THE LEGEND OF ZELDA: HERO OF WORLDS

The Goddess Hylia welcomes you to the land of Hyrule, or what will be or used to be Hyrule, depending on when you arrive. Since time immemorial, the demon Demise and its incarnated hatred, Ganon, have plagued these lands, and the only true defense that the world has had against this constant threat is a pair of reincarnating souls, connected to a sacred relic known as the Triforce. A blonde hylian youth named Link holds the Triforce of Courage, the royal maiden Zelda holds the Triforce of Wisdom... but, as Tri indicates a third, the third piece is possessed by Ganon himself; the Triforce of Power. Up until now, this eternal conflict between three souls trapped in time has gone without any sign of disruption, no matter how the land or world might change around them. Even death on any side will not stop the eternal war... but you might. Whether a wanderer, a soldier, a hermit or a member of the elite, you hold the key traits of motivation, competence and capability, such that you may be able to win the war for your side of choice. Perhaps even take the Triforce for yourself, and become the villain Ganon wishes he could be. Your path is your own, your will is your own, and the land is yours to save or burn as you choose.

You get 1000 CP to spend on your journey.

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Time Periods

1: Sky Era (Skyward Sword): Welcome to the land of Skyloft, where you'll find innumerable islands floating in the cloudy sky.

2: Force Era (Minish Cap, Four Swords): The beginings of the land of Hyrule proper, and the initiation of the first reincarnations.

3: Era of the Hero of Time (Ocarina of Time, Majora's Mask): The most well-reknowned point in time, the origin of Ganon and the splitting of the timelines.

4: Twilight Era (Twilight Princess): After Ganon's betrayal was uncovered and the criminal king sealed, the land prospered... until recently.

5: Era of the Great Sea (Wind Waker, Phantom Hourglass): Ganondorf was slain, and in the time since the world has been flooded to save it from evil.

6: Era of Light and Dark (A Link to the Past, Oracles, Link's Awakening): Ganon's reach spreads far and wide here, even if he's not openly present himself.

7: Era of Decline (Legend of Zelda, Adventure of Link): The darkest times of Hyrule, where Ganon has conquered all and his minions rule the land.

8: Free Choice: Hylia and the Triforce smile upon you; choose your own way.

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Races: Multiple purchases are available. You choose one for a base form, and get the others as transformation masks.

Hylian (Free): Elfin appearance, but otherwise mundane.

Gerudo (Free): Female only (the male slot is taken up by Ganondorf).

Goron (150cp): Subsist on rocks and gems, and incredibly tough and powerful. Capable of a rolling attack.

Rito (150cp): Capable of brief flight, and abnormally fast. Great Sea evolution of the Zora.

Twili (150cp): Able to disintegrate objects and items in an otherworldly, quasi-pixellated manner (reversable). Supernaturally good at hiding in shadows.

Zora (150cp): Capable of breathing air and water alike, and masters of aquatic mobility. Abnormally fast.

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Origins: Roll 1d8+10 and take the equivalent age for whatever your race is. You may spend 100 CP to choose both age and gender..

Drop-In (Price: Free): While you may not have any memories to guide you, you also have no memories to bind you or confuse you.

Soldier (Price: 50): A loyal soldier or warrior in the culture of your chosen race, trained to fight the monsters of the land.

Hermit (Price: 50): Disillusioned with the world, you have retreated into nature to live off the land and escape politics.

Nobility (Price: 50): Born among the elites of your chosen race, you stand at the top of society, answering only to your chosen ruler.

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Perks

Price: 100

Rounded Thinking (free Drop-In): You become more adept with puzzles, riddles and secret-finding, gaining insight into the design of such things as well.

Combat Training (free Soldier): Whether self-trained or formally educated, you know how to fight with many weapons, and quickly learn how to use others.

Survival Training (free Hermit): From the Kokiri forest to the Gerudo desert, from the islands of Skyloft to the plains of Hyrule, you can get by anywhere just living off the land.

Regal Bearing (free Nobility): Something in your posture, body language and voice tells others that you are a person of honor and authority, earning some level of respect.

Price: 200

Temple Raider (discount Drop-In): You can always find your way around ruins and temples, with less use of items, powers and artifacts compared to the usual adventurer.

Z-Targetting (discount Soldier): You have preternatural reflexes and accuracy, able to flip out of the way of an attack with ease or hit a target others can only shake their fists at.

Friend of Nature (discount Hermit): You can't talk to animals, but some people may think you can. You have an innate connection to nature and its creatures, able to get across basic instructions easily.

Body Reader (discount Nobility): You can read the body language of any sapient creature on a level that borders mind-reading, able to get whole sentences out of a few gestures and a look.

Price: 300

Blessing of Shadows (discount Drop-In): Increases your skill in sneaking around, and allows you to use shadow magic and the ninja-like abilities of the Sheikah tribe.

Blessing of Din (discount Soldier): Increases your physical and magical power, and allows you to use the spell Din's Fire, creating an expanding dome of flame around you.

Blessing of Farore (discount Hermit): Increases your courage and willpower, and allows you to use the spell Farore's Wind, creating warp points that you can return to with a second casting.

Blessing of Nayru (discount Nobility): Increases your wisdom, gives you minor prophetic dreams, and allows you to use the spell Nayru's Love, becoming invulnerable for a brief time but incapable of using other powers or magic weapons.

Price: 600

Mimic (discount Drop-In): Whether you're fighting the ultimate foe or studying under a wise old mentor, you're able to understand the nature and method of any technique or spell performed before you--if you survive it. Afterwards, so long as you have the power, ability and resources necessary, you know how to replicate it. However, you do not get the muscle memory required to use it on the fly. That takes training.

Soul of a Warrior (discount Soldier): Through the power of your own rage and battle spirit, in fierce combat against dangerous foes, you can create a massive, celestial variant of your current weapon for a powerful series of attacks.

Great Fairy's Grace (discount Hermit): With the use of a drawn summoning circle, you can summon the Great Fairy to aid you, with aid given being dependant on the offerings you have prepared for her. She may be offended by frequent summons, as she has her own life. Circles can only be used once each, and she will only give you one boon per summoning.

Monstrous Transformation (discount Nobility): Much like the Lord of Evil, you have a demonic-looking giant form that you can transform into during the most dangerous of battles.

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Inventory

Adventurer Bag (free all, 50 for extra): A bag or backpack for carrying your goods, in a style of your choosing. Bigger on the inside, and capable of storing a mind-boggling amount of items.

Camera (Price: 50): A camera.

Basic Gear (Price: 100, free Soldier): One melee or ranged weapon, or a shield. Swords, clubs, bows, slingshots, boomerangs, kite shields, tower shields, round shields.

Magic Bottle (Price: 100, free Hermit): Three reusable, empty jars that allows you to capture fairies and bugs, hold liquids, and... it's a set of jars. Will not break.

Potion Package (Price: 100, free Nobility): Health, Magic and Stamina potions, which replenish weekly.

Mask of Stone (Price: 100): A plain, if somewhat creepy, mask made of stone. The enchantment within it prevents people from noticing you as easily, and dissuades lower-level enemies from attacking. Will not save you from the elites.

All Night Mask (Price: 100): A mask previously used for torture purposes, now in your possession to do with as you see fit. It removes the ability of the wearer to sleep, but not the need for it.

Pegasus Boots (Price: 200, discount Drop-In): Increase your speed drastically, but sacrifice your control almost completely for a wild charge.

Bomb Bag (Price: 200, discount Soldier): A bag of bombs, which replenish weekly. Can be upgraded for 50cp to get 10 Bombchus as well.

Lense of Truth (Price: 200, discount Hermit): Using this lense allows you to see through illusions, and detect invisible beings.

Magical Instrument (Price: 200, discount Nobility): An instrument of some kind that enables you to use the various magical melodies of Hyrule. However, you cannot use any time travel melodies. This restriction doesn't go away after you leave the jump.

Mask of Truth (Price: 200): You become able to read the minds of animals while wearing this mask, and can more readily uncover information about others in the world you're in.

Shard of Agony (Price: 200): This crystalline relic will resonate in a pitch only you can hear as you approach a noteworthy hidden, secret or lost item.

Clawshot (Price: 300, discount Drop-In): A fantastical grappling hook, allowing you to get the high ground or traverse perilous gaps with ease.

Strength Gloves (Price: 300, discount Soldier): Enhance your lifting capacity exponentially. Does not make you hit harder, but you may be able to wield larger weapons.

Enviromagic Clothes (Price: 300, discount Hermit): Grants either water breathing or heat immunity. If you buy both, they can be combined by a skilled tailor post-jump.

Elemental Rod (Price: 300, discount Nobility): Fire, Ice, Neutral, or other, you optain a magical rod attuned to one element of magic, able to dish out pain in that particular flavor. They can also help traverse areas by altering or creating terrain

Mirror Polish (Price: 300): Upgrade for one of your weapons or a shield, making them capable of reflecting projectile spells back upon the caster.

Evil's Bane (Price: 300): Upgrade for one of your weapons or a shield, making them indestructible and enchanted to do greater damage to evil.

Ravio's Bracelet (Price: 300): A golden bracelet with an enchanted purple jewel laid in it. The magic within allows you to transform into a painted form, becoming two-dimensional and capable of travelling along any solid surface large enough to hold your shape. This can be useful for sneaking, dodging attacks, and more.

Megaton Hammer (Price: 300): A supremely heavy hammer made of solid steel, wieldable by only the mightiest of warriors. Its weight can destroy armor, shatter bones, and crush any obstacle in your path. In addition, the Gorons have enchanted it to wield the elemental power of fire and magma.

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Companions and Mounts (Price: 100 Each): You get one free during the jump, but must buy them to actually keep them after the jump. All companions are functionally immortal in terms of battle damage.

Guide: A fairy, a spirit, or some other guiding companion. They cannot affect the world directly, but they have exceptional insight and knowledge. May be bound to a weapon or artifact, though it then requires that bound item to be on your person to help you.

Horse: Your own personal Epona, a horse that can survive almost anything and come find you anywhere, with but a whistle.

Boat: An indestructible, two-person boat that can get you anywhere, so long as you know the way. It will also go out of its way to save you if you fall overboard, as the ship itself is semi-sapient.

Loftwing: A flying mount for the sky-faring jumper, this bird can be summoned with a whistle to catch you in mid-air. Beware of eating crackers before skydiving.

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Drawbacks: Benefit from a maximum of two, take others for free if you want to.

100: HEY! LISTEN! (requires Guide): Your Guide is obnoxious and rarely as helpful as the typical guide. They always do their job, but they may drive you insane along the way.

100: EXCUUUUUSE ME, PRINCESS!: You have an annoying catch-phrase that you spout every time a certain situation comes up, whether you want it to or not. Seriously, shut up. If taken with Silent Protagonist, this irritation comes across in body language or gestures instead.

100: Silent Protagonist: You can't say anything, although you may be able to scream and grunt with effort. This disables any word-requiring abilities and powers, and requires either sign language, expert body language or some other means to get anything across at all. Even that may not help you at times, especially when you need to cry out for help. Can still whistle.

100: Skulltula Hunt: The land of Hyrule is filled with all manner of collectibles, hidden items, and secrets. Most people are able to accept this, hunt one or two, and leave it at that. You, however, have a compulsive urge to dig up each and every one, which will take substantial willpower to ignore during tense situations. This will be ever-present, and if you can't bury it or feed it you may go into a panic attack.

200: CDI-ification: No matter what setting you've landed in, it's been distorted. People look... strange. They sound strange, having odd diction and pronounciation and far too much enthusiasm with their cheesy lines. Most importantly, everything just has a strange feeling to it, an innate wrongness that you won't be able to shake off for the entire time you're here.

200: Iron Feet: I hope you didn't like swimming, because for the next ten years, for no discernable reason, you drop feet first in water like a lead weight. Even if you're a Zora, you won't be able to manage vertical travel in water-filled areas without climbing or jumping with expert skill. In addition, even outside of water your mobility is crippled due to this supernatural weight. On the plus side, you're harder to push around.

200: Deadly Dungeon Delving: Any dungeons you attempt to clear or get through will be twice as deadly to you, compared to the average adventurer. The traps will be more cunning and wicked, the enemies tougher and more relentless, with fewer places to stop and mend.

200: Rent-A-Relic: All of your non-mundane items, whether technological or magical, are temporarily the property of a purple-garbed shopkeeper who charges you to rent them. If you try to fight him, he'll have both full access and full mastery of any and all of your gear in his ownership. You will be able to buy them back, but it will take time, effort, and more time. Whether or not you buy it all back, it's returned to you when (if) you leave the world.

300: Thief King: Ganon's current incarnation or one of his loyal agents saw you coming into the world, and now the jolly green giant wants you dead. Not because you're a threat, though you may be. No, he wants you dead so he can use a ritual to steal all of your powers and items for his own diabolical use.

300: Termina Theory: Whatever setting you've landed in, Link's dead. Now you will have to fill his pointy iron boots and take on all the dangers of his adventure, without the benefit of any advantages he had.

300: Sequence Breaking: Whatever you know about the setting, in question, you may as well forget it. Things are about to change, big time, as the sequence gets broken again and again. Ganon's plans change, defenses and monsters change and adapt, people are in different places, need different things and do different things. Some things will stay constant, but most of it won't.

300: Dark Jumper: Much as Link must face his own shadow, the darker side of your psyche has been incarnated into this plane and seeks your demise. It cannot be reasoned with, allied with nor otherwise convinced to aid you nor let you be. The only solution is a duel to see who the true you is from now on. However, it won't give up after just one defeat.

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Departure

So, you've made it. Whatever your goals were, you accomplished them or survived trying, and now you stand at the edge of a new journey. Will you take it, Hero/Tyrant of Worlds?

Go Home: No, it is time for you to retire. You have saved all the worlds you can, but now one calls to your heart as no other can. It is time to go home.

Stay Here: No, the land needs you now. Whether a hero or a despot, a terror or a savior, you have found your home in this world and anchor your soul to it.

Journey On: Yes. While Hyrule is a bountiful world, and the siren song of home ever beckons to you, there are more lands to see, save and conquer.