The Legend of Zelda
and the Minish Cap
By Guanlet Aka Waddle

Evil spirits appeared in the land of Hyrule, and just when it seemed the world would be cast into the darkest of shadows the tiny people, known as the Picori, descended from the sky and bestowed upon a courageous human a shining golden light and a single sword. This bravest of men used his wisdom, courage, his golden light, and white sword to fight off the demons and restore peace to the lands.

The people of Hyrule, so grateful were they to the Picori, now hold an annual celebration in their honor. Whomever wins the title of greatest swordsman during this celebration earns the honor of touching the sacred blade. The tradition of the Picori Festival has been passed down through the generations, but as the age has dragged on the Picori themselves have passed from memory into legend. The legend of the Picori tells of a mystic doorway that opens once a century, and of how whilst the door is open the Picori can cross from their world into Hyrule.

The year you wake in this land will be the hundredth since those demons were cast out by the Hero of Men using the power granted by the Picori. The Picori Festival is said to be anticipated to be especially grand, backed by the Royal Family itself. A call goes out, far and wide, to the heroes of the land the honor of touching the hallowed blade.

Vaati, Picori sorcerer of the dark arts and student of legendary Picori mage and craftsman Ezlo, has used his powers, enhanced by one of Ezlo's magical items, to enter the tournament. He plans to find the legendary Light Force that the Pircori once gave to the Hero of Men and use it to become a being with no equal.

You have 1000 Choice Points.
Use them with wisdom.

Locations:
Roll 1d8 or Pay 100 to chose.

1. Hyrule Town: Hyrule Castle Town, also known as Hyrule Castle Town Market or just Market, is the main forum and center of activity in Hyrule, located in the same vicinity as Hyrule Castle. It is usually depicted as a bustling metropolis where Hylians come to engage in business and trade and, as such, it is considered to be one of the liveliest towns in Hyrule.
2. Minish Woods: A mysterious wood that has been said to be untraversable by many Hylians. Without the ability to shift from one size to another even the greatest of travelers get lost.
3. Wind Ruins: Former home to the Wind Tribe, a people said to have taken the Wind Element they'd been long ago entrusted with and left for parts unknown.
4. Mount Crenel: A craggy mountain said to hold the former home of Gorons. Greyblade, one of the Blade Brothers, trains here. There may be more to this place than meets the eye.
5. Royal Valley: A foggy area with an intensely creepy atmosphere. Even on the best of days you'll need a lantern to help light your way. Watch out for ghosts.
6. Lon Lon Ranch: This small ranch lies just outside Hyrule Town. Father-and-daughter team Talon and Malon run it, and they sell the finest milk in Hyrule.
7. Cloud Tops: A place atop the clouds where one must be pure of heart to walk. It's a long way down. (Don't worry you'll be able to stand on the clouds even if you are not pure of heart)
8. Castor Wilds: A wild marshy land where many strange things are said to happen. Careful of the Rupee Likes, they'll steal away with your money!

Age and Gender
12 +1d8 and you may chose for free.

Races;
Hylians [Free]: Hylians are the people of the land Hyrule. They have pointed ears, said to be able to hear the Gods, and generally have blue or blue-gray eyes and light skin. This form becomes an Alternate Form after the Jump.

Picori [100]: Picori, also known as the Minish, are a people who live around the lands of Hyrule and are no bigger than the average young man's thumb. They resemble anthropomorphic mice with long pointed ears. Innately invisible to adult and bad behaved children the Picori as a people are kind and should they feel they're needed they try to help. This form becomes an Alternate Form after the Jump.

Origins
Drop-In [Free]: With no memories you have come (Or perhaps returned) to this world. Collect yourself, adventure awaits.

Hero [100]: You wake with the memories of a young man. Unbeknownst to all but you, you have inherited some of the skill of the Swiftblade the First, perhaps even the Hero of Men. Swordsmanship, among other skills an adventurous soul would need, come easily to you and, while fleetingly, you can hone the power within yourself into your blade with a bit of practice.

Royal [100]: Though not a Heir to the throne you are of the bloodline that founded these lands. You bear a powerful force of personality and your very presence has an effect on others around you. You've been away on diplomatic envoy for some time now, but your return to Hyrule couldn't be more auspicious, could it?

Mage [100]: Taught from a young age the arts mystical. Now after years of training you have been freed from your apprenticeship to do as you wish. With the coming Festival you could make easy money at Hyrule town, perhaps if you're impressive enough you could get an audience and job at the King's castle.

Perks [Discounts for Race and Origin. 100 CP Perks are free for their Origin]
Drop-In
Game Matters [100]: You have an inventory, three hearts, and a mana bar now. For all intents an purposes this just gives you the ability to, at will, utilize the game mechanics of this world. You can put a vast amount of various knick-knacks and haul a freaking armory around and no one would be the wiser as it'll all just be in an inventory until you need it, though all of it still weighs you down. For the function of the Hearts refer to the notes below.

The Importance of Placement [200]: A wise man understands the importance of placement. Pressure switches, levers, and buttons aren't there for show and you know it down to your bones. You have an instinctive sense for puzzles and traps, granting you an intuition of both their placement and how the solution that will do you the least harm. This instinct isn't perfect, only able to do for you what a good ten minutes of normal observation of your senses would do for you.

It Just Appears... [400]: Kinstones, a simple stone disk that was broken in half which can be fused together to make those who do so happier. Fusing Kinstones creates really odd effects such as magic chests just appearing in the local area, Golden Enemies suddenly spawning, and secret doors opening where once there was no door at all. These are all things that can happen when you have a unity of Kinstones. Now not only do Kinstones, and the widespread collecting hobby, carry over to worlds that you are in, but their effects on the world do as well. You can find these spawned Chest, Enemies, and Secret Areas for a lot of the local loot.

Read the Guide [600]: You seeming have a sixth sense to 'just know' how to do things. It's like having a perfect strategy guide and a decent idea of hidden objectives. You gain a more intuitive sense of the flow of battle, instinctual knowledge of enemies habitual combat patterns, paths to places that will get you things you seek (Though they may be roundabout), and you are now amazingly good at finding work and understanding the flow of such work as well. Tasks set before you are easier to complete as you have a greater sense for what is needed to complete them. Even if you should be taken completely by surprise by a particular opponent you'll find you still have the ability to gain a sizeable edge on most enemies, having a general knowledge of their average/often used powers and some idea of their weaknesses, though some foes are incredibly complex without very particular combinations of skill, powers, items, and general battle accume used at particular stages of the fight you'll find that this sense can't help you as it assumes you've followed it's instructions.

Hero

Borne of Steel [100]: As you've had time to adjust to Hyrule you've learned the fine art of blacksmithing as well as swordsmanship. With this you can basically do anything that medieval blacksmith could, given time and resources, on top of skill with close combat, sword and shield to be more specific. You'll find that learning new arts in these practices is easier and improvement could take centuries once you gain enough skill but you'll never lack for room to improve your smithing or sword skills.

The Next Swiftblade [200]: Just as Swiftblade the Second inherited the ability from Swiftblade the First you have a supernatural ability to develop moves and maneuvers that infuse your physical actions with supernatural energies. These move only act as a channel to those energies, you don't really use any up just have to have them in the first place from what has been shown, to enhance a very specific series of actions. This ability has developed things like the Super Spin Attack and the Attack of Desperation, which allows you shoot sword beams when critically injured, and with some practice and polish you too could create move that equal those legendary techniques. In addition, if you don't have a generic mana bar you do now, though you're only aware of how much you have in a very vague sense, like understanding how much blood is left in your body.

Shield Up! [400]: Funnily enough you, like the legendary Hero Link, have an uncanny talent for blocking attacks with a shield. Everything from the swords of your foes to the blast waves of bombs can be stopped as long as you manage to get your shield up. Damage blocked this way wears at the shield and if it shatters, either from accumulated wear and tear or from an attack that's simply too much for it to block, you take all the damage as if you had not blocked that final attack at all. You can't block things that would count as environmental hazards, such as a long fall into lava, but most things can be blocked as long as you have the skill to get that shield up and in the way, the shield must be hit by the attack before it hits you and your shield can only block one attack. A quick note this doesn't work on 'shields' as in psychic shields or magical barriers, just things that can be considered shields by a medieval standard.

Tiger Scrolls [600]: Just as the Blade Brothers, you are skilled in the Art of War. Master of you swordsmanship can now allow you to channel your vitality or desperation into blade beams, shatter stone, and use a spinning slash that cover a distance beyond the range of your sword and hits everyone nearby. All of this culminates in a greater overall fitness and also makes you a single repetition learner, like Link you'll only need to be shown how to do something once and you'll be able to do it as long as you have the ability to.
In addition to this mastery of swordsmanship you have learned how to create Tiger Scrolls which allow you to pass on any of your physical arts to a willing student.

A student must dedicate around six hours of practice to what is written upon the Tiger Scroll every day, however the instructions are concise and within a week a weak version of the art should be learned with the full version being learned in around a year.
Sadly you can only craft one of these Tiger Scrolls per year and it can only contain one 'move' of an entire art, so to learn a full martial arts style the master would have to break it down into separate pieces that together teach the entire style, The Tiger Scroll can't teach magic or non-physical 'moves' but those moves that are largely composed of physical action with a magical or mystical component can be taught, such as the moves learned from the Blade Brother's Spin Attack is done by channeling slight mystical energies into the sword before using the attack.
The Tiger Scrolls don't discriminate, however, so if someone you don't like picks one up they could learn as easily as anyone you like.

Royal
A Royal Will [100]: As one born to the life of holding all of the people above yourself you have a strong will and can see, objectively, how decisions would affect not only yourself but others under your command.

A Princ(ess)' Bearing [200]: To stand as a Royal is to stand apart from the common folk. Your every motion is an example of economic movement, with little to no waste in each action. This allows you to get more done faster, not because you are moving faster but simply because you do less to finish a job than others would. In addition to this economy of motion is the air of authority and sheer charisma of one who has the blood of Kings within them.

Worthy of Wisdom [400]: Wisdom is a virtue of the Goddesses and the Royal family has long since held it in high Esteem. These teachings lead you to make wise decisions with greater ease. Whilst intelligence would grant you more choices this narrows the scope of choices to the best possible ones you can find. Though simple, Wisdom can aid in some places where others would falter for it's lack. In addition, sometimes you have minor prophetic dreams that with a bit effort can be realized and will push your odds of victory or success in an event slightly higher.

Soul of Light [600]: One of the two gifts of the Picori shines brightly within your soul. A powerful magic known as the Light Force which can shield you from harm by projecting a sphere of golden light around you. Whilst the shimmering field of Light Force is active it consumes magic at a gluttonous rate and you must stay in place, however this field of energy is completely invincible, capable of blocking everything from magical to physical attacks with equal ease. In addition to this power you have a vast well of mystical energies to draw upon, though no training in it's use. Prophecies are clearer and with time you can push events into fulfilling those visions or avoid them with great ease.

Mage

Magic [100]: Not only do you have magic but your mana can accurately be measured in an instant, unlike most Mage's in this universe you find conservation of energy easy and total awareness of your inner reserves perfect. You also have the ability to manipulate three of the following element from the selection below. You may purchase this again, discounted for Mage but not free, for an additional Element per purchase.

The Fire Element can be used for create waves of flame and small explosions at will, both excellent for initial damage and damage over time.

The Water Element may not seem like much at first, conjuring crashing waves of water to push or pull foes and such, but your control over the water you create could grant you additional advantages. Like slowly enclosing foes in layer after layer of water that, at your will would slow them down as well as apply pressure upon foes.

The Earth Element is useful in its ability to produce blunt, but easy to manipulate, effects. Tearing up hunks of the ground and throwing them around would be easy. While simple it is dangerously effective and without any fancy tricks it make up for it in impact.

The Wind Element is very good for crowd control and utility. Blades of air are damaging but the primary power of Wind is the sheer force behind it, able to drag any foe not thrice your own size towards you or creating whirlwinds that you can have retrieve object or spin around enemies to daze them.

The Element of Darkness is a powerful additive that can easily be mixed into the other four Elements to create stronger effects, almost twice as strong in most cases, however on it's own it merely creates wells of darkness that can deal no damage of note.

A Chest Full of Demons [200]: Well, not really, like Vaati and Ganondorf you have an ability to conjure servants to do your whims. Weak soldiers are easy enough to conjure even at the start you could create dozens of Moblins or Octorocks but only six or seven Wallmasters or Darknuts. With time, and as your magical energy and skill grows your skill at summoning will grow to frankly incredible levels with growth stopping around the level where you could conjure an army, hundreds of mooks per summoning and dozens of high tiered monsters summoned if you summon no mooks. Though growth past the point is possible it will take exponentially more time and effort for each additional summoned minion.

Form Wrought by Wishes [400]: Like Vaati, you have attained an alternate form, decided by you but you must be able to pass common scrutiny in Hyrule, that grants you an upgrade to your powers. Whilst in this form, which is easy enough to maintain, your power has grown to the point where you can ragdoll a knight in full-plate with little care and you can now even summon up some mid-boss tier enemies per day, around six of them.

With greater Fire magic you can expect to blast holes in walls as if using potent, but relatively common, explosives casually and illusion magic could be crafted from bending heat and light to your will.
Water Magic enhanced this way allows you to create advanced constructs of fluid, exert great pressure on those wet by your magic, and even compress dozens of gallons of water into pinpricks that explosively expand at your behest.
Earth Magic stays simple in practice but what was once a few rocks has become hundreds of pounds of stone and dirt acting as a single living flow. An avalanche leashed to your will, use it wisely. You can also petrify your foes with a spell, though magical resistance is still possible.
Wind Magic enhanced this way provides endless flight and greater control over the atmosphere. Creating voids that injure those around them through vacuum and very sudden gale force winds are all within your ability now.
The Element of Darkness adds an element of weight to your attacks, slightly dragging those who get too close in, and can home in on foe skilled at dodging the normal way.

When on the Edge of Demise... [600]: Like many of the villains of this world when pushed to the absolute edge of your ability you have a hidden ace. A monstrous form which enhances your ability to take and give damage by a wide margin. You could be a vast being up to twenty-five meters tall or it could just be a hyper focused version of yourself granting you a massive boost in overall performance through compressing your power into a small form. Magical Ability increases as well in this form. simultaneously. Further, any alternate forms you have gained over your Jumps may now have their abilities freely combined in this form; access any of your powers or racial traits from any form whilst in this one. This power activates automatically if you are about to be defeated in combat supplying you with a full restoration of Health and (This world's) Magic.

Hylian
Speaking from a Pure Heart [100]: As with Link you have the ability to have conversations with people at length in spite of the fact that you could be mute or only able to communicate through grunts and growls. This comes stems from you communicating from your Heart. This also allows you to count as 'Pure of Heart' for items and abilities that check for such things.

Hero of Men [300]: As a Hylian Hero you bear a spark of the Light Force within you, like the legendary Hero of Men once did. This is the self-same Light Force that the Legendary Hero of Men bore a century ago. With this powerful element your will is bolstered, you mind quiet and precise during combat, and above all a quiet power adds strength to your blows and makes them especially dangerous to beings who are Evil. In addition this perk allows you to tap into your latent power of telepathy that the Hylian people have all but forgotten, once upon a time it was used to communicate with the Goddesses but now only acts as a nigh perfect form of willing

one-way telepathy, your telepathic reach extends to the edges of the kingdom's borders to start with and will grow with time however it seems that dimensional barriers prevent such magics from working.
If taken with the Soul of Light perk your mana bar is immense, easily double its previously impressive bulk.

Picori
Delighting in Happiness [100]: You have an incredible sense of empathy that allows you to understand those around you and grant you insight into the reasoning behind one's actions. This Empathy is so strong that you could literally spend the rest of your life making people happy and never grow bored of the act. In addition this makes you skilled in a variety of mundane crafts and grants you incredible ability to work in a team with those crafts, to the point where anything produced via teamwork is superior to anything you could do yourself..

Restoring Legends [300]: As a Picori you bear the blood of the legendary smiths and craftsmen who forged legends like the Picori Blade. Your skill with craftsmanship is innately high and your growth is much faster than it usually would be, but where you truly shine is in the creation and restoration of magical arms and armor. If you were given the shards of the Picori Blade and a place to forge the legend you could restore it with a little time, though it would need to undergo the rites that magically empowered it once more, and this talent for magical craftsmanship extends to all of your abilities. If you have this ability as well as a way to tap into an element, such as a Mage's Magic, you could craft items that use that in element or combination of elements in unique ways, such as the Gust Jar, and if you somehow had access to the Light Force you may even be able to produce the fabled Light Arrows, which scorch away all evils in their passing and can be invested with energy from the Light Force readily.

Items:
Jabber Nut Seeds [100]: A bag full of seeds that will grow into Jabber Nut plants. These plants have the ability to allow you or others to instantly learn a language that the planter knew when they planted the Jabber Nut seed, they chose this language when they plant it and it imprints upon the Jabber Nut. The Jabber Nut is only compatible with non-magical languages. (Free Picori)

Figurines [50]: Small carved objects depicting people, scenes, and enemies from this world. Hereafter you'll have a shelf that stores them away and grants you another set of ten per Jump to commemorate your journey. (Free Hylian)

Cane of Pacci [100]: This is one of the ancient treasures that the Minish made for humans. When equipped and directed, the cane fires an energy beam that flips any object in its path. It can flip vases, platforms, minecarts, and even some enemies.
When fired at the air, it energizes a section to act like a trampoline: it'll shoots you into the air upon falling on it.

A Bottle of Something [50]: This bottle contains either Milk or some form of potion and replenishes ever every day. Multiple purchases can be taken with this items, so that you gain more of one thing or one of every type of potion at your wish.

A Place to Put Things [50]: You have a bag that hold more within than it rightly should. Also retrieving things from this bag is as easy as thinking about the object while reaching in.

A Complete Collection of Zelda Games [50]: From the very first to the newest addition to the franchise they're all here, in your Warehouse and associated gaming systems so you can play them.

A Complete Collection of Zelda Game Guides [100]: Not only is this the best series of very comprehensible guides for Zelda games ever, it's also a decent read. (Free Drop-In)

A Bag Full of Kinstones [200]: A bag that holds a great many Kinstones of varying patterns and colors. It slowly refills when you use a Kinstone in a fusion, it takes about a week to recover a single stone. Comes with twenty Kinstones in the bag. (Discount Drop-In)

A Pair of Small Doors [300]: You have a pair of small, around hand sized, doors which you can link to any place where you do crafting work. These doors open to a village of Minish folk who aid your projects in their own quite unseen manner. These people can make a lazy cobbler able to fufill quota well beyond his skill level and when working in unison with you will be able to half the time you would need to craft an project personally. (Discount Drop-In)

A Smith's Sword [100]: A fine sword forged in honor of the Picori Blade. Whilst it's seemingly normal origins would turn aside more than just the courtesy of investigations you know better. This blade is impossible to break and will serve faithfully as long as you will have it do so. You may import another blade into this ones place for an undiscounted 50 cp. (Free Hero)

Roc's Cape [200]: A cape that when worn allows the user to jump great distances, and even on air once per jump. Those who wear this cape are also immune to being damaged by great falls, as long as they kick of the air at the last possible moment it'll be as if they'd just jumped a foot or two. You may Import a Jacket/Coat/cape/cloak that you already own into this one, though if it is

already empowered or enchanted in some way it will cost an undiscounted 50 CP. (Discount Hero)

Mirror Shield [300]: A shield with a mirrored face that can be worn on either the right or the left arm without problems. When a ranged attack is blocked with this shield it reverses and is sent back with equal force. This shields power to block attacks is restricted to personal grade attacks, massive area of effects, such as a nuke, can't be reflected with this shields ability. You may Import a shield that you already own into this one, though if it is already empowered or enchanted in some way it will cost an undiscounted 50 CP.(Discount Hero)

Dressed to Kill [100]: You have an astonishing suite of clothes that are perfect for you. Other than that they also slightly beautify you when worn. (Free Royal)

A Crown [200]: This is a regal crown that projects an aura of authority. When worn you can have your voice felt rather than heard, communicating directly with a person so that there are no misunderstandings. You still must be able to communicate with the person for the Crown ot work. You may Import a hat that you already own into this one, though if it is already empowered or enchanted in some way it will cost an undiscounted 50 CP. (Discount Royal)

A Castle [300]: A Minish sized replica of the Hyrule Castle which contains some interesting stuff, fully staffed by Picori. You and others can shrink down at will and enter this castle. Any number of your companions can stay in the castle if they chose to and as long as only 8 are outside the Castle at any one point in time the people within the castle can enjoy the benefits of being treated as royalty by the Picori staff. (Discount Royal)

The Challenger [100]: A mysterious sword that has an odd enchantment. When in a contest of Sword Skill where there are defined rules this weapon can grant an incredible upgrade to one's sword skill to even the most novice of swordsmen. Enough so that a Picori who has never lifted a blade in his entire life could win a kingdom wide swordsmanship torney. You may Import a melee weapon that you already own into this one, though if it is already empowered or enchanted in some way it will cost an undiscounted 50 CP. (Free Mage)

Identity Concealing Robes [200]: Sometimes you don't want to be noticed and these robes can help you do just that. With these you could duel several of the strongest swordsmen in a Kingdom and only show your smirk. No one will ask why your skin is dusky purple or made of streaming flame until afterwards when they think back on the mysterious person dressed in these robes. You may Import a jacket/coat/cloak/robe that you already own into this one, though if it is already empowered or enchanted in some way it will cost an undiscounted 50 CP. (Discount Mage)

Mage's Hat [300]: While not the omnipotent wish granting cursed artifact worn by Vaati for the current section of the Force Era, this is still a nice hat that grants a sizeable boost to skills that draw on mana. It cuts down the amount you need to spend by around half and generally makes spells easier to learn. You may Import a hat that you already own into this one, though if it is already empowered or enchanted in some way it will cost an undiscounted 50 CP. (Discount Mage)

Four Sword [600]: This is a double-edged blade with a spear point at its tip and fuller hilt, a wide eye symbol upon the golden crossguard stares out.
When the Sword is drawn from its holder, it will cause its wielder to split apart into four separate versions of themselves, each nearly identical to the original. The sole physical differences between the different clones is the tones of their voices, some are deeper than others, and the color of their clothing (in Link's case, his different clones along with himself are colored the four aforementioned colors).
The great weakness of the Four Sword is the fact that you and your clone selves all carry the same life force into battle. Wounds on any one of the four are shared across all the four of you should one of them be fatally wounded you all will die. In addition you all share the same resources when it comes to things like your Mana/Ki/Psoinic Points/Etc.
You can have it so that like the non-canonical manga has depicted the Four Sword as causing the different colored clones to represent different sides of one's psyche as well. The four can work together as a team or they can work independently should the need arise as well. When drawn you may choose whether you split up or not.
You may Import a melee weapon you already own into this one, though if it is already empowered or enchanted in some way it will cost an undiscounted 50 CP.

Companions:
The Hat Option [100]: You may import a companion into the form of a Hat which can speak and they gain the ability to shrink both themselves and a willing target.

A Minish at Hand [100]: You will meet with one of the Minish Folk whose skills at craftmanship is renowned. This Picori is willing to go with on on your adventures and has any Origin besides drop-in free as well as 300 cp. You may freely import a companion into this Minish form instead. They gain this form as an Alternate Form after the Jump.

Hylian Born and Raised [100]: You will meet with a Hylian who will join you on your journeys if you wish them to. With a free Origin, besides Drop-In, and 300 cp. You may freely import a companion into this form instead. They gain this form as an Alternate Form after the Jump.

Canon Companion [250]: You get a companion from Canon, Link & Zelda game feats only. Vaati is prohibited unless you redeem him first.

Drawbacks:
Maximum of 600 Points can be gained through Drawbacks.
Continuity, a Choice [+0]: If you have already played through the Skyward Sword Era somehow your choices then affect the present. While it has been long enough that even the most accurate predictor of you isn't one hundred percent if you changed the landscape enough this world is changed to accommodate, though some things stay consistent for reasons unknown.

Timelines, a Study of Parallels [+0]: Vaati is a vicious sorcerer without any redeeming features, if you are in the main continuity, but the worlds of Zelda don't sit idle and with this you may chose to start at the beginning of either the Games or the Manga. Not much changes between the two save for Vaati actually being redeemable in the Manga continuity.

The Princesses' Friend, an Incarnation [+0 or +300]: Instead of normal you find yourself waking as your grandfather, the king's favorite smith, calling you down to meet with a visitor. You begin as an incarnation of the legendary hero Link at the beginning of the game. The +0 point version of this Drawback grants you Links memories and you now must play through the game's storyline to completion and ten years beyond. The +300 point version of this Drawback grants you the Hero Origin in addition to your own, if you are a Hero already you gain a discount on the Drop-In Perks, but this because you'll have all out of Jump Perks, Powers, & Items barred from you.

This Fucking Hat![+100]: You have a compulsion to wear hats, with a heavy preference for the long sock thing that Link is oftentimes depicted as wearing. In addition to this preference every hat you put on will develop communications skills and the ability to annoy you beyond anything, though only annoying they'll never pass the line to the point where they are completely infuriating but you'll find your patience tested.

Kinstones Collector [+100]: You can't say you have a hobby anymore. You're obsessed with Kinstones, and have a historical account on how they became popular among the Hylians as well as the Picori memorized just so you can go on and on about the precious things. In addition to being a bit of a weirdo when it comes to Kinstones you also can't benefit from them, as the fusing of Kinstones would break them in your mind and you wanna collect the precious stones not break them.

Unwanted Fusion[+100]: You can never find anyone with the other half of your Kinstones. This also means that you have the trouble of never managing to find secrets in and around Hyrule. If taken with Kinstones Collector you are seeking avidly a particular Kinstone and can't seem to find it, ever.

Tingels [+100]: You can't seem to get rid of a family of five Picori who've made it their life's work to aid you in mapping dungeons that you go through, or the world if you don't delve into dungeons. Whilst this is helpful the entire family act like a very particular character, whose name they also possess. They are annoying in the extreme and can grate even your nerves, yes even then, but they're a harmless bunch all said. Just very annoying.

Stoned [+200]: One companion of your choice is turned to stone, as Princess Zelda and taken hostage by Vaati. Once the game's plot has been resolved the companion will be freed with the Princess but they'll also have Soul of Light and Vaati will use this to grow even greater than his final boss form ever was. Link will need some help to fight the sorcerer now. The companion gets to keep the Soul of Light Perk as a bonus.

Difficulty Choice, Master Edition [+200]: Trials and tribulations await you as the world has changed more than slightly. If you had prior knowledge of this world it has become all but useless as there are at least double the amount of temples and dungeons and the monsters, though oddly not the bosses, have become stronger, faster, and tougher, as if they were all Golden and those who were elite before a well beyond what they once were.

You're a Hat, Kid [+300]: You have been turned into a Hat. You can't access your alternate forms for the duration of the Jump and all of your powers are no longer your own. At will you can allow a chosen willing person, under no effects that alter the mind or soul, to gain access to your powers, however they have none of your skill in those powers use.

HYA! [+300]: You are mute and can no longer communicate ideas to others no matter how hard you try.

No Master Sword Run [+600]: Vaati labeled you a threat to his ascension and thus he's used his Mage's Hat to wish you away before you even came. You will spend your ten years in a world where Demise was never destroyed and the Master Sword doesn't exist. This Dark World is a black mirror the the world that you were expecting with monsters rampant and Hyrule never having been. Distortions in this world are able to drag beings from it to the world you cast from, you however are prevented by Vaati's ban on you. You have the ability to store these distortions within yourself, after killing all the monsters that are trying to flood Hyrule with it, and if you

collect all of them you can break the ban that Vaati put into place and walk from the Dark World back into the light. Your time starts once you've returned to the Light World that Vaati has cast you out of.

Choices:
Go Home
Stay
The Next Jump

Notes:
Re: Race (Picori): This grants you an innate form of instinctive Invisibility which allows only the Pure of Heart and good children to see you. You are also about the size of an average male tween's thumb, with a proportional strength/durability decrease.
Re: Game Mechanic (Hearts): This grants you a perfect knowledge of you health as represent by a series of hearts, it also grants you a slight boost to your overall 'health', that is to say the mesure of how much damage you can take before dying. Heart Containers increase this 'Health' as usual.
Re: Game Mechanic (Magic): This allows you to use any of the various magical items of Zelda without any teaching, have a perfect knowledge of your mana pool, and grants you a slight boost in generic mana pool size.