home, or working.

They've been enhanced with Sheikah technology, meaning that they fit perfectly, don't rub or chafe, can't get stained or pick up odors, dry easily, and help you regulate your body temperature. The travel outfits designed for very hot or cold areas are more effective than the non-Shekiah-enhanced versions at preventing exposure problems. The labcoats are designed to protect the wearer from chemical splashes, flames, and other minor lab accidents.

Sheikah Condo (200 CP)

This complex can either be part of the warehouse or placed in the world of a jump. It provides one condo for the Jumper and each Companion, unless party members are cohabitating.

Each condo is well-equipped, if somewhat plain, and made with Sheikah technology. There are three (and a half?) rooms: a bedroom, bathroom, and living room/kitchen hybrid. The beds are supremely comfortable, can induce sleep immediately if the user wants to, and increases the efficiency of sleep. They can also prevent dreams if requested.

Each bathroom contains a shower/tub hybrid that instantly gets hot, stays hot, never runs out of water, (the same technology as Vah Ruta), won't get the floor wet even if you fill the tub to the rim and jump in, and several more conveniences of Sheikah engineering. The other fixtures have been likewise enhanced.

Each kitchen contains its own storage system for food and equipment, and comes with quite the amount of equipment. There are over a dozen burners that only heat pans, not debris on the stovetop or your hands, as well as a couple ovens for baking and roasting. Two sinks, also made with Vah Ruta technology, provide water and sanitation. There's also plenty of counter space for chopping, plating, and all of the other non-stove kitchen activities.

Scientist:

Toolkit (100 CP)

An analyzer wand, multitool, and manipulator are the standard tools used by engineers, swordsmiths, and mechanics when working with Sheikah technology. They are designed to be used with a slate, but adept users of Sheikah technology do not need them.

The analyzer wand looks like just a long stick, but by tapping the tip to pieces of technology, it can scan them in extreme detail. The wand buffers data and transmits information to the slate based on its own internal filtering.

The multitool projects an energy tool from one end, but unlike a dedicated blade it is significantly more fragile. It is, however, variable geometry, which means it can be a scraper, screwdriver, pliers, tweezers, scissors, canopener, and more, depending on what is programmed into it. It can also create a magnetic field in the energy tool, for working with ferromagnetic materials.

The manipulator uses Warp rune technology to partially deconstruct and then reconstruct parts of a device in-place, no removal of the part required. Using it without a loaded blueprint means that you have to program in the reconstruction manually. It does require raw materials to work, but this manipulator's supply will refill itself every 24 hours. If you're not doing that much with it, you don't need to worry about restocking it.

Guardian Force (200 CP)

A collection of several Guardians that Calamity Ganon seems to have missed somehow. Two skywatchers, a dozen sentries, a dozen scouts, and two stalkers. While useful for combat, the locals have had to deal with them being hostile for the past century, so be careful.

If you want to disassemble them for reverse-engineering or for spare parts, they won't respawn until the next loop or jump.

Shielded Lab (400 CP)

A massive underground lab, with special shielding to protect what is inside from ambient magic or radiation. This also protects the outside if something goes wrong, and hides the results of any experiments inside from the outside.

The ceiling is made from artificial luminous stone, and the floor has a grid of attachment points in it. A power grid connects them as well, meaning that you can power machines from them if needed. Right now the only things in it are the Ancient Oven for fabrication purposes,

and a large stockpile of both common components for Sheikah technology and raw materials for the same. These stockpiles will replenish over the course of a week.

Hero

Paraglider (100 CP)

Commissioned by King Rhoam from the Rito, then later stabilized with his magic. This is a small paraglider, one that is too small to work without its magic. However, it catches the air quite nicely, and supports a fully grown adult human in full armor, even being able to ride thermals to gain altitude. It's quite controllable as well.

In addition, the grips are enchanted so that your hands will stick to them until you want to take them off. Even high-G maneuvers like opening the glider while at terminal velocity won't strain your fingers. It also sticks to your belt or back so it won't fall off.

The materials are waterproof, stainproof, and fireproof.

Elixirs (200 CP)

A collection of elixirs. There are about two dozen of each kind, including four strong ones. The rest are moderate-strength concoctions. They are restocked, directly into your slate, every two weeks. If you get more elixirs somehow, they are tracked separately from these, and these are used first.

Jumper Sword (400 CP)

A powerful weapon that was forged just for you. Your powers fit together, becoming stronger when you wield this blade. A spirit can dwell within this blade to provide assistance in combat, and can manifest an avatar to talk to others beside you. The spirit that dwells within can interface with both magitech and mundane computers, as well as store large amounts of data. This data is protected from being erased by temporal shenanigans, like the rest of the spirit's memory.

It is designed to purify evil and corruption. If you crossed this blade with an evil sword, the other blade would start breaking. Any energy channeled through it develops an anti-evil property. You can also charge this blade and unleash an arc of energy that deals heavy damage to anything caught in its path, with severe damage to evil.

Magic

Elemental Quiver (100 CP)

A simple-looking quiver, with a few intricate carvings on the side that should be on your back. The quiver can absorb magical energy and use it to turn ordinary arrows placed inside into shock, ice, or fire arrows.

Fairy Pool (200 CP)

A pool very similar to the ones inhabited by the Great Fairies. However, this one is not connected to the nearby land via magic and lacks an inhabitant. However, you can use it to improve armor. Upgrading an armor piece requires materials with similar physical and magical properties to the armor, as well as a source of unaligned energy. Rupees will work, as will your own unaligned energy and unformatted Sheikah energy. A piece of armor can only be enhanced four times by a Fairy Pool, winding up several times as effective as before.

Platinum Rupee (400 CP)

Potentially the largest type of rupee ever, only five others are known to exist. In terms of monetary value, this is quite literally too valuable to actually have value. Even the Kingdom of Hyrule couldn't have really used this as actual money.

However, like all rupees it contains purified magic energy. You may use this to dump pure, unaligned magic into someone's soul, granting them both Magic Sense and Magic Act, and giving them a large pool of magic. Everyone will get a pool of unaligned magic, and some people can get a pool of aligned magic as well.

This consumes magic from the rupee based on the "talent" of the target, which also determines the size of the target's starting magic pool. People get larger pools if they are determined and hardworking, if they have special powers or abilities already, and if they have a special role or destiny.

It will self-recharge from empty over ten years, and will recharge faster in places with more magic. If it gets fully charged, it will split off a bud that will hold more power. The two rupees will then share energy and recharge rates.

Companions



Only the Jumper may purchase Counterpart or Nerd Squad.

Counterpart (free)

The Hero and the Princess. A story told again and again in the land of Hyrule. Import or create one companion. They cannot share your Origin. They get 800 CP to spend as they please, and the Item stipend.

Nerd Squad (100 CP)

May be purchased multiple times.

Import up to four Companions. They get an Origin of their choice, 600 CP to spend as they please, and the Item stipend. Here, I'll give you their Sheikah slates now so you can hand them out.

Sword Spirit (free with Jumper Sword)

Import (with permission) or create a Companion to be the Sword Spirit for your Jumper Sword. They get the Magic origin and 400 CP to spend. They get, for free, Honed Mind, Null Hypothesis, Monk's Memory, and Master Sheikah Interface.

If you take Divine Hex, whoever takes the place of Link may have Fi as their Sword Spirit.

Drawbacks



There is no limit to the amount of CP you can get from drawbacks.

Companions get 75% of drawback CP, rounded up the nearest 100 CP.

Recovering From Resurrection (+400 CP)

While you might not have woken up in the Shrine of Resurrection, you are weakened. Your powers and perks seem to have faded away, like you don't even have them right now. Likewise, all your prior items seem to be missing somewhere, because they're not in the world and they're not in your warehouse. Imports are delayed until the end of the jump.

For The Hoard (+100 CP)

You don't hoard stuff. You just don't use things up as quickly as you acquire them. In addition to a compulsion to pick up and store anything that might be useful and isn't somebody else's, your friends will also tease you about it.

Busybody (+100 CP)

Like Link, you aren't good at wasting time. And like Link, you happen to want to help people. Despite this, you're constantly running out of things to do, because it seems you've solved all the problems people have around here. It's frustrating. Seriously, why do the people here have so few problems?

Wake Up, Link (+200/400 CP)

Breath of the Wild? Is that a band or something? You've forgotten all your metaknowledge, both of this fanfiction and of Zelda canon. If you happen to read the build sheet for here, all the descriptions will be replaced with very long and dry descriptions that don't have any hints. Any notes you might have, or even copies of the media, will be locked down in stasis.

For +400 CP, you also lose all memories of your prior lives, sealed away until this drawback falls off.

Korak Hide And Seek Is Not For The Faint Of Heart (+300 CP)

There are 900 koraks who hid themselves across Hyrule. You have to go find all of them. You know what the gifts you get from them are. You know precisely what you're getting into. But you still have to find them all before time's up.

Divine Hex (+200 CP)

May not be taken with Locked Out Of The Loop. Requires Counterpart. Either the Jumper or the Counterpart must have the Hero origin.

Take up the mantle of the Hero and the Princess. Either you or your Counterpart, whoever has the Hero origin, is now Link and starts the Jump in the Shrine of Resurrection. The

other person will be Zelda, and start the loop in the seal with Calamity Ganon. And also wearing *that dress*. For this reason whoever gets shoved into the seal gets veto power over taking this.

While you do get to rent any powers that the people you're becoming have, you don't keep the Perk forms unless you pay. In addition, you also get the psychological issues that the characters have.

If you or your Counterpart purchased "Continuum of Divinity," whoever becomes Link has their divine being set to Fierce Deity for the duration, and whoever becomes Zelda gets Hylia for the duration.

"Nerd Squad" Companions may take the place of the modern Sheikah "Nerd Squad" if desired. I can add more people working at Hateno and Akkala if more than five want those roles.

If a Companion purchases Help Us, Senior Nerd, they may be Maz Koshia. If they take Sheikah Arts, they do get to keep their top-level experience, skills, and energy pool.

In addition, some purchases will be picked up in-play. For example, if you are Link and you want a purchased Magic Sense and Magic Act, you need to go talk to the Great Fairies. In addition, all Party members must be "natives" and not "drop-ins."

Single-Player Game (+200 CP)

Requires Divine Hex

Left alone in a repeating world can be harsh. Now only the party member who is Link and their Sword Spirit remember any of the loops. And no one else can do anything more than read notes about the other loops. You jumpers with memory-transfering capabilities, I see trying to sneak around the back there.

Aftermath (+100 CP)

May not be taken with Locked Out Of The Loop

Perhaps you wish to see how the world reacts to the End of Evil? Very well. Another ten years and six days will be your stay here, now, until the conclusion is reached.

Locked Out Of The Loop (+0 CP)

May not be taken with Divine Hex or Aftermath

Oh, it seems that you don't loop with Link and Fi now. Instead, you're stuck in the last loop. On the one hand, you'll never have a problem with things seeming to become less real. On the other hand, if you interfere with something and Link suddenly doesn't break out of the loop this time, you immediately get ejected from the jump and lose everything you took from here.

Your stay still lasts ten years and six days, meaning that you will experience slightly less time then if you took Aftermath.

Conclusion



You're done. There is no more "Again" for you now. Drawbacks fall off, and everyone gets to choose what to do next. In addition, I have some Ambio models of the party to hand out.

Go Home

At the end of the day, the Hero doesn't want to be the Hero. The burden of that title is a lot, and being able to set it down is comforting.

Continue On

The End of Evil may have happened here, but there's too many other worlds where that hasn't happened yet.

Stay Here

Hyrule is home to a lot of people, now including you, apparently.

Notes

Sheikah energy: is it magic? It is not the same kind of magic that the Golden Goddesses originally created. However, it is still a type of magic for perks or items that work with nonspecific magics.

If a magic does not have an affinity or tendency for a type of result, it probably counts as "unaligned magic."

The time loop does not protect against death being a chain-fail, and it does not reset any 1-ups you use. If you have a 1-up that would eventually resurrect you after the loop resets, it will instead be put on cooldown and you will wake up at the start of the next loop. (Well I say that but Link wakes up during the middle of the day. Unless you're taking a nap you should be up and about already.)

Yes, you will get upgraded storage on your slate at the end if you didn't pick it up in play.

The time loop will reset physical conditioning. Soul and spirit-based powers, which both original magic and Sheikah arts count as, are preserved.

If you take Divine Hex, Single-Player Game, Wake Up Link at 400 CP, and Recovering From Resurrection, you pretty much plot-rail yourself into following exactly the same story. The other drawbacks are already in effect on Link already, pretty much.

NASP:

Updating NASP with new features: that is an active process and it will require effort. NASP will not update automatically. "Does not change unless you want it to." I think it would require some kind of deliberate effort to define the change precisely. Feel free to fanwank.

NASP counts as magic the same way Sheikah energy does.

Protection from divine/conceptual sources is included. If some god of technology thinks they can just copy or alter NASP tech they are in for a nice cold reality check.

Protection from mundane sources is not specifically included. However, reserve-engineering it is going to be pretty hard and often useless. Without being awakened in NASP-tech themselves, would-be reverse engineers can't make the technology. (Unless, of course, you've provided a tool chain of NASP-tech that works with unawakened people.)

If multiple people have the Perk, they can choose (at purchase time) whether or not they share the same power or not.

Acknowledgements

“Blue Magician” for suggestions or this document

Drich for writing the fanfic in the first place.

All of the pictures are taken from the game itself.

Changelog

v1.1.1

NASP notes on sharing, changed the definition of finite again to get the right impression across, added stealth into the Perk text, and added knowledge for components.

v1.1

Changed the Hero Perk line. Experience and Hero of Courage have been changed into Mind of the Knight, Body of the Champion, and Will of the Hero

More notes on NASP. NASP now specifically calls out being finite in power.

Continuum of Divinity can give the boost state multiple times per jump, and it allows your god to stack the deck in your favor.

Platinum Rupee no longer breaks or is obvious. It is also much more usable.

v1.0.1

-Changed phrasing in the intro section, notes, locations, and Locked Out Of The Loop to make it clearer that the party loops with Link

-Divine Hex Companion parts - changed phrasing. Maz Koshia Companion may keep Sheikah Arts level if purchased

-Locked Out Of The Loop now explicitly has the same subjective duration

-Sheikah Condo is now a Companion housing option.

-Normalized Artificial Specific-Pattern phrasing tweaked a bit.

-Typos