Out-of-Context Triforce Supplement

V1.0 By LJGV/Sin-God

This document can be used as a supplement in any Jump that would not otherwise have the Triforce (and the heroes and villains who seek it out) within its continuity.

By taking this Supplement you have chosen to become a wielder of a piece of the Triforce (and thus centrally associated with one-third of the relic), a holy relic left behind by the Golden Goddesses (Din the goddess of Power, Nayru goddess of wisdom and Farore goddess of courage), of some sort and you will enter into a continuity that lacks piece wielders as a Drop-In opening your eyes in a small town somewhere, just minutes from getting an invitation to go on an adventure.

As a piece wielder gaining this new physiology through this Out Of Context Supplement you are, for the duration of this jump, a human (barring perks you can buy here). You can still utilize your alt-forms freely, barring something like an OOC perk or drawback that prevents that. Take these points, they'll help you adjust to your new reality.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten-year-long Jump.

Origin:

All three of these origins represent powerful affinity with one third of the Triforce. All three origins grant their wielders some freebie abilities, though by themselves this isn't incredibly significant.

Courage (Free)

This shard of the triforce grants you a striking ability to learn martial skills, the courage to face terrifying encounters head on, innate (though not insurmountable) protections against dark magic, and an affinity for non-monstrous wildlife. Those who select this origin find that a symbol of the triforce appears on their hand when they focus, with the bottom right part of it glowing intensely.

Wisdom (Free)

This shard of the triforce grants those who wield it divine wisdom, innate affinity with science and technology, and a number of strange mystical skills such as the power to send telepathic messages to other people (though this origin by itself does not grant mind-reading, these messages are one-directional). Those who select this origin find that a symbol of the triforce appears on their hand when they focus, with the bottom left part of it glowing intensely.

Power (Free)

The final piece of the triforce, this monstrous shard grants its wielder vast endurance, brutal physical power, and dark charisma that allows them to easily intimidate other people into submission and command monsters. Those who select this origin find that a symbol of the triforce appears on their hand when they focus, with the top part of it glowing intensely.

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Protagonist Privilege - Free
In other words; pretty privilege. You have a striking appearance that most accentuates your best features as it relates to both your origin and the part of you that is the most attractive physically. Like Link, Zelda, and Ganon, you are distinctive and uniquely attractive, and other people notice this about you.

LoZ HUD - Free
This is a free perk that augments your ability to perceive reality by giving you a basic Legend of Zelda style HUD that places certain pieces of information about you over your vision at all times (though this is toggleable, so you can turn it off when you don't need it and periodically turn it back on to remind yourself of key bits of information). This offers you knowledge of your current health abstracted into visualizations of heart containers, knowledge of how much money you've got in the form of a number next to an image of rupees, an ability to see how much magic power you've got, and an accurate mini-map that updates in real-time in the bottom right corner of your field of view.

Triforce Origin Perk - Free (Cannot be taken with "Not Drop In")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as you awakening in a small town about to begin an adventure.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Inventory Management -100 CP
You have a *Zelda-esque* skill with inventory management, armed with a personal pocket dimension that can store an infinite amount of goods of all sorts that you have perfect knowledge of and can summon to your hand with as little as a flicker of intent.

Chef -200 CP

Now you're a chef! With this not only can you cook, and you can do so with remarkable efficiency. You're able to cook with as little as a campfire and wok, and the food you cook is not only edible and capable of being surprising complex (you can cook a cake, somehow, so long as you've got the right ingredients!) it is stunningly restorative. It can even offer temporary buffs depending on the quality of the ingredients and whether or not you've added spices. This also lets you make elixirs using things like monster parts.

Looting -400 CP
You are rather *Link-like* with this particular ability. When you defeat foes, even just by knocking them unconscious, you can claim their possessions (which will invariably contain something minorly helpful, such as, and truly fallen foes (the kind that don't get back up) drop things that are helpful for you such as ammunition for your weapons or power-ups that restore your health. This also causes sufficiently strong foes to drop things that permanently improve you, such as Heart Containers or upgrades to your magic power.

Embodiment -600 CP
You embody your chosen triforce shard in a decisive way. Your courage inspires others, your wisdom drives others to value knowledge, and your power urges others to submit. You have an aura that you can toggle at will that most powerfully embodies the shard you have chosen as your origin. This aura suffuses the air around you with fragments of your triforce shard's power, and gives you the power to inspire others in ways congruent with your piece of the triforce.

Looting Booster: Growth
When you defeat foes you can take things from them that align with your shard of the triforce. Those who wield power can take fragments of their power, even whole abilities if they defeat them fully enough, while those who value wisdom see their pool of arcane energy grow based on the power of the defeated foe, and a hero wielding courage can take some of their martial skill and ferocity. This is in addition to other things you gain through *Looting*.

Triforce Wielder (Requires Favored by Farore, Nayru's Nobility, and Din's Descendent)
This perk is for those who opt to wield every shard of the triforce, or at least have power similar to that. This perk gives you the power to reach into yourself and tap into your balanced nature to ask for a wish. This wish, once per jump or once per decade (whichever comes sooner), is a powerful, profound thing, and aside from something that affects a jump's balance (such as wishing to overcome a drawback immediately or asking for more points) it is a fairly freeform thing. If you have this perk and don't use it before dying or otherwise chain-failing the wish will be spent to give you a 1-up, shielding you from a chain-fail (unless you have some other sort of 1-up you'd prefer to be spent instead).

Courage Perk Tree:

Swordplay -100 CP (Free for Courage)
You are a talented fighter, gifted with a seemingly divine natural talent when it comes to combat. You are good enough at battle to turn almost anything into a weapon with some skill but you are

truly mythic in battle with a sword. With a single sword, even one actively rusting and falling apart in your hands, and some armor you can hold off a small army by yourself, and have the courage to stand strong against an overwhelming force, which can somewhat inspire others to stand beside you. This improves your ability to learn how to fight a great deal, guaranteeing you can always adapt to a foe's moves given some time to learn them and can improve your ability to fight over even a day's worth of training. Finally, you have a small pool of arcane energy which is enough for simple tricks and grows the more you explore and use your magic. Your pool restores itself over time and restores faster when you relax your body or are helping others.

Freedom -200 CP (Discounted for Courage)
You are a talented explorer, able to find ways to travel anywhere you want to go. Beyond that you are also uncannily difficult to contain and restrain, and any attempts to imprison you prove difficult at best, with events perpetually conspiring to free you. This also improves your ability to use your abilities and items in your possession to explore, making you more graceful and dexterous as well as more creative.

Questing Hero -400 CP (Discounted for Courage)
You have a remarkable ability to get gifted or rewarded exactly what you need at the right time. People have items and they are willing to give you those items in exchange for doing something they need doing (usually after the fact), or even as a way to help you if you want to do something they also want to do. With this there'll always be a way forward, so long as you keep looking and interacting with people. Many of the items you get gifted or rewarded will also have fun applications in combat, so long as you're creative.

Looting Booster: Heroic Magic
You are curiously adept at magic and have a healthy pool of arcane energy. You also have a fun ability to get taught magic or discover it organically by interacting with your environment. You are no genius at magic, but you can and will find ways to be inventive with it if you hone your magical skills through diligent practice and scholarly efforts. Sufficiently powerful and mystically mighty beings that are aided by you tend to be happy to reward you with magic.

Favored by Farore -600 CP (Discounted for Courage)
You are a true wielder of the triforce of courage. Farore herself has blessed you with indomitable courage and a fierce ability to do battle with the forces of evil, as well as a handsome or beautiful visage to inspire others with. You can stand up to vile hordes of marauding foes and can bring them low with weak, broken weapons by yourself, and as you defeat foes you will grow stronger and faster for it, allowing you to begin a journey as little more than a child struggling against even two foes and ending it as a demigod of war bringing low entire armies (and you can reset this progress each jump and in so doing gain a permanent boost to the speed at which your martial prowess grows). Your blows also pierce magical protections and the armor of the mighty, when you fight for goodness and justice, allowing you to bring down even the mightiest tyrannical champions of iron-fisted dark kings. Animals also positively adore you, and are always eager to help you out whenever and however they can.

Freedom Booster: Time Warrior
Farore's blessing is a powerful thing, and it has meshed with your spirit of freedom. Now you understand how to imbue great magic into objects to give them time-travel abilities, and can pinpoint the exact moment your foes are about to strike and can shrug off their blows with a single swing of your shield or dodge the blow and respond in kind with a superhumanly fast barrage of blows.

Embodiment Booster: Courageous Child
As a practical embodiment of the triforce of courage blessed by Farore herself, you have a shining aura of courage and willpower. This allows those you select who are bathed in it to overcome their pain and fear and take on vestiges of your courage and skill in battle. Beyond that this serves as a virtually undefeatable shield against dark magic, able to overcome even things like killing curses and transformation spells unless they are cast by an embodiment of power and hatred like a fully unhinged Ganon, and even then such spells are reduced in power by a tremendous amount which scales to match your own power and martial skills, allowing you to deflect their supernaturally powered blows back at them with expertly timed swings of your blade or else not use them at all. Your courage will force your foes to face you with their own hands, claws, tendrils, or what have you, no magic will get in the way.

Wisdom Perk Tree:

Inspired -100 CP (Free for Wisdom)
You are a prodigious ruler, one capable of truly exemplifying the importance of wisdom. You draw out great intelligence from your followers and motivate them to be wiser, smarter, and in so doing evoke tremendous loyalty from those who ally with you and who commit to serving you. Your wisdom colors your other actions and interactions, and you can think of wise ways to achieve your goals. Your wisdom also reflects both your inner wellspring of arcane power and how powerful magic is in your hands, meaning that the wiser you are both the more magic you can do in a single sitting and the harder each individual spell hits. Your magical reserves restore themselves over time and as you rest your mind, and as you grow smarter and wiser your pool grows in size and power. This even enhances your analytical, academic mind, letting you build on sciences that vastly predate you and revolutionize technology if that's what you want to do with it.

Sacred Bloodline -200 CP (Discounted for Wisdom)
You draw out the most possible from your ancestry, and even as a drop-in, you exhibit traits similar to the wisest and most mystically gifted people in a setting (and thus can learn from them). You understand, intuitively, how to train these traits, and you are more in tune with your piece of the triforce, drawing more from it and using it to power various abilities beyond what it natively offers. Those with the triforce of courage can help people dispel dark magic shrouding their senses or recover from corrupted wounds, those with the triforce of wisdom can use more of the psychic abilities it offers such as full two-way telepathy, and those with the triforce of power can use it to more easily corrupt and psychically enslave the weak-willed or corrupt non-sapient lifeforms.

Historic Heroine -400 CP (Discounted for Wisdom)
You draw great power from the past, and can understand the wisdom of your predecessors. You know how to take what they've made and restore it. You can figure out what people in the past did and in so doing restore ancient scientific marvels, as well as discover how those in the past used great magic to achieve works beyond what people in the present can do with magic.

Looting Booster: Scientific Sorceress
You are no longer limited to understanding the past. Now you are a sorceress (or sorcerer) with an eye for the future. You are incredibly scientifically inclined and understand how to blend scientific technology with mysticism, creating profoundly powerful magitech. This also gives you an ability to scientifically experiment with the supernatural and study it academically so you can figure out how to teach people how to use magic and, unsurprisingly, this dramatically enhances how easily you learn and master new forms of magic. With this you can create strikingly intelligent machines and you can infuse them with sacred magic making them immune to corruption or possession. This also lends you prodigious skill when it comes to making magical objects, even things as mighty as the Tri-Rod or the Secret Stones.

Nayru's Nobility -600 CP (Discounted for Wisdom)
Blessed by Nayru herself you are a profoundly beautiful or handsome figure with truly divine wisdom and an unheard-of mastery over magic. You are personally blessed by Nayru and thus will be beloved by all gods of knowledge, intelligence, and wisdom that you morally line up with, who will be eager to make you into their champions or at least their ally. Beyond that you are strikingly good at leading people, organizations, and even countries or worlds, your divine wisdom excelling when it comes to leadership and drawing out people's potential. You are also extremely good at disrupting the plans of wicked villains (and upstanding heroes, if you want), both by predicting them and by actively moving against them. Additionally those who become loyal to you are stunningly, impossibly loyal, even to the death, and you can count on your underlings and servants doing their utmost on your behalf. Your magical reserves are ridiculous and your spells can do things like shield entire castles from enemy attacks or cover a battlefield in golden energy that harms your foes and heals your allies. You are a true monster when it comes to mysticism and magic. Finally, benevolent spirits positively adore you and are incredibly likely to come to your aid when you ask them too.

Sacred Bloodline Booster: Sacred Sealing
You now possess the full potential of the strangest and most psychically versatile versions of Zelda. This means you can do things like manipulate light, utilize telekinesis, communicate telepathically, and even wield the sacred sealing arts Zelda shows in the *Age of Calamity* timeline as well as possess other lifeforms. This most dramatically allows you to seal away dark beings of vast power with holy power and wield the full might of various magical items. You are the true enemy of dark beings who do not fear death, as sealing something away prevents it from reincarnating normally and forces it to try and break its sealed condition.

Embodiment Booster: Prophetic Mind

Your wisdom is such that you can actually see into the future! You can, with skill and practice, make prophecies that accurately foreshadow future events and give those who take them seriously and who follow you great insight into the future. Your aura also encourages people in it (that you allow) to focus and utilize their intelligence and wisdom to great effect and to take your wisdom seriously.

Power Perk Tree:

Ambition's Chance -100 CP (Free for Power)
You are fantastic at securing positions of power. Through a combination of fortuitous events, your charisma, and your ambition, you have an uncanny ability to acquire leadership positions. Thankfully you are quite good at leadership, naturally able to delegate effectively and to know when someone needs to take charge. This also enhances your charisma such that people find it natural when you take charge and find it easy to listen to you and do what you say. Properly submissive and weak-willed people will naturally flock to you when it comes time to seek out a leader or to work with someone. You possess a dark pool of arcane power that allows you to use surprisingly hard hitting spells with eerie ease and your energy recovers over time and when you gain more power over others (and gaining more power in general also increases the size of your pool of magic).

Unfettered Might -200 CP (Discounted for Power)
You are incredibly powerful in terms of your raw physique, more than able to match a skilled hero in a direct, one on one fight. Your physical power is also uncapped and grows greater the more power of other sorts you gain, such that you gaining new perks enhances your physique as does you being elected president or named king. You even gain some power when you defeat foes!

Unholy Magician -400 CP (Discounted for Power)
You are a malevolent font of twisted magic, an unending wellspring from which dark power surges into the world. You can twist your energies to create all sorts of mystical effects from balls of dark energy that disintegrate what they touch to spells that invert someone's courage and their fear. You are wickedly, frighteningly creative with it, as well, able to use magic to seize all sorts of opportunities.

Looting Booster: Monster Maker
Your magic is now distinctly tainted by corruptive energies. You can use this to create vast and mighty monsters, though the strength and the number of monsters you create or lifeforms you corrupt determines how much energy this takes. You can also do this on a purely mental level, infusing someone with corruptive magic that doesn't warp their bodies but solely touches and distorts their minds and souls, enslaving them to your will.

Din's Descendant -600 CP (Discounted for Power)
You are not literally descended from Din, but you might as well be. You are a being of incredible power and nearly suffocating charisma such that people around you are naturally both charmed

and cowed by you, listening to you with remarkable ease and quickly finding themselves filled with a frightening amount of devotion to you. You can naturally identify those who are weak-willed or in need of direction and someone to guide them, and such figures gravitate towards you without any effort on your part. You are also intimidatingly striking in terms of appearance, and your natural pool of arcane energy is tripled in size and the speed at which it regenerates. You are a mighty warrior, but you aren't just a brute (though this also triples your strength and how quickly you grow from both battle and training), you are a magical warrior who skillfully blends magic and martial might. Finally monsters of all sorts are in awe of you and do not attack you unless you attack first (and unintelligent ones will do as you command!), and even intelligent monsters in your presence must steel their wills to resist the urge to serve you.

Unfettered Might Booster: King of Thieves
Your might has grown such that you now embody someone who can grow from battle. You can steal things from your foes, actively feeding on your enemies by stealing what should be theirs; their knowledge, their possession, even their memories. The more you defeat someone the more you take what should be theirs, and those who face you will soon learn that to fall to you means to give up everything to a true king; a king of thieves. To face you and fall is to surrender oneself, fully, to the dreaded king of thieves. This is powerful enough that you can take souls, and even other pieces of the triforce with it, provided your victory over someone is properly overwhelming and total!

Embodiment Booster: Final Form
You properly embody the triforce of power. You wield an aura that causes those in its presence to weaken, unless or until they succumb to your influence and internally proclaim you as their king. This dreadful aura is a thing of might and grows more intense, wider, and altogether more dangerous as you grow in power.

That said you also have a secret tool, a rather forceful conditional 1-up that activates when you would otherwise be slain. If you fall in battle to a mighty heroic enemy or somehow another, greater villain, your heart will be seized by a ferocious desire to cling to life which will color your power and cause you to be reborn as a great and mighty monster of some sort. This monstrous form is a reflection of the darkness within you, and the darkness within everyone you've defeated and/or otherwise lead, and it is a tremendously powerful state of being. If it can defeat the foes who dealt you the blow that causes you to transform then you can feed on them and recover from the blow without needing any 1-ups (and this power itself can be used once a year without penalty). You can also transform into this form at will though it won't be quite as powerful when you do it freely, as your desperation is part of what gives it the power it has in its unfettered form.

Items:
Any lost or stolen items will return to you after a week in the same condition as when you had it unless otherwise stated.

Adventure's Gear -Free

This is a basic set of adventuring equipment, a sword, some travel clothes, and a few QOL things like a bedroll, some rations, and a paraglider.

Hyrulian Arensal -Varies
The heroes and villains of Hyrule have used a plethora of weapons and tools in their adventures. This option exists to let you get many of them. With this repurchasable item you can select any of the tools in the toolkits of the hero of courage, the princess of wisdom, and the king of thieves. Normal items, such as bombs or arrows, only cost 50 CP and come in an unlimited quantity. More unique but still mostly mundane things like the Boomerang or the Skull Hammer from *WW* cost 100 CP. Some more unique things like the Sheikah Slate cost 200 CP (though this one is fully uncapped, with all runes and rune upgrades, as well as three travel medallions). Truly unique items like King Rauru's Right Arm, the Tri-Rod, the Ocarina of Time, the Wind Waker, and other such things cost 400 CP (though come in their fully maxed out states, with all appropriate abilities and upgrades unlocked). You cannot buy things like the Triforce, the Master Sword, or Demise's Blade with this.

Sword that Seals the Darkness/Darkened Blade -600 CP
With this option you can purchase one or both of the Spirit Swords; the Master Sword and Demise's Blade. These blades both come with their spirits; Fi and Ghirahim, and these spirits are fully loyal to you. The Sword that Seals the Darkness is critically effective against malevolent beings and dark spirits, piercing their protections and shattering their defenses. It can be used to seal away any dark being, rendering them harmless and absorbing them into the blade. Demise's Blade is a sword of powerful darkness that can shatter and destroy the defenses of the benevolent, the wise, and the brave and can be used to bring them low and to overpower their wills. Both swords are also just really strong swords capable of energy attacks and that move to protect their wielders from enemy strikes. Both swords also have spirits dwelling inside of them, Fi in the Master Sword and Ghirahim in Demise's Blade. These sword spirits are fully loyal to you, and will serve you however you wish and however you need, and both are capable of freely moving around outside even without being in sword form and can maneuver and act on your behalf, keyed to your will and making moves to fulfill your objectives. They can also take a blow that would kill you on your behalf (and they would sense if a blow is able to do this), which will deanimate them for the rest of the jump (though they'll recover and be able to be fully active at the start of the next jump or in a decade, whichever comes first) in case you need a last minute defense.

Companions

Companion Import [50-200]
Standard companion section; 50 CP to import or create a custom companion with a stipend of 600 CP and the ability to select their own origin, perks, and items. If you pay 200 CP you can import or create 8 companions and they all get the same benefits.

Canon Companion [50]

This option is what allows you to bring canon characters from this setting with you as new companions. You get a token you can give to anyone you can persuade to join you on your chain, and at the end of this jump they'll be able to join you as you select your next jump as your newest companion.

Drawbacks:

Alien Triforce +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow is a triforce-shard-wielder that has arrived in this world.
You will need to work out your Background with your Jump Chan.

Tri-ype (Origin Exclusive) +200/300 CP
Whichever origin you select, you can only select perks pertaining to your origin and undiscounted perks. For 200 CP you can buy perks from other origins, but cannot use them for the duration of this jump. For 300 CP you flat out cannot purchase perks from other origins aside from your origin.

Thrice Your Foes (Varies)
This is a tiered drawback, one that costs 200 CP per tier. For each installment of this you take, a pair of other triforce-wielding people, per origin, appears. These triforce wielders do not have perks and have stats and attitudes matching the type of triforce-wielders they are.

Epic Triforce +200 CP/+400 CP/+600 CP/+800/
Sans drawbacks there are no other triforce-wielders when you first appear here. This changes that. This drawback causes there to be uniquely powerful triforce users who appear at the same time as you. Each of these enemies has access to the full perk list of their origin. Each tier of this corresponds to a different origin, which you select when you take that tier. The final tier of this grants all of the summoned foes access to the general perks as well as the perks for their origin.

True Archetype +500/800 CP
Oh… Oh no. Now you think like a triforce user of your origin. This makes you an elemental triforce user, one driven by the same sort of instincts you'd expect to find in Zelda, Link, or Gannondorf even if you can at times power through such sentiments. For the duration of this jump expect to be stuck acting like a triforce wielder of your origin would. If you take the second, +800 CP tier of this, you cannot use your alt-forms for this jump Alternatively, you can take the second part of this without the first, but for only +300 CP.

Ending Options:

Return Home (End chain, return home with everything you have)

Stay here (Stay in whatever setting you used this to jump to, ending your chain)

Continue on (Proceed as usual to the next jump)

Notes & Changelog:

- **My OoCSs are compatible with generic lists of drawbacks if you want to use them (including from other OoCSs) for extra drawbacks, challenge, and points, but as of early January 2025 I am not including these lists in my OoCSs.**