

The Legend of Zelda - Tears of the Kingdom
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The Story Thus Far

It has been five years since the last of the Champions, Link, prevailed against Calamity Ganon and rescued Princess Zelda. Hyrule, slowly but surely, has been rebuilding ever since. After living in fear for one hundred years, the nation is slow to trust but just as quick to make the most of things. Even in the worst of days, a wandering traveler would advise hope to any he passed on the road - even going so far as encouraging them to live if he thought it likely they sought such a final way out. Now, without the shadow of Calamity Ganon bearing down on the land, things are looking up. Zelda, while no longer a princess, is wise and knowledgeable enough to be of vital importance to the rebuilding, and under her watch the land is slowly but surely healing itself.

And yet. Peace is so easily toppled. While Hyrule Castle is largely untouched, there are those who venture into it on occasion, and some of them have been reporting disturbing things. There is something below the castle that needs investigating. In the days to come, Link and Zelda will do just that, and then disappear for almost a month before Link returns. Only Link. In the meantime, a great earthquake will shake the land, revealing ruins from an ancient civilization from below, and islands floating in the sky from above.

These ruins will shape the fate of the nation. I suggest exploring them, if you can. Hyrule certainly will, with the formation of the Zonai Survey Team by Princess Zelda shortly after the upheaval. Hmm? Oh, don't worry about it. Everything will make sense eventually. In the meantime, you should be more concerned with finding your own place in the world. To aid you with that, have these.

+1000 cp

Roles
Choose up to two

Wanderer
Ever since the Upheaval, Hyrule is different. Caves have opened up everywhere, islands float in the sky and occasionally fall, and the Depths… Hylia, the Depths. A man could wander the length of Hyrule a dozen times over and still not see everything that there is to be seen. A man who has already done so could rightly be claimed to know nothing, after those changes. That isn't a reason not to try, of course, and I wish you the best of luck in doing so. After all, if you've done it before, then you can easily do it again, right?

Rider
Hyrule is a land of deep canyons, coursing rivers, plentiful fields, and a truly astounding amount of wildlife. Among that wildlife are the ever useful horses, the use of which is often considered to be an important part of any knight's training. However, with the invention of the wheel - specifically, the Zonai wheel, there is a new category of things to master - vehicles, planes, and even powered boats. Technology, and all the ways to get from point A to point B that can be constructed from them. Just as temperamental as a wild horse in their own way, and twice as versatile.

Researcher
Some may only concern themselves with what can be done with the things they have available to them, but that is foolish and short sighted. *Why* is always a valid question, because *why* leads to *how*, and once you have that you'll have taken the first step towards true understanding. Others may be more skilled in their use, true, but you're someone who looks at the ancient wonders of the world, the grand displays of magic or technological constructions that are still standing tens of thousands of years later and think to yourself - I can do that.

Armsman
A sad fact of life is that there are some people in this world who only acknowledge one law, one ruler - the sword. Your average Hylian is far kinder than that, even when they lived under the yoke of the calamity, but the monsters? The Yiga? Those ruffians speak only one language, and so it would be remiss of what remains of Hyrule's knights to not answer in kind. Whether through service as a common guard at a stable, or as a captain of the newly formed Monster Control Crew, you fight so that Hyrule can be a safer place.

Sage
Since time immemorial, there have been champions of men that stand above the common folk. The hero and his holy blade are but the most well known of these legends, but once upon a time there were also Sages who stood beside him. Often seven, but not always. Among their number are mystics, wise men, prophets, those with the will to listen to the world and the gods and act in accordance . It was these heroes that the Champions from one hundred years ago drew their inspiration - and while you aren't quite so grand, you have a spark of potential in you that burns just as brightly.

Ruler
In truth, the thought of Hyrule having a ruler in this day and age is something of a joke. The kingdom collapsed 100 years ago - and a bit more I suppose - and only recently have the citizens begun to rebuild. There is no kingdom to rule over, only a loose handful of villages. And yet, somehow, you helped them pull together. Perhaps more as a friend, or even a teacher than a ruler, but nonetheless they seem to love you for it, and so you more than anyone else, rule over them. Do try not to abuse this privilege?

Gloomborne

Ah. This. Even if you were a Hylian, even if you were a god - you are a monster. You are the creature lurking in the dark that mothers tell their children stories about to frighten them into obedience. If you don't go to bed on time, Jumper will get you. You might be something the Calamity created to ruin as many lives as possible, or perhaps you are a loyal servant of Ganondorfs. In any event, the ruinous power that you pledged yourself to leave you just as much a shadow as a man, and quite a bit fouler than most demons.

Races
Choose one

You may gain an additional 200 cp to spend only in this section if you chose only a single Role.

In some cases, primarily the monstrous races, there are many alternate versions of that species, such as possessing elemental powers, or simply being outright stronger. You may treat a race as 100 cp less in exchange for taking a weaker variation - such as the Talus and the lesser Pebblits - or 200 cp more for additional raw power or an elemental affinity.

Hylian - Free
The primary citizen of the Kingdom of Hyrule, and by all accounts the most ordinary of the creatures that roam this world. Just strong enough, just fast enough, just smart enough, jack of all trades and master of none. Despite being weaker compared to most other races, their kind are also the most prosperous as befitting a race championed by the Goddess Hylia.

Gerudo - Free
In the southwest of Hyrule lies the Gerudo Desert, and the civilization for which it is named - an all female race who supposedly only give birth to one male every hundred years or so. Slightly stronger than your average Hylian and almost universally a good foot or so taller they are well adapted to the harsh sunlight and heat of their home, though at the cost of not suffering the ice particularly well.

Sheikah - Free
The Sheikah are one of the oldest races in existence, older than the Kingdom of Hyrule itself. Still, at Hylia's behest they serve her line of children and potential incarnations to the best of their ability. At this age, your training and magical reserves aren't anything special than your average Hylains, though one assumes that you would be slightly better educated.

Steward Construct - Free
The mechanical lifeforms that the Zonai constructed to serve them have been inactive for many millennia, but it seems that some of them are finally beginning to wake back up. Some from the upheaval itself, and some from being poked at by nosy heroes or villains. While most stewards are programmed with a specific task such as construction or cooking they have very little combat prowess.

Bokoblin - Free
The least of the Demon King's armies, Bokonlins are less of a threat and more of a nuisance. Some members of their species grow above and beyond, but the vast majority of the rank and file of this race are just that - the rank and file. Still, you are moderately bigger than most, leaving you not quite powerful enough to actually matter, though you can likely bully a squad into doing your bidding.

Like Like - Free
The shield eaters of old. Large wormlike creatures that attack travelers by consuming large amounts of stone and dirt and vomiting it back up as a projectile. For some reason, they think shields are delicious. Unfortunately, the Like Like of this era are largely rooted in place and cannot move very quickly. Well, somewhat - they can extend their body surprisingly far from where they are rooted, but only that far.

Zora - 100 cp
In the eastern half of Hyrule lies the Lanayru region, which is home to the fishlike Zora race. Their affinity for the water leaves them quite at home in it, even to the point of swimming up waterfalls. They are also quite long lived, with their lifespan measured in several hundreds of years. Interestingly, they are also the only race native to Hyrule apart from the Hylians themselves who have a royalty.

Rito - 100 cp
To the northeast of Hyrule lies the Tabantha region, a rocky and windy stretch of lands that quickly gives way to the Hebra Mountains. At the base of these mountains lies the Rito Village, home to the Rito. Avian in nature, and masters of the wind, their flight grants them a definitive advantage in battle - doubly so if they should choose to cut off their village from the land, as it sits atop a very tall island.

Korok - 100 cp
Small forest spirits that linger in the heart of the Lost Woods, the children of the Deku Tree have been a rumor for almost an eternity - their spiritual nature grants them no great power, but does leave them unable to be seen by ordinary mortals. They also seem to specialize in creating arms and armor out of natural materials, as well as musical instruments such as maracas.

Soldier Construct - 100 cp
The mechanical lifeforms that the Zonai built to serve as their army. Soldier constructs possess a limited amount of access to the ability known as Ultrahand, allowing them to grab either spare parts or even rocks, trees, and other weapons in order to increase the danger of their weapon. While not the most sturdy of things, they can reliably take on a number of Bokoblins and win fairly easily.

Zonai - 100 cp
The most scientifically advanced race known to Hyrule. Currently. In times long gone they lived in floating cities and palaces, and when they came to the surface at the behest of the Goddess Hylia to aid the common people, they were worshiped as gods for their innate magical power and learned master of technology. Sadly, there are none left today. That we know of, anyways.

Moblin - 100 cp
The Moblins are a stronger version of the Bokoblin, and are the rank and file of Ganondorf's officers, lording their size and strength over their lesser cousins. Exceptionally strong, they also possess a small amount of natural talent for weapons of all shapes and sizes to better crush their foes - these days some of them even have an elemental infusion, which you may optionally pick up as well.

Giant Chuchu - 100 cp
An ordinary Chuchu is a blob of jellylike substance with a weak ability to absorb and generate elemental energies. A Giant Chuchu is a mobile explosion, tossing out bursts of elemental energy, quite literally running into and over whomever they please, and even giving birth to their lesser brethren before throwing them at their foes. They are not, however, exceptionally durable.

Horriblin - 100 cp
A unique and never before seen kind of monster, the Horriblin are almost entirely native to cave systems. Specifically, their vaguely monkey-like body allows them to hang from the ceiling of the caves they prefer for long periods of time. Between the raw strength to chuck about rocks that the average Hylian would struggle to budge and their habit of lying in wait on ceilings, they're a pain to deal with.

Gibdo - 100 cp
One of few kinds of undead that aren't harmed by sunlight, the Gibdo are walking corpses wrapped in bandages. While slow, they are somewhat difficult to deal with on account of an insectoid mutation granting them natural armor that renders most physical attacks largely irrelevant. However, they are very weak to fire and moderately so to lighting. Avoid those if you can.

Boss Bokoblin - 100 cp
Exceptionally oversized Bokoblins that have turned ordering their smaller brethren around into an art form. They wander the land with a small number of ordinary Bokoblins trailing nervously behind them in a sick parody of a guards patrol. Naturally, anyone they catch will be killed. While oddly good at tactics, they aren't defenseless alone - their horns are sharp enough to cut down a tree in one swing.

Goron - 200 cp
To the northeast of Hyrule lies the towering visage of Death Mountain, the cradle and grave of the Goron race. The molten core of the volcano means absolutely nothing to the stone skinned race, allowing them to stay here without fear - visiting Hylians should probably pack some fireproof potions, as unlike the Goron they are susceptible to spontaneous combustion while here.

Great Fairy - 200 cp
The Fairy race are species of nature spirits that watch over the land and ensure that it remains vibrant and fertile, managing the flow of energy deep below the earth, between forests and mountains, the oceans and volcanoes. Normally they would only watch, whispering advice to those more able to act at the behest of Hylia, but the threat of Calamity Ganon has convinced them to lend a hand in person.

Flux Construct - 200 cp
While most lesser monsters can be fought man to man, there are some that are just plain unfeasible to fight solo. For example, the average Talus is a boulder the size of a house. That's why the Zonai created Flux Constructs. Consisting of a number of large blocks tied together via Ultrahand that surround a core, Flux constructs are both highly mobile and very difficult to permanently injure.

Wizzrobe - 200 cp
Not so much a species in their own right, but rather a specific form of undead - one not as weak to light as their Stal cousins. Possessing the ability to teleport short distances and the ability to wield entirely too much elemental fury, they are often called by dark lords and the like to serve in their armies. Prospective heroes are also fond of stealing their magical rods, as they are extremely useful for everyone.

Lizalfos - 200 cp
The Lizalfos are a collection of chameleon-like monsters that dot the landscape of Hyrule. While technically all members of the same species, these monsters are extremely adaptable, and are the easiest to find in numerous other forms, often having adapted themselves for one environment or another, perhaps even having gained elemental powers.

Talus - 200 cp
Much like the Giant Chuchu, the Talus is primarily special simply because of its sheer size - its lesser cousins, Pebblits, are not so much cousins as they are simply younger and smaller, growing into a Talus over the course of hundreds of years. Their affinity for the earth even beats out the Goron, allowing them to shape it with relative ease, and even generate rare stones from their own body.

Hinox - 300 cp
Cyclopean giants that spend most of their time searching for things to eat and then sleeping off their feasts, the Hinox would probably be called docile or even gentle giants… if they weren't perfectly willing to eat Hylians. They do have a rather glaring weak point in the form of their eye, but their sheer size means that running around blindly, or even belly flopping onto the ground are serious threats.

Lynel - 300 cp
Lower body of a horse, upper body of a man, and head of a lion, the Lynel is one of the most dangerous creatures to serve the Calamity for one very simple reason - they are devastatingly clever, beating dangerous weapons into shape via sheer brute force, and wielding them with almost as much skill as the Hero himself. Most of them can even breathe fire, as if they don't have enough advantages.

Gleeok - 300 cp
It's been a very long time since this particular creature was seen as part of the armies of evil. A large dragon-like creature that dwarfs even Talus and Hinox in size, its three heads make actually killing it a very difficult prospect. Unlike other monsters that adapt to their environment, a Gleeok already has such a thing. Exceptionally strong Gleeok - or King Gleeok, if you like - have a head for each element.

Scourge - 400 cp
Some monsters are exceptional. Some monsters have grown so much farther beyond their peers, or adapted to such extremes that they can be hard to consider as being the same kind of monster as their kin. Mucktorok, for example, is a creature all but designed to menace the Zora. You would never think it is related to a mere Octorok. They're some of the weakest of the weak. In any event, you may choose one of the four Scourges as your race if you so desire. The Seized Construct is not available here, as it is less of a monster and more a possessed machine.

Perks

Wanderer

100 cp - Marked Maps

Hyrule's a big place. Lots of things to see, lots of things to do. Cave here, buried treasure there, monster around that corner, you get the idea. But it didn't used to be that way. There used to be buried treasure here, monsters there, and a cave around that corner. I know that doesn't sound very different, but trust me, it is. Still the Upheaval changed a lot of things, meaning that most things aren't where you left them. Luckily for you, you have a decent chunk of experience with the random hodgepodge of events and places that is Hyrule's countryside, meaning that you can easily tell when something has changed between visits. Of course, some of those signs can be as obvious as an actual sign on a shop advertising a new service, or it could be a single wisp of Gloom rising up from the ground betraying the presence of a cave system for you to explore.

200 cp - Muscle Memory

The new breed of monsters aren't that much smarter than the ones that the Calamity empowered, but they are pointy-er. No really, they all seem to have large horns nowadays, and they aren't afraid to headbut people with said horns. Still, once you figure out how they fight with their new move, you won't have much trouble dealing with them - while you may or may not be an amazing fighter, you are a consistent one. Dealing with a thousand Moblins is only difficult in that you might drop from exhaustion, regardless of their color and weapons. In all other respects, as long as you know what techniques and countermeasures you need to be using in order to deal with them, you could probably fight with your eyes closed.

400 cp - Hyrule Cryptid

One night, a quiet man stopped by the New Serenne stable. He chatted with Beedle for a bit, fixed the wheel on a cart, caught a horse only to give it away, and then walked back off into the night. He was the hero of legend, and he was probably you. Or maybe it was someone else? For whatever reason, you have an odd ability to divorce yourself from your own reputation. You could spend a week in town solving everyone's issues, fend off a monster attack, and genuinely be famous, but come back a month or two later and none of them would recognize you if you didn't want them to. There are a few exceptions to this, people whose lives you changed the course of will probably still remember you, as will those you call friends. But everyone else? You're just some guy who was there to help, and left as quickly as he came.

600 cp - Legendary Legend

The statues of Hylia, the shrines that dot the landscape, these are tools meant to aid the hero in defeating the calamity. Together, they can elevate a man from simply being strong, to being a force of nature. Taking hits that would cut through several men without stopping, or running faster and longer than three men put together - to be honest, feats like these are the bare minimum that you should aspire to. Interestingly, there is a limit to how strong this system can make you - and you must have found another way to grow, because you are stronger than that limit. Maybe it's healthy eating, maybe it's an exercise routine, maybe it's your grand and shining destiny allowing you to surpass such an artificially imposed limitation. Heck, maybe you didn't use them at all, and you simply got good? In any event, beyond simply being strong, you'll also find that you recover from anything that would seek to drain this might from you with absurd speed. Whatever re-empowerment method the Zonai shrines use, simply living and breathing will see you finding the means to surpass them in short order.

Rider

100 cp - Chasing Gravity

Under normal circumstances, if you want to ride an animal, you need to go out and catch it, and then train it to not run away the instant you take your eyes on it. For vehicles, however… Well, you kind of still need to go out and catch it, though in this case it's to catch it as it falls out of the sky. Or don't, that sounds hazardous to your health. Still, it's kind of the only way to get any parts to work with, so… Well, as it turns out, as long as there's a chance of something you need quite literally falling out of the sky, there's now a slightly higher chance of it falling into your lap. A convenient wind will push that set of wheels a bit closer to you as you fall, instead of into the ocean. Maybe they'll smack a bird on the way down and alter their trajectory just enough to land relatively close to your construction zone? That should save you from having to carry them halfway across Hyrule. Still, don't go relying only on this - it'll make things easier, not take care of things for you.

200 cp - Sand Seal Rider

Ah, my apologies, I didn't see you there - it's not every day a champion sand seal racer wanders through town. Of course, skilled or not, it's a bit hard to call yourself a sand seal racer when the track is ruined, the crowd is missing, and the entire desert is covered in one massive sand storm. Luckily for you, in addition to being quite good with riding sand seals, you also have another riding talent - that of vehicles. Whether there's a control stick or not, you're able to control a Zonai vehicle with relative ease, though obviously your control will be more precise with them. You're also extremely adaptable, with something like losing a wheel and needing to readjust your balance barely throwing you off your game. Or heck, maybe the thing has six wheels and a massive cannon? Just drive around with the thing for a while, you'll get the hang of it fairly quickly.

400 cp - Unstable Build

The worst part of working with Zonai devices is without a doubt powering the damn things in a consistent and reliable manner. A battery or power source that doesn't work quite right could cause the vehicle to buck harder than the wildest horse, and that's not going into the various parts and pieces tend to vanish into so much aether if they get hit too hard or just because they feel like it. Still, thanks to some trial and error, and probably a lot of face planting, you've now got a damn good sense for what will break your contraptions, and how. In general, don't let a monster wail on it. Like a Lynel. Of course, going near a Lynel is always a terrible idea, so… Well, past that, you've also gotten the hang of being able to tell which particular part out of a set of them will last the longest or take the most hits - and, with a bit of ingenuity, you can try to build a vehicle entirely out of parts that won't vanish at all. I've heard good things about fans and control sticks, for example? Much more reliable than those bird shaped platforms.

600 cp - Mobile Fighter

For most people, a simple carriage is the limit of their ability to build and innovate. Maybe stick a light on the front, or a fan on the back. In their defense, if all you want to do is go from point A to point B in a reasonable timeframe, that's all you need. However, if you want to do it in style, or if you maybe wanted to kill a Lynel in under sixty seconds through sheer overwhelming firepower… Well, you need a bit more. You're either a madman or a genius, figuring out how to lash the various devices together in such a way that they go from being in danger of popping out of existence from getting yelled at by a strong enough monster to a monstrous construct right on the border of being a living being itself… armed with more firepower than the entirety of the Hyrulean army. Oh, and it can fly. You might not be any good in a fight, but what does that matter if you can make a dozen minions that are? Just, uh, don't run out of power. That could be an issue.

Researcher
100 cp - Depth Perception
While you may be tempted to rush over to the nearest interesting thing and start tapping it, studying it, perhaps even licking it in your quest for knowledge, it must be said - not everything is safe to lick. Like Horriblins. New, yes. Lickable, no. To that extent, you have a wealth of experience at making the preparations you'll need to stay safe. For example, what might you pack when you're planning to set up camp on top of a mountain in order to observe the weather? For starters, enough food to last you however long you're planning to stay. And for an expedition into the depths? Enough fuel to get your hot air balloon back up afterwards would be a terrible thing to forget. And weapons. Sadly, you'll probably need those.

200 - Ancient Zonaite Tablets
Few of the world's great discoveries are just standing out in the open for anyone to stumble across. Buried ruins might show only the faintest traces of their presence above ground until you've dug them up, and the weathering of countless ages can erase critical details from ancient records and cause priceless knowledge to be lost forever. But you have a keen eye for finding such things and then piecing them back together. Little that is manmade ever escapes your notice, whether it's a ruin buried underground or a mural hidden behind thousands of years of dust and grime or an ancient artifact buried in a pile of rubble. Such things practically glow to your eyes no matter how well-hidden they might be: if there's something for you to find then you will find it, and if it's too old or damaged to get any useful info out of it... well, you'll just have to translate a dead language from scratch and somehow interpret what information that gaping hole in the tablet used to contain. In other words maybe an afternoon's work.

400 cp - Purah Presents Past Products
Sheikah Slate? What's that? I think you mean Purah Pad! See, those are basically the same thing, but one of them was old as dirt and the other one was made by Purah and is therefore so much cooler. Well, not really. It doesn't have infinite bombs. Still though, by studying pieces of technology such as the lost and forgotten Sheikah tech you can create your own version of that technology exceptionally quickly. They may not have all the same features as the original, but that just requires more time studying things. Great for if half your techbase disappears into thin air practically overnight and you decide that you really need your rock of nigh infinite storage back asap. Or just want to take pictures of things.

600 cp - Science Marches On
Ancient technology is great and all but there's only so far you can get by recreating stuff somebody else already invented. You're capable of so much more than mere imitation, having obtained a mastery of science and magic equivalent to Mineru's mastery of Zonai technology or Purah and Robbie's combined knowledge of ancient Sheikah tech. Given access to the resources you would need to do so, building a Construct would be a day's work for you, with one of the heavy duty Crafter Constructs taking only slightly longer. A Sheikah Tower or a Skyview Tower wouldn't be very complicated at all, though physically building them might require some help - the programming however, you could do in a day. In some ways, these are the keys to the kingdom, for you have everything you would need to unlock the potential of everything the Zonai and the Sheikah have built thus far. You could even make an Aging Rune that works on the first try.

Armsman

100 cp - Falling With Style

Tens of thousands of years ago, there was an ancient ceremony that knights would use to prove themselves. It involved jumping off a very tall statue and skydiving down to land in a specific area. It hasn't been used since before the founding of Hyrule - no, not THIS Hyrule, the one before the one before this one - on account of that ceremony taking place on a sky island. However, with the upheaval, and the return of those islands… Well, let's just say that the mechanics of skydiving are surprisingly relevant once again. More recently, the Zonai have a coming of age ceremony you might be interested in. Luckily for you, you're quite good at it. You have remarkable aim when trying to go somewhere in specific, and an instinctive sense of how far up you are. Very useful for not going splat.

200 cp - Mobbed With Arms

After Link and the princess went missing right before the Great Upheaval, the militia that Zelda had formed prior to that event stepped up to fill Link's missing shoes. Not quite as well, while courageous in their own way there is simply something they lack, but nonetheless they stepped up. However, they didn't do so alone. Just as packs of Bokoblins, Moblins, and Lizalfos roam the land, the new knights of Hyrule also travel throughout the land in formation, slaying every monster that they see. Whether you're a member of the Monster-Control Crew or just someone used to getting into a scrap alongside some friends, you're oddly effective at fighting alongside others. Teamwork and combination attacks come naturally to you, you rarely trip over each other's feet, and given half a chance you can run interference on a stronger monster so that someone else can land a killing blow. At the same time, you're good at getting away from being ganged up on, so those same tactics are slightly less effective on you.

400 cp - Give Me Tools And I'll Give You Grief

You're the one thing nobody wants to deal with in a fight. Inventive. Normally when you get in a fight with something, you'd expect everyone to draw some swords and start swinging. But when YOU get in a fight? You throw a bottle of bees in their face, do a bunch of backflips while shooting them in the face with your bow, and then fuse a ruby to a stick and throw it at them while they're distracted. Why are you doing that? Because it's effective. Why is it effective? Who knows. Regardless, fighting you is a pain in the ass when you're buck naked, and when given access to tools, abilities, or even fucking ghosts willing to do you favors you go from badass to a fucking nightmare to deal with because you seem to always know exactly how many options you have on hand, and have entirely too much talent at working those options together into a cohesive fighting style. You might need some time to experiment, and longer to collect the resources, but you could drop a damn meteor on your enemies if given a chance to set up properly.

600 cp - Show Them How It's Done

While the story of a lone swordsman who strides into battle against an army armed with nothing but his sword and perhaps a talking hat or a fairy is something of an ideal, it's no longer one we can afford. This is an era of armies - or at the very least, reasonably sized teams of friends who have your back. Say, four to five? Well, in any event, even if you aren't the lone swordsman you're apparently an inspiration to everyone who wants to be one. When fighting in a team, your own skill is partially shared with those assisting you. A group of random villagers could be turned into a half decent squad of knights, or a mindless summon might suddenly develop a surprising level of animal cunning. At the same time as they're being raised up by you, the longer you stand alongside them the faster they'll grow. Now, they'll never match you, but spending a week with those villagers might have them stay as knights once you move on instead of leaving them in a lurch without you.

Sage

100 cp - Become Legend

One hundred years ago, the four champions did battle against Calamity Ganon alongside the Hero. Ten thousand years ago, seven sages dwindled to four as they bought time for a Hero to appear. An eternity ago, similar events occurred. Inexplicably, you have a connection to all of them - the Champion might have been a grandparent, one of the Sages a distant ancestor. This connection is something you can draw upon, use to motivate yourself as you push your limits and reach new heights. The more well known the story, the closer the connection to you personally, the more it can help you. I'm sure that you'll be a great warrior in no time at all, and once you find a way to push past the brink of ordinary might… They will tell stories about you, not your family from the distant past. In future jumps, you may choose another local hero to be distantly descended from - which offers no practical benefits beyond this motivation - or may have stories about you bleed over from jump to jump.

200 cp - Brave The Elements

Sages are expected to possess a masterful control over the element that they are supposed to represent. For a Rito, one would expect them to wield wind magic with deft skill. And, perhaps one day you will. But not just yet. Instead, you know your element. Intimately. From years of flying, of feeling the wind slip through your feathers, from being buffeted from above and below during storms, and of riding your way through them anyways. Or, rather, a Rito would. Whatever your race, whatever your element, it has a hard time harming you. The deftest storm couldn't stop a sage of wind from flying - but a good chunk of ice flying your way might. Similarly, a sage of fire could walk through a volcano and not be harmed through sheer skill rather than any magical effect. As for you? Well, whatever race you are, wherever you live, there you go. That's your element.

400 cp - Phantom Jumper

Through dark magics, through sheer arrogance, the Sage of Darkness has learned to summon monsters of darkness from so much thin air to menace his foes. They come in the shape of hands, and they're a massive pain in the ass. And then they merge together into a shadowy copy of Ganondorf and he fights you 'personally'. While you can't summon monsters with the powers granted to you, you can actually summon a ghostly copy of yourself to fight on your behalf. Perhaps you've sworn to aid someone but are also needed at home, so you'll send that copy of yourself with the hero as he fights. You can create an artifact to serve as a focus if you wish, which will allow someone to request this phantoms aid, or you may simply conjure your own duplicate and send it on its way. …If you have a mighty need to summon monsters with this, you will need to study one in depth. Perhaps a small elemental might be possible without taking too long to create?

600 cp - Herald Of Ancient Glory

One hundred years ago, the Champions stood against Calamity Ganon. Ten thousand years ago, the Sages stood against Ganondorf. Today, you and your allies stand against the darkness that is returning. Choose an element. Presumably the one you gained from Brave The Elements, but not necessarily. You are now the Sage of that aspect of the world, possessing magical powers that revolve around it. Where once you merely followed along and took advantage of the course of nature, now you may direct it at your whims. Or rather, you would be a Sage, if you had one of the Zonai's secret stones. One assumes you'd be given one fairly quickly, but in the meantime… Until that day comes, much like the hero and the princess, you have an air of destiny about you. Opportunities to champion causes, to become a leader amongst your people, and, yes - to be dragged into ancient conspiracies concerning ancient evils and divine blessings. You might not yet be a Sage, but that is merely because nothing foul enough to herald your arrival has yet risen. In all other regards, you're the perfect candidate for such a blessing.

Ruler

100 cp - The Man With An Evil Heart

A very, very long time ago, a Hylian Princess accused a Gerudo King of having evil eyes. Am I speaking of Zelda and Ganondorf in the court of Rauru? Perhaps. It isn't as though this is the first time those two have said those words, after all. Much like our dear princess, you have the ability to take stock of a person's character simply by laying eyes on them. Trustworthy, lazy, prideful, lustful, pure evil… before your eyes, such things are laid bare. But of course, knowledge alone is rarely enough, and so you are also moderately skilled at manipulation - at coaxing these disparate personalities into a semblance of a working order. To make them want to give their all for the betterment of the kingdom, even if it isn't their first instinct. Or to lull them into a false sense of security…

200 cp - Children Are Our Future

With the Kingdom of Hyrule in shambles and the formerly subordinate nations largely ruling themselves, it would be a fool's errand to try and enforce any sort of dominance that the throne once possessed. And so Princess Zelda effectively retired from ruling, and set about uplifting Hyrule in whatever manner she could. It endeared her to the people. To that extent - you are an excellent teacher. Whether it is advanced technology and mathematics, sorcerous workings, architecture, or even the proper manner of crop rotations, if your students have even the slightest bit of talent for the work then they will soak up everything you have to offer in practically no time at all.

400 cp - If You Must Fall, Fall Forwards

At the end of the day, every stroke of bad luck is simply an opportunity to become a better person. Whenever you're struck by calamity or bad fortune, you very quickly experience an equal amount of good luck in short order. If your kingdom is destroyed, you might end up in charge of the rebuilt one entirely by accident simply because people like you. Especially after how kind you were to their children. If you stumble across an ancient evil, the source of the calamity that ruined your kingdom in the first place and continued to menace it for a hundred years afterwards, perhaps you'd unlock your other hidden power shortly after, saving your life and giving you another chance?

600 cp - The Long Way Around

Ten thousand years is a long, long time. Time enough for a story to turn to myth, for history to be forgotten, for a lineage to all but die out. But not, it seems, for you to die yourself. How strange. Whatever the trials of eternity are, they simply don't apply to you. Your soul doesn't degrade over the years, your mind doesn't fail you as your anchors are worn away, all those nasty side effects immortality can have… just aren't, for you. If you fell into a magical sleep, you'd wake up as hale and hearty as the day you went into it, even if that was ten thousand years later. If you trade away your humanity for a more monstrous form, you'll find that others' attempts to return you to yourself are all but guaranteed to succeed. If for some reason you do desire to die, you may mandate your own passing (by old age, presumably) and proceed to have it not take as your spirit lingers after death. I'm told a similar technique is often used by the Kings of Hyrule.

Gloomborne

100 cp - Understand This Is Not Your Story

Once upon a time, the Great Plateau was home to a shrine that boasted the ability to resurrect the recently deceased - and beneath it, a Sheikah Monk guarded a fifth Divine Beast. Almost everything related to that technology has since vanished from the world, and what was left disappeared entirely in the Upheaval - leaving those places empty, and ready for new owners to move in. With such an invitation, how could you refuse? Much like the Guardians of times past, you seem to specialize in claiming used and abandoned things for yourself. Sneaking into Hyrule Castle to take over part of it for an outpose, turning what was once the fountain of their hope into yet another bastion of your evil… Well, truthfully, only the Yiga really have the use for such things, the Demon King's monstrous army doesn't tend to need such considerations. Still, if nothing else this will help you set up a basecamp in short order, even if it's somewhere strange, like on top of a Talus.

200 cp - Come Back Like A Lion Roaring

Mistakes are a part of life. No matter who you are or what you do, you will make one sooner or later, and how you respond to it will show your true character. In your case, it will show that you are a benevolent king, but not a foolish one - you learn from your mistakes. Specifically, you learn from your mistakes by developing countermeasures to anything and everything that your opponents may think to throw at you. Losing a swordfight will inspire you to become a greater swordsman. Finding your dark magics banished by holy light will inspire you to make them ever darker. Seeing your army routed by a swarm of machines would pave the way for you to possess them with your enhanced dark magic. Even attempts at sealing you away will become less and less efficient, requiring more energy and breaking sooner, if you have even a smidge of warning that they are coming. Perhaps by breaking off a fragment of your magic, binding it up in your shadow, and allowing it to rampage while you stay sealed away, until it does enough damage to set you free?

400 cp - Born From Tears Of A Broken Kingdom

Eons ago, a great demon cursed the goddess and her hero with his hatred. Over time, that hatred evolved into Malice. It's a terrible and wondrous substance, but it has a flaw. One being, even with a fragment of power that once matched divinity, can only hate so fiercely. Or, that's how it should be. It's not how things work for you. You have a theoretically infinite capacity for hatred and malice, with every wrong perpetrated against you only ever increasing your rage. And yet, you aren't overwhelmed by it. Your rage doesn't wield you. Demise's hatred, doesn't wield you. You wield it for you are its master and it will obey you. No matter how angry you might be, no matter how sad or even afraid, your mind is only ever clear. If anything, feeling these things sharpens your focus, as though you were devoting a hundred and ten percent of your attention to the target of your rage - no matter how many things you're actually mad at.

600 cp - My Hate Has Cycled And I Saved It All For You

For tens of thousands of years, the Curse of Hatred has menaced Hyrule. Somewhere along the way, its champions learned to evoke a physical manifestation of the curse, more commonly known as Malice. It would be terrible, then, if right when they think they have a handle on things, you would find a way to evolve Malice past its known limits. And unfortunately for them, that is exactly what you have done. Ganondorf used the stone of darkness to compound Malice into Gloom, and given enough time and raw power you can do something similar. Through this, you may force your powers to manifest themselves in new ways. A minion through which you may spy on your foes can be empowered into a shadow of yourself. A technique that could, ordinarily, only target one foe, may now target five. The more of your hate you can pour into a given spell or technique, the more it can grow. Though, do be aware that this does have a mild flaw to it - by focusing all your hatred of the hero into a technique, it becomes specialized in killing him and only him. Something that another could potentially take advantage of.

Items

Wanderer

100 cp - Old Reliable

While your own two feet are a wonderful thing that you probably wouldn't want to live without, I'd like to try and interest you in something else - a horse. Well trained, hearty and hale, and of a temperament that you get along with, it's a horse that you trained personally some time in the past. …Wait, why am I trying to sell you your own horse? Er, anyways, this horse can be one of three different horses - a brown horse with a white mane that is exceptionally loyal, a white horse with a faintly yellow mane that is exceptionally regal, or a black horse with a faintly orange mane that is exceptionally large. No like really, it's stupidly big. In any event, if you choose to go with the giant horse, I'll even throw in a bridle large enough to put on it so that you can hook it up to a cart or something. You never know, it could come in useful.

200 cp - Bounty of the Wild

For a country that's still recovering from a living calamity running rampant on the land and people for the better part of 100 years, Hyrule is a stunningly vibrant and beautiful place. Honestly, as far as the wildlife is concerned, they were probably fine a single year after things ended, and the fruit trees never had any problems. Still, you're now the proud owner of a bag that's filled to the brim and then some with bits and pieces of Hyrule's natural bounty. Quite a few fruits and vegetables, and even some meat and fish, along with a more or less random assortment of plants that are probably best used as spices to really bring out the flavor of some of those other things. The bag itself holds enough for something like six square meals a day at any given time, and refills daily. What you get out of it is truly random, however, so if you're specifically feeling like seafood but aren't terribly lucky, you could be waiting a while.

400 cp - Crushed Lynels

Lynels are something that just about everyone knows to be wary of. Even champion class fighters can only really be said to have good odds against them, and most Hylians simply lack the requisite durability to survive even a single attack from one, the result of Lynels being exceptionally strong and wielding exceptional weapons. Luckily for you, then, that you've presumably gone up against a number of them in the past and walked away victorious. In fact, you were lucky enough to salvage their equipment as well, leaving you with some pretty top tier gear. Three weapons, your choice between swords, spears, and clubs or a combination thereof, three shields, and three bows, with each set of three containing one normal, one 'mighty', and one 'savage' item. These items will sadly not be replaced on a regular basis as there's this *thing* with durability these days, but you will find a new set at the start of each jump.

600 cp - Sheikah Slate

Well ain't this a sight for sore eyes. Don't get me wrong, the Purah Pad is a wonderful display of ingenuity and skill, but there's just something about it that's… lacking. Probably the ability to produce bombs and explosions on demand. Hyrule may have a plentiful crop of explosive fruit, but even they can only grow so fast. Anyways, this isn't just any old Sheikah Slate either, it's the very same Sheikah Slate that… Why do I keep trying to sell you your own things? You really should know how this works. Magnesis, Cryonis, Stasis, Bombs, the inbuilt sensor that lets you track things, and even your own personal vehicle, the Master Cycle. All of them are fully upgraded too. As a small bonus, as if all of that isn't enough, I'll even throw in a small bonus - a brand new 'Treasure' rune. This rune will allow you to randomly summon a small selection of resources, perhaps a few weapons, and very rarely an interesting piece of armor. By default, you can only use this rune five times a day before it runs out of energy, but it can be upgraded indefinitely by feeding it raw materials of a certain value - I will mention, however, that the cost is fairly high and only gets worse as time passes.

Rider

100 cp - Pitstop Tools

The hero of legend can cheat an awful lot of things thanks to the various magical powers and tools he picks up here and there, but everyone else kind of needs to do things the old fashioned way. With hammer and nail, a good chunk of rope, and maybe some glue. That's why you've either bought or made your own toolkit to help you mess around with Zonai devices. Strap a few wheels to a stone slab, and you've got a horseless carriage. Strap a fan to that and it'll start to go a bit faster. Strap that fan to one of those wing things instead, and you might just be able to fly. But, you'd be best off with a control stick. Still, you've got everything you might need to attach these things manually. It's a bit like having a set of smiths and carpenters tools at the same time, plus a few other things. Heck, there's enough stuff here to be useful in a few other situations too.

200 cp - Racers Field

When experimenting with ancient technology, there is one thing you should always keep in mind - it might explode in your face. To that end, there's a small chunk of land in the Akkala region that the Hudson construction company has been using as a testing grounds for all sorts of things. You now either have access to that area, or a fairly similar one, that you can use to futz around with the Zonai technology to your heart's content. As a small bonus, the area has a small but notable 'naturally occurring' number of Zonai devices - that is to say, some random shit just sort of falls out of the sky in the nearby vicinity on a regular basis. Oh, and if you really need it, then it can be arranged for certain structures to be added to the place - maybe you want a mockup of a really steep hill, to test your new vehicle's ability to crawl up walls?

400 cp - Zonai Dispenser

One day, shortly after the Upheaval, a big green orb fell out of the sky and crash landed right next to your house. This is a piece of Zonai technology known as a dispenser - specifically, when fed Zonai materials (with the exception of raw Zonite), it will spit out smaller orbs that may or may not use spatial compression magic to hold various other Zonai Devices within them. Yours, however, is broken in a very convenient manner and will spit out a chunk of them every day without the need to pay for them. Wings, wheels, rockets, lasers, and many more things can be found here. And, unlike the others, the things you can buy from this particular dispenser seem to randomly change every day. Great if you want a good variety of stuff, but admittedly not great if you've run out of a specific item and want to restock in a pinch. And no, despite what some people may tell you, there are no 'secret golden parts' that work twice as well as normal ones.

600 cp - Etched Possibilities

The Zonai may have based a significant portion of their techbase on modularity, on how their Zonai Devices can be moved about or reconfigured into any number of different forms, but even they had shapes and forms that they preferred. One of the simplest was nothing but two springs attached to each other - simple as it was, it provided amazing upforce. You have a number of slates made from Zonite that detail the construction of various constructs, as well as even more that detail how to build the individual parts. They're fairly advanced, and Hyrule honestly doesn't have the techbase for it, but I'm sure that with some ingenuity and a ton of Zonite you can at least finagle something together. Maybe that one schematic labeled as the Construct Titan?

Researcher

100 cp - Fishing For Facts

The Depths aren't just a nightmare in terms of security, they're also an opportunity. New ecosystem! Ancient civilizations! Disectable ruins! All those sorts of fun things. Buuut they're also quite dangerous. Thankfully, someone with a scientific mindset has been down there at least once, because they took quite a few pictures and gave some of them to you. Each one of these represents a lead for a topic you would have a jolly old time trying to discover everything you possibly can about or a secret you'd just love to spend a weekend deciphering. And that's just the potential enjoyment you might get from them. Who knows what tangible rewards you might get from solving these mysteries? For example, what's with the statue pointing into the distance? There's at least three or four different ones, aren't there? Sounds like something worth investigating.

200 cp - Purah Pad Plus

Just point, tap, and snap, you've got a brand new picture. Allow me to introduce you to the Purah Pad, a device constructed in the image of the mysteriously vanished Sheikah Slate. Unfortunately the device doesn't have the Runes that the slate did, though it does have several of its basic features. Camera, map, ability to store several dozen suits of armor, just as many weapons, and entirely too many raw materials… Sorry, what's that? Why is that standard for a researcher's tool? Well, you never know what you might need out in the field, so isn't it better to just bring all of it along? Oh, and there's also a completed compendium of all the various monsters and materials in Hyrule. Er, mostly completed. There are a few new things that showed up recently that aren't in here yet, but it's most of the way there.

400 cp - Ancient Tech Lab

Near the village of Hateno lies Purah's laboratory, where she operated out of for many years while waiting for the Hero to return. Far to the north lies Robbies own laboratory. And somewhere near Hyrule Castle are the ruins of the original Ancient Research Institute. You are now the proud owner of a fourth location, as a lab has been set up for your personal use in deciphering the mysteries of the universe… and also Zonai tech. The tech is probably a bit more relevant given that it's falling from the skies these days. The lab itself is comfy, livable, and restocks with simple materials, and as a mild bonus should you ever move out of it - say, for a bigger lab - your enemies won't be able to salvage anything of use from it. The place will collapse before it lets them even use it as shelter.

600 cp - Scientific Upheaval

The aftershocks of Ganondorf's unsealing have unleashed hordes of monsters upon the land and some of them have specifically been attempting to once again divide Hyrule. But at the same time, it shook a few things loose, like Zonai tech. This particular item isn't anything solid, but rather it represents an opportunity. Disaster always leaves something behind. Something you can use. In the past, perhaps you were the owner of a good chunk of ancient Sheikah technology. Now, you have found yourself with a good collection of Zonai technology for you to play around with to your heart's content. In future worlds, whenever disaster strikes, you'll find yourself with yet more toys to play with in the hopes of fighting off that disaster. Every cloud has a silver lining, you see, even if you need to figure out how to alloy that cloud yourself.

Armsman

100 cp - Pristine Blade

While not truly indestructible, this weapon of your choice is surprisingly durable for the material it's made from and is easy to maintain. A few minutes tending to it each day should extend its life by quite a bit, even accounting for the degradation of almost every weapon in Hyrule. Should it fail you anyways and shatter into so much dust as an ordinary blade would, a ghostly soldier will soon seek you out and bequeath its own blade to you. It may not be precisely the same blade - it may not even be the same kind of weapon, but it will share the same boons and be roughly equal in power. As time passes, you may find yourself given stronger blades, but the ghosts will never give you something you don't already possess in some manner.

200 cp - Brothers in Arms

So long as the Blood Moon rises Hyrule will never be free of Ganon's monsters, but that won't stop the brave people of Hyrule from defending their homes and families. This squad of courageous fighters are a sterling example of that: when you first recruit them to your side they might be no more than farmers armed with pitchforks and pot lids but they have courage enough to stand their ground against all kinds of monsters and enough grit that only a truly crushing defeat can slay them rather than simply knocking them out for a short time. With experience their strength and skill in battle grows quite rapidly and their meager armaments will be exchanged for much finer weapons and armor, until your squad of farmers can stand shoulder-to-shoulder with the most elite royal knights of Old Hyrule.

400 cp - Bastion of Sanity

As Hyrule slowly pulls together after breaking free of the grip of the Calamity, they don't turn their gazes to the past. They look forwards, into the future they can create together. And their first work was the creation of a new town, a place near the center of Hyrule, where all can be welcome. Currently serving as the base of the Monster Control Crews, the small fort known as Lookout Landing is now the heart of Hyrule's restoration. As such, it contains a small bit of all of Hyrule in it. If you have a need for a Zora, there will likely be one there. Should you desire a quick word with a Sheikah about Zonai tech, they won't be too far away. If you want to purchase a specific, Rito crafted bow, I dare say you'll be able to find one. The same holds true for practically everyone you help out, and as such - the more you help, the more the place grows.

600 cp - Reach Out To The Truth

Link's left arm was destroyed by a torrent of pure Malice and Gloom, unleashed by the accidental unsealing of Demon King. To aid him, the spirit of one of Hyrule's past kings gave him their arm, and with it came various powers of Zonai magic such as Ultrahand, Ascend, Fuse, Autobuild, and Princess Zelda's power of Rewind. Somehow you have acquired a similar piece of ancient technology, either a gauntlet or a prosthetic of Zonai magitech replacing one of your arms, both of which imitate the powers of Rauru's arm. A clever warrior will find endless tactical uses for such powers, from tearing out a golem's critical components with Ultrahand to effortlessly claiming the high ground with Ascend to returning projectiles back to sender with Rewind, and the possibilities for Fusing weapons and items together are nearly endless.

Sage

100 cp - Mask of Ages

The position of sage is one that is thought highly of, which makes it ever the more odd that it often lies forgotten for thousands of years of a time. Well, there is a difference between being blessed during an era of peace and being blessed during an era of strife and collapse. In any event, you now possess a trinket of some kind that marks you as a sage. A helm seems to have been tradition, but you may choose something else if you wish. You may also choose between it being made from green zonaite with gold trimmings or from bits and pieces of ancient technology. While wearing this item, it strengthens your connection to your people. Were you a Rito, you would find the manipulation of the wind, or perhaps the maintenance of bows and the creation of arrows coming to you slightly easier.

200 cp - Solemn Vow

This small stone has a faintly floral pattern embedded within it, five magatama shaped objects vaguely reminiscent of a secret stone in a loose circle. It is something created by the sages of the past, and is imbued with the power of bonds - love, friendship, oaths, promises, and all manner of connections. While it is in your possession, you are slightly empowered to fulfill your own oaths. Should you swear to come to someone's aid, you will find the ground passing under your feet slightly faster than normal. Should you swear to defend them, you will find incoming blows to be minorly lessened for the making of that promise. This enhancement is not large, but it is all encompassing, and will increase slightly with how deep your bond with the other person is.

400 cp - A Thing You Need

To be a sage is not synonymous with being a leader. However, the blood of legendary heroes often results in exceptional individuals, even thousands of years later, and exceptional individuals often find themselves serving their people in some capacity. Be it as the chief warrior who always brings back massive hauls from his hunts, or, indeed, as a surprisingly competent chief. So, I offer you the fruits of your labor. Hmm? What is it? Don't worry about that. Not yet, at least. This simple wooden crate is at first glance quite empty, but once a month you may open it up to reveal something your people need. Whether it's a crate full of food to ease a shortage, or full of weapons to help arm yourself for an upcoming war, what lies inside is always something those looking to you will thank you profusely for.

600 cp - Pride Of A Nation

Where there are those who are divinely blessed, there will also be a temple. The Sages may not be Hylia's chosen, but they are by no means ordinary either. As such, a temple has been prepared for you. Or perhaps uncovered might be a better word. This can be one of the existing ones, such as the Temple of Wind or Lightning, or a new one - a Temple of Forest for a Korok, perhaps? Additionally, it may be hidden on the ground, in the Depths, or in the sky as you prefer. This temple serves your nation in some way, be it as an actual temple or perhaps as the storehouse of some resource you will need in times of emergency. Most importantly is that within the temple there is a Secret Stone waiting for you to claim it, the mark of a true sage.

Ruler

100 cp - Personal Workshop

It's odd to be a king without a kingdom. What exactly are you supposed to be ruling over, for you to call yourself royalty? Surprisingly little, but with some patience and effort, more than you might think. In any event, just because you're no longer royalty doesn't mean you're completely out on the streets. You possess a small house that was originally built to give you some peace and quiet away from the courts and your duties. Something like the old king's small cabin, up on the Great Plateau. Or perhaps the abandoned house in Hateno, that the Hero fixed up and claimed for himself? In any event, no matter how poor or destitute you might become, you'll still have a roof over your head. …That said, a single house isn't that impressive, so you also have a moderately sized secret room in said house, most likely in a cavern underneath it or perhaps in a cave down the well.

200 cp - For A Brighter Future

Tell me, when a nation attempts to climb its way back to greatness after being ground into so much dust, what is one of the most important things it will need? Information. The royal libraries have long since rotted, but thankfully there's a particularly nerdy princess who is happy to teach the little ones as much as she can. That's why the people of Hyrule have gone and built you a rudimentary schoolhouse. It's not particularly large, nor is it somewhere that people will flock to from all across the nation. It will, however, ensure that all who attend your classes for more than a few months internalize your lessons for their entire life, and will use them for the betterment of their nation.

400 cp - Zonai Foundry

Deep within the Depths, underneath every major city in Hyrule, there is a forge. A place constructed by the Zonai and attended to by their Steward Constructs, that takes the magical material known as Zonaite and transforms it into power cells, the small batteries that are needed to make use of their technology. Currently, these foundries are offline. There are mines nearby that could feed into them, but there is no one to do the mining or the forging. Still, these materials are the backbone of Zonai technology, which once created a civilization that was mistaken for gods. If you can't find a use for them then you aren't a very good ruler. On that note, the constructs, once they are rebooted, can teach the use of Ultrahand and Autobuild.

600 cp - The Kingdom's Tears

At the end of a canyon known as the Breach of Demise, where a long forgotten demon may have crawled out of the ether to menace Hyrule, there is a temple. Deep within that temple there is a false wall, and behind that wall is the resting place of the Zonai's secret stones, the things that make sages into Sages. You have a room similar to that one, with five stones hidden inside monolithic pillars that surround a flower shaped fountain that has long since run dry. There are supposed to be six, but darkness has claimed the last. These stones serve as massive magical amplifiers, turning even the most minor talent into a force to be reckoned with. They do have a dark side, however - consuming one of them in its entirety will grant you power beyond power, but also transform you into a mindless dragon. The scales make for good cooking, if you're into that sort of thing, but I would call it not worth it for you personally.

Gloomborne

100 cp - A King's New Glory

Though Ganondorf is hated by all, he was once a king in his own right. He is a Gerudo, after all. And when he was king, a series of weaponry was created to serve as his personal armaments. A sword, a spear, a club, and a bow. Normally these weapons would be nothing special, but you'll find them… remarkably accepting of modifications. Even should you obtain power beyond power and wish to imbue them with it, they will remain an acceptable blade once that is done. Now, they won't be anything special, not compared to something like the Master Sword, but these don't require any legendary quests to unlock the full potential of. Just a bit of playing around with whatever power you want to imbue them with.

200 cp - The Ruins I Was Meant To Mend

Eons ago, this was where the Royal Family of Hyrule buried you so that you might be lost to time and never see the light again. Your sealed grounds, your imprisoning chamber. Oh how you hate this place. It's nothing but a reminder of how you lost, of how you were cheated of that which is rightfully yours. And yet, there is value in it. Humility, if you're inclined to that sort of thing. But also power. You can't expect something like yourself to be sealed away for thousands of years and not… leak, somewhat. This place is soaked in Malice and Gloom, with dark power tainting the very air. Being here is, how shall I say this - healthy, for you. That power that leaked out of the seal now slowly leaks back into you, empowering and healing you as you spend time here. And of course, such a pungent reminder of loss only serves to make your hate grow sharper. You'd almost have to thank them for making it for you, though I imagine you'd have preferred to not be sealed away at all.

400 cp - Rain Down Like Fire

When the Demon King called for his army of monsters, he didn't actually call them. No, it was more like a summoning. A pillar of dark magic blazed into the sky and they rained down as though they were a meteor shower shortly afterwards. Something similar has been prepared for you. Floating in orbit around the world are a number of small black rocks. Nothing special, and small enough that they would simply burn up upon reentry. Unless you specifically call for them, in which case they will swell in size and come crashing down upon your foes. Wherever they land, a demon will abruptly come into existence. Not particularly damaging in and of itself, but it can serve as a great way to transport an army, by all but throwing them down upon your foes from orbit.

600 cp - Raise This Hellhole Higher

Eons ago, when the first demon appeared in Hyrule, it was said that he crawled out from below the ground. Perhaps from some cave, or a deep chasm. No one ever really thought about it, they were too busy killing said demon. Perhaps it is fate, then, that I offer you this - a massive underground cavern that stretches the breadth of a nation, filled to the brim with monsters of many different kinds as well as a number of small fortresses that they've built. There are ordinary monsters such as Moblins and Bokoblins, but there are also Lynels, Hinox and Stalnox, as well as several actually impressive monsters, such as Queen Gibdo and King Gleeok hiding in dark corners. All of them waiting for your order to surge up to the world above to wreak havoc as they may. And, of course, this entire place is seeped in Malice. I pity the fool who tries to cut the demons off at their source.

Companions

100 cp / 300 cp - Champions Of Yore
Link is often an army unto himself, but even he cannot do everything by himself. There is a need for soldiers to hold down the fort or defend things until he can handle the army that is approaching. And, he does have limits. That is why those of Wisdom do all they can to support him, from the Princess and the Sages to the common man. And, like him, I offer you something of a support network - your allies of old, your companions. For 100 cp, you may import two of them into the jump with all the same choices as you would gain. They each have 600 cp to purchase what they will, with the exceptions of buying companions or taking drawbacks. For 200 cp this becomes four, and for 300 cp this becomes eight.

100 cp - Newfound Revelations
And of course on the flipside of this coin, should you instead find new allies during your time here in this world, blood brothers and shieldmaidens that you have trusted your life to and wish to take with you, then I offer you this. For 100 cp, you may bring a single individual from this world with you on your chain. As long as they agree to come with you, that is - it wouldn't do for you to effectively kidnap your own friends, now would it?

Drawbacks

+0 cp - Breath of the Wild 2 : Torture of the Koroks
Five years ago, a man with amnesia woke up in a cave on the Great Plateau and promptly changed the face of history by righting as many wrongs as he could reach and beating the shit out of a giant ghost boar cyborg demon. Did I mention he had amnesia? Link was kind of wild once the politeness got knocked out of him. Man, the things he could do with Stasis, an ax, and one arrow. In any event, you may have been present for those events. You may even have been Link. If either of those things are the case, then the residents of Hyrule will remember your deeds. …Actually, given that it's only been five years since that, they might not have even noticed that you left.

+100 cp - For My Entertainment
Zonai tech is fundamentally designed to be modular. A sled can be the base of a cart, or you can stack wheels onto it. A fan can be used for propulsion, or you can glue the whole thing to a horse's towing harness. Limitless options. Don't you just want to try them all? For whatever reason, you're now… perhaps allergic would be a good word, to repeating these builds. Doing things the exact same way over and over again might be efficient, but it's also boring. Yes, you know that you can make a perfectly serviceable flying machine from two fans and a stick, but you don't *want* to - you want to use one fan, a stick, and seven Korok leaves. Or a wooden spear and three fish. Something different, something exciting! Simply put, whatever you do, you're compelled to macgyver it. Even if you have the exact tools needed to do it sitting right next to you.

+100 cp - I Know They're Here Somewhere
Some people who lack experience will have a tendency to freeze in combat. Their body locks up as they struggle to comprehend the situation. That isn't the problem you have, but from an outsider's perspective it might seem remarkably similar. Your issue? Choice paralysis. You're a compulsive hoarder, and constantly collect plants and herbs, monster parts, weapons, Zonai parts, everything you can get your hands on. Then you freeze up in combat or otherwise lose your focus as you try to root through your bag for the one item that would be perfect for this situation. Like, just, you know it's in there somewhere, you're just having a hard time finding it. And that's not great in the middle of a fight.

+100 cp - A Reasonable Fear
Is it just me, or is Hyrule taller than it used to be? Like, sure, the mountains are tall, but there didn't used to be a floating temple above them, right? And that hole in the ground, it goes a few hundred meters down into the ground. That's really really far down. And really far up! Which is pretty bad for you, because you've got a bit of a phobia, either for heights or for being underground. Well, I say that, but a phobia is an irrational fear, and there's nothing irrational about being afraid of being underground with an army of monsters, or extremely high in the sky on islands that are floating for no apparent reason and have no guard rails. So, uh, go ahead and pick whichever one you think will be less painful. Or don't, if you pick the other one it'll be funnier for me.

+200 cp - Why Is It Always Hands
Don't you just hate it when halfway through your nice and relaxing walk through the woods to gather apples, a swarm of demonic hands show up from fucking nowhere to try and drag you off to god knows where? Unfortunately this is something of a recurring issue for you. You're kind of prone to getting ambushed, caught unawares, snuck up on, or otherwise just being extremely unlucky with where monsters spawn into existence. As something of a minor blessing, as these enemies start to approach you'll notice the light begin to drain out from the immediate vicinity and the sound of haunting music begins to play. What's that? Am I trying to scare you to death? …Kind of, yeah. They're blessings for me to watch your reaction, not to actually help you out.

+200 cp - Decayed Weaponry
Most weapons in Hyrule haven't been given proper care in quite some time. Perhaps here and there you might find a blade above a mantle, used by a knight's grandfather and well loved by his children, but for the most part… standards have fallen. Forging techniques have been lost. The most reliable source of weaponry for a traveler is to steal the wood and bone spears a Bokoblin might use. This issue is made so much worse by the sudden addition of Gloom, as it has caused a good chunk of what remained to begin to corrode and rust as though unattended for years. As you might imagine, this means they're both weaker and more fragile. And no, being a monster will not make you immune to this. Your weapons with wither and decay regardless of if they are made from wood and bone, or metal.

+400 cp - Has Anyone Seen My Sage?
One hundred years ago the hero fell in battle against the forces of the Calamity, buying time so that the princess could flee. One hundred years ago time cracked, and the hero was saved by the princess returning to his side. Time travel, while complicated, tends to be fairly common on account of Hyrule's guardian goddess, Hylia, being a goddess of time… most of the time. In any event, due to the machinations of a diminutive guardian, the four individuals who would have become sages are just… missing. They leapt through a portal to answer a call for aid, and never came back home. And here you are, in need of competent backup and they all jumped for the other guys call. Don't expect any help from them, and do expect things to be worse off without the best and brightest of each nation having upped and vanished.

Of course, if you're taking this as a Monster or a Gloomborne, then that's likely a good thing for you - if that's the case, then you'll find those Sages to be far more experienced and powerful than they have any right to be on account of them having had an adventure in the other timeline.

+400 cp - To Overcome A Worthy Foe
Well. You're screwed. I don't even care if you're supposed to be a good guy or a bad guy, you've gone and *motivated* Ganondorf. Prior to this he was content to sit back and relax and slowly regrow his skin after being sealed for ten thousand years, because when presented by Link and Zelda he found them lacking. And yet, somehow, he's discovered you. Maybe there was someone like you in the far past. Maybe a foul god is whispering in his ear. That doesn't matter. What does matter is that he has personally gone to war with you. Ignore hordes of monsters ravaging the countryside. Ignore powerful demons menacing the Rito, the Gerudo, the Zora, and the Goron. Ignore the Depths. Every last one of them is now your foe, by the commandment of the Demon King, Ganondorf. If they can make their way to you, they almost certainly will. The ones that can't will continue to menace the lands, as is proper for a monster, but… I hope you have a plan to deal with almost a dozen 'boss' monsters homing in on you, to say nothing of the literal armies of lesser ones. Perhaps they will be led by a pair of zombified Gerudo sorceresses. And then, after all of that, Ganondorf himself will come marching, almost happy that you're still alive - anything lesser wouldn't be satisfying, after all.

The End

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To do list
Add Hunter, Stalker, Fashionista, Merchant, and Correspondent back in, because I had to cut them out in order to get this done in anything approaching a reasonable amount of time.