

The Legend Of Zelda - Hyrule Warriors - Age of Calamity
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The Story Thus Far

Ten thousand years ago, the Goddess Hylia whispered into the ears of the Sheikah and commanded them to begin the construction of something that Hyrule had never seen before - the Guardians. When the king of evil, the dreaded Calamity Ganon rose up to lay waste to her lands, he was met by a Hero, a Princess, four Champions, and an army of machines designed by the goddess herself and constructed by Hyrule. It was the harshest defeat he has ever been dealt, and it was the longest peace Hyrule has ever seen.

But still, time passes and several years ago a fortune teller began to see the signs that the Great Calamity would soon be upon them once more. And so, the King of Hyrule set out to defy his fate - the Guardians were dug up from their ancient resting places, four Champions were sought out, and a harsh training method to unlock the power of sealing was devised and forced upon his daughter. Today, his forces gather in Hyrule Field to crush a small army of monsters that has risen up and grown in power as the darkness grows nearer - tomorrow, a diminutive Guardian will travel back in time and forever alter the course of history.

And you? Who knows where you are, or even who you are. Do you even know yourself? Still, you'll need a little something to find your place in nature - I'd suggest taking these, to help with that.

+1000 cp

Origins
Pick One

Champion of Hyrule
Though the Hero chosen by the Goddess is the only one who can be expected to go blow for blow with the Calamity, that same Goddess has seen fit to provide him with backup - lots and lots of backup. Strictly speaking it's unneeded, but given that the Calamity has been down for ten thousand years? It's well worth trying again, thus the gathering of the Champions. Though you may not strictly rank among their numbers, you are an exemplar of combat and as such, will very likely be needed on the frontlines quite soon.

Ancient Expert
Not all heroes can be the Hero. Not all warriors can be worthy of legend. Instead, we turn our attention to other pursuits - the understanding of Hylia's plan so as to better assist the Hero in carrying it out. Or, in other words, to make sure that the science gets done and you make a neat gun. You are probably a Sheikah, but even if you aren't you are still a researcher of some kind, an intellectual, and are very likely going to be up to your ears in spare Guardian parts as you try to fix the Hero's promised army.

Agent of Calamity
By default I had assumed that you came here to save this land, but should you choose to walk this path then you will be no savior, for you are in league with the Calamity. No, perhaps you are a second Calamity in your own right? Such a thing would surely spell the end of Hyrule as we know it. Still, horrible monster, Yiga assassin, or even a true Calamity, I'm sure that you will enjoy crushing Hylia's children under your heel.

Discounts
Perks and items belonging to your origin are discounted to half off, with 100 cp purchases being free.
In addition, you may discount one general item of each price tier with the above rules.

Races
Pick One

Hylian - Free, +100 cp with Champion of Hyrule
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, +100 cp with Champion of Hyrule
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, +100 cp with Ancient Expert
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.

Bokoblin - Free, +100 cp with Agent of Calamity
The least of the Calamity'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.

Zora - 200 cp, Free with Champion of Hyrule
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 - 200 cp, Free with Champion of Hyrule
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.

Moblin - 200 cp, Free with Agent of Calamity
The Moblins are a stronger version of the Bokoblin, and are the rank and file of Ganon'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 - 200 cp, Free with Agent of Calamity
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.

Korok - 200 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.

Goron - 400 cp, 200 cp with Champion of Hyrule
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.

Wizzrobe - 400 cp, 200 cp with Agent of Calamity
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 - 400 cp, 200 cp with Agent of Calamity
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 - 400 cp, 200 cp with Agent of Calamity
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.

Great Fairy - 400 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.

Hinox - 600 cp, 400 cp with Agent of Calamity
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 - 600 cp, 400 cp with Agent of Calamity
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.

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 one price bracket below its cost in exchange for taking a weaker variation - such as the Talus and the lesser Pebblits - or one bracket higher for additional raw power or an elemental affinity.

Perks

Champion of Hyrule

100 cp - What It Means To Be Worthy

The Champions of Hyrule are not just random soldiers that were enlisted to aid in the fight against Calamity Ganon. No, they are the ones who exemplify everything you could possibly want to have on your side on the battlefield. Revali, who instead of riding the wind, has learned to control it. Urbosa, who wandered through desert storms until she learned to call them to her. Daruk, whose presence in battle is much akin to the volcano he lives on. And Mipha, who wields the waves to bring an end to what ails you. This is not such a power. This is the first step. You possess the skill with a weapon of your choice to battle a dozen men at once and win. But more importantly, you have the drive, the gumption, and in some cases, the nerve, to keep learning and keep growing. It will be slow going, but if you focused on it then you could probably master another weapon, maybe even two or three, to this same level within a few months. Or perhaps you might be interested in a more immediate form of power, like the other Champions? That would take longer, but is certainly possible.

100 cp - Render What Aid You Can

It may seem a bit odd to have your best soldiers do things other than fighting, but by an odd twist of fate almost all the Champions have responsibilities off the battlefield - Urbose, Daruk, and Revali are leaders of their people, while Mipha is the princess of the Zora. To this end, when you are not engaged in furious combat against the forces of Calamity Ganon, I encourage you to lend you formidable strength to the act of building. When you see the compilation of one such project, from arranging for a platoon of soldiers to see an extra week of training in tactics, to rebuilding the houses that got burnt down as a result of your last fight, you will find that the experience of improving the lives of those around you will allow you to improve yourself - you may find that over the course of teaching your soldiers tactics, that you invent a new technique that promises to be revolutionary, or that lending the woodcutters your aid to provide the materials in building those houses has allowed you to somehow create a specific blow of your weapon that is specifically meant to cut down trees. Adding these into your existing fighting style should be fairly easy, and will make you all the more a terror on the field of war to your foes.

100 cp - Strike With The Flat Of The Blade

The problem with being a warrior capable of slaying monsters by the dozens is that when it comes time to better yourself, you have no choice but to do so alone - a single blow from you could outright slay most of those willing to fight against you, and to hold back would be to waste both your time. To that end, you have learned a strange sort of technique that allows you to lash out with all of your might but also leave only mild scratches where once you would have ripped people asunder. A person upon whom you focused your attention might find themselves utterly exhausted from having you bear down upon them, but killing them while most of your bite is restrained is absurdly difficult. Of course, much like any skill you possess, this too is something you have done ridiculous things with in the name of mastering, and as such while it is inherently a technique meant for training, you may use it in live combat as you wish. Imagine, if you would, raining fire down upon a wave of monsters, only to discover your own allies caught in the blast. That would be awful, and not only because you needed them. As long as you can observe them prior to launching your attack, you may exclude specific individuals from your blows. Everything around them might be reduced to smithereens from the force you exert, but they would be fine.

200 cp - Find A Weakness And Exploit It
Like many things in life, combat has a sort of flow to it. They step forwards, you step back. You step to the side, they charge forwards. Understanding this flow, reading it, and punishing your foes for the slightest misstep is critical in battle. To that end, you have mastered a deceptively simple skill, how to dodge. For the most part this merely consists of a quick step to the back or the side in order to move out of range of their attack, though you can also pull off some neat tricks with a shield if you have one. Combine those lessons with the above flow and a bit of daring and you can actually dodge inside of their guard, leaving them overextended and ripe for landing a few harsh blows upon. The specific name of this varies from culture to culture and even what weapon you're using, but most people in Hyrule call it a "flurry rush". Land enough of these blows, and you might outright stun them for a brief moment, giving you just enough time to prepare a much heavier blow than you would normally fight with. Of course, if you aren't quite that courageous, you can simply dodge out of the way and land blows of your own while they're recovering from using their strongest attacks… that's a slower path, but will lead you to the same place.

200 cp - Leading From The Front Lines
Champion is not just a name or a title that one is allowed to call themselves, it is something that you have to earn, to prove that you deserve it. It should come as no surprise that the ones who bear it are the greatest warriors of their age, and in more than one case, leaders. Link may only reign over a squad of knights, but Urbosa leads the Gerudo in their entirety and Mipha is the Zora princess. To that end, you need - and have - the skills of not just a soldier, but also as a ruler. From simple things like squad tactics and enforcing discipline upon your army to more civilian ends such as ensuring your supply lines and merchants are kept safe, you seem to simply understand how various people click together. And from there, you can begin to order them about such that they reach maximum effectiveness, preferably without cutting into morale.

200 cp - A Researcher Marches On Your Stomach
In a most unusual turn of events, the Sheikah in this day and age will be contributing very little in the way of manpower to the war effort. Instead, they'll be serving as Hyrule R&D team, attempting to bring the Guardians back online and constantly churning out small upgrades to various pieces of gear. Their help comes at a cost - specifically, the resources they need to make these things for you. Luckily for you, scavenging for equipment, materials, even foodstuff is something that seems to go absurdly well for you. Cutting down a Bokoblin encampment will generate more than a few good blades, enough food to treat your squad to a decent meal, and more than a few horns, claws, and other monster parts that you can funnel into the merchants to make a quick Rupee, or into the scientists should they need it. You might just turn around one day and realize that you have a ridiculous supply of rock salt and keese wings - do keep in mind that no matter how many Lizalfos you cut down, if you need Guardian parts, you aren't going to get them unless you actually fight a Guardian.

400 cp - A More Tangible Form Of Power
Revali's Gale. Mipha's Grace. Urbosa's Fury. And to a lesser extent, Daruk's Protection. Each of the four champions have spent their years learning to manipulate the elements that surround their homelands. Urbosa calls down lightning with the snap of a finger, while Daruk's every strike into the ground causes pillars of molten stone to rise from the sheer force he exerts. Like them, you have at least partially mastered one of the elements in the same manner that they have. Perhaps as a Zora, you might call forth water which then freezes into whatever weapon you desire, or simply encases your foes. Perhaps as a Gerudo, you might share the pain of sand that gets everywhere by whipping it into small sandstorms to cut your foes to shreds. Feel free to make whatever precise choices to create a power suitable for a champion, though do be aware that you should at least try to keep it in theme for your chosen race.

400 cp - Tiny Tornado
Man becomes Hero. Hero becomes Legend. Legend becomes Myth. And by learning from Myth, a man takes action. Every story has its roots somewhere, and every legend was once a child sitting by a fire listening to tales of the giants that walk among us. You are, or perhaps were, one such child. Your capacity for growth is quite frankly absurd, especially when presented with an example of the finished product. Even if you were a helpless child at the start of the jump, a few glances at a warrior exemplifying what you could be and you will already have everything you need to grow strong. No - even if you had never held a blade before in your life, merely watching a soldier fight off a Moblin could provide you with all the inspiration you needed to surpass that soldier in record time. This is doubly true when it steps into the realm of legend, with you being able to successfully replicate unique abilities and techniques with only slightly more effort. Tulin's Tornado may not be much compared to Revali's Gale, but for such a legendary technique to be replicated by a child in any form? Amazing.

400 cp - Employ Boundless Optimism
This may seem to be either blindly obvious or perhaps completely irrelevant, but it needs to be said regardless - if you go into battle expecting to lose, you probably will. With that in mind, keep your chin up, your back straight, and put your heart into things - you'll be amazed by how much power you can pull out of a confident smile. To that end, you have created a singular technique that allows you to pull power out of things that by all means you really shouldn't be able to. Perhaps some of your attacks become empowered based on what you had for lunch, or maybe your optimism makes your blows hit so much harder. You could even empower your attacks by weakening your weapons, turning an otherwise ordinary and sturdy blade into an exceptional but fragile one. If you did that, you could even pull several times over the normal amount of power the Master Sword puts out from the blade and into your attacks - just be careful not to overuse this technique, as it is inherently one that drains something else in order to empower you. Doubly so if you choose to drain your stamina, or even your own health. Running out of lunch might not sound that bad, but damaging the durability of the Master Sword seems like something that could have long term consequences.

600 cp - The Splintered Worlds Theory
The little Guardian's jaunt through time ultimately saved more lives than it endangered, but it did do a small amount of damage to the timeline - more so once you account for him calling the second generation of Champions to aid the Hyrule of the past. To that end, small rifts have formed. Moments in time that display what could have happened if someone was wounded for too long, or a messenger was waylaid. These alternate events ultimately lead nowhere, but are still damaging to the proper timeline if enough of them build up. Luckily, you can interact with them. You can even 'fix' these rifts, change their flow into something more appropriate for how you wish the world to be. Doing so will generate a small and unusual stone that glows with an ethereal light. It's vaguely similar to what powers the Guardians, but also not. These stones can often be used as a sort of mystery ingredient in various recipes and rituals, to give them an extra kick. Or perhaps traded to an Ancient Sheikah monk in exchange for a boon? Of course, the stones aren't all you can get here, such battles are just as flush with more material rewards as an ordinary battle would be.

600 cp - More To Strength Than Power
The Hero of this era, Link, is the focal point of all the events that are about to occur, for what I assume to be obvious reasons. As long as he is still standing, as long as he can still hold his blade, then Hyrule hasn't lost and still has hope. You may share some of this burden if you wish it, for your own will is greatly enhanced - a match for Ganon's own will, the one that has seen him return time and time again, and with it I suspect you will put him into the ground once more. Best of all, using the strength of your own will you may raise others up and exalt them as heroes in their own right. Seeing you stand back up, seeing you fail to fall to begin with, these things are inspiring on a fundamental level that drastically enhances the will of those watching. As you push past the seemingly impossible odds in the defense of the innocent, the soldiers standing behind you will grow in leaps in bounds as they try to be worthy of fighting alongside you, perhaps even reaching the point of being able to access hidden wells of power they didn't even know they had in an attempt to keep up with you.

600 cp - When The Savior Needs Saving
The story of Calamity Ganon is easily 10,000 years old, but the truth is that in a very real sense, his battle with the Hero and the Princess is almost as old as time itself. And unfortunately, while the Hero almost always emerges victorious, there are occasions where the Curse of Hatred manages to gain the upper hand, and deal a vicious blow to the forces of light. And on those occasions, you may be privileged to watch time bend back on itself in order to provide you with an advantage of your own. Forces outnumbered and in danger of being overrun and having your superweapons captured? Well, what if you had twice as many captains in your army? Up to four times per jump, whenever your enemies threaten to overwhelm you and generally bring ruin upon all that you defend, the timeline will just sort of… hiccup. Battles that were previously lost will stall out with the addition of a new fighter, enemies that were just too much no longer are, and information you could have used yesterday may just arrive a week ago. Time's Guardian is on your side.

800 cp - Hyrule's Warrior
Hyrule has risen and fallen more times than can be counted, and that's when time can be bothered to flow in a straight line. The details change with each retelling, with each life lived - a knight, a kokiri, a pirate, a wanderer - but at the end of the day, the story always revolves around the Hero. Around you. You are the focal point of the story, with warriors worthy of being called legend not only gathering around you as if it were natural, but in some cases even coming into being from having been touched by you. Legendary weapons that chose their wielders find no flaw in you, divine beings whisper into the ears of wise men to provide you with everything you could need, and while there will surely be tests to prove your worth it's not hard to see you passing with flying colors. The best part is, as you live out the story of the Hero, the story becomes stronger. New allies arrive, old ones grow in power, rusty blades that you stumbled across turn out to be some of the finest blades ever made, every advantage that the world gives to you simply becomes more. Continue to walk this path illuminated by the light of the Golden Goddesses, and lesser shadows will be banished merely from the light you exude.

Ancient Expert

100 cp - Kick Your Ass With Science

The technology of the ancient Sheikah is a wondrous thing to behold, from small miracles like the Sheikah Slate to the titanic Divine Beasts - not to mention the army of Guardians that were supposed to be the Hero's inheritance, to help him better fight Ganon. Still, in this day and age, nobody actually knows how any of this works. But you? You have figured out a trick that may come in handy… assuming you have any Sheikah tech to use it on. With a bit of practice and maybe some trial and error, you can feed your magical energy into various forms of Sheikah technology in order to temporarily overclock them, or simply use them faster should the item in question have some form of charge time. Most of the champions can make basic use of the Sheikah Slate every few moments, for example, but the Princess? She glides across the battlefield throwing runes left right and center, and abusing more than a few interesting combinations to punish those who think that just because she doesn't have her holy powers just yet that she's an easy target.

100 cp - My Speciality Is Helping You

If there's one lesson to be learned from the technology of the Ancient Sheikah, it's that nobody can do it alone - slaying the Calamity the first time around was a team effort between the Champions of the era, the Sheikah for providing the weaponry, and the Hero to deal the final blow. To that end, whatever you may think your speciality is, you have both an excellent instinct for when your skills can be turned to someone else's ends, and a talent for using theirs for yours. Teamwork is the name of the game, even here in science. The more disparate specialities you can shove into a project, the better the end results will be - admittedly, asking an irrigations expert to help repair ancient weaponry is mostly a fool's errand, but you'll probably end up with some idle comment that the power lines kinda look like the channels he dug recently, and that alone will save you several hours of frustration as you try to figure out how they work.

100 cp - A Glowing Blue Knife In The Back

The Sheikah are famous for two things. Having more advanced technology than anyone else due to a slightly closer connection to the Goddess than your average Hylian, and having their strongest warrior bodyguarding the only Hylian with a better connection to Hylia than them. That being Princess Zelda, of course. To that end, while you do have some talent in the traditional Sheikah arts, some teleporting, some cloning, a bit of elemental manipulation, you have significantly more skill at actually being a bodyguard and in countering those same abilities. To that end you also have some amazing reflexes, allowing you to start dodging out of the way from the slightest puff of air of a Yiga assassin jumping in, or even launch a clone backwards to stall them for a moment while you launch yourself forwards to get your charge well away from the imminent threat. Oh, there are other, more simple things that a bodyguard needs and you have those in spades, but honestly your skills as a Sheikah warrior, simple as they may be, are much more exciting.

200 cp - Let Me Help You Help Me

The biggest thing a Sheikah can do to help the war effort in this day and age, outside of straight up fighting on the frontlines to defend Zelda, is to turn their technological prowess towards figuring out how in the name of Hylia their ancestors made literally any of their technology. To that end, while you are a competent scientist and researcher, you have a talent of sorts that makes your research seem to all but fly by - you know how to drag people into helping you out by providing you with materials outside of your normal operating budget. Something about the extra materials that your hapless assistants provide just seems to spark inspiration and produce better results at every turn. On top of that, the results are even more fantastic when the end result is something that's going to help out the person who you've roped into helping you. Yeah, you could probably make a decent sword on your own, but if the Hero will go out and find fifteen Ancient Cores, you can make him one that's utterly amazing.

200 cp - How Can We Make It Better
This is a bit of a strange one, but you know those fancy designs that soldiers like to carve into their weapons in order to make them more effective at certain things? You know how they work. Well, mostly. They're less a method of enchantment and more a kitbashed system of magic held together by string and the prayers of entire armies that mostly boil down to 'please don't fail me now', but you know more or less how they work. And, more importantly, how to transfer them around from weapon to weapon with relative ease. It still needs a bit of resources to do, but it is possible with a bit of elbow grease and an afternoon of work. Of course, with that alone you'd still be limited to what you could scavenge - it's an even more resource intensive process if you don't want a thousand soldiers praying in the background of your work, but you can also outright create them… with some trial and error. I'm sure what kind of materials will affect the final work, but with this you only really have the process - actually figuring out how to make each individual kind will be up to you.

200 cp - Cool Ninja Tricks
The Sheikah as they are today are a far cry from the heights they once possessed, all thanks to one paranoid king a few thousand years back. Still, by modern standards you're probably one of the best Sheikah around. Endless hours of training have given you an ability above and beyond the common soldier, the power to outright produce small traces of Ancient Energy. Not enough to fire off blasts of energy the way a Guardian would, but by firing these small traces of energy at a target and then striking the marked target with an attack of some kind, you can absorb the energy directly into yourself. Suddenly creating clones, straight up strengthening your attacks, even shaping the energy into a useful tool or a bigger weapon are all potential and valid uses for this energy. Clones are probably the best of the lot, but I'm sure an inventive mind could think up some effective uses for the others. Sadly, at this level they aren't 'perfect' clones the way a really talented Sheikah would be able to use.

400 cp - Technology That's Battle Tested
If there's one thing the Ancient Sheikah made sure to build their creations to do, it's last the entire ten thousand years before Calamity Ganon would reawaken. Admittedly most of them need a tuneup of one stripe or another after that long spent inactive and outright buried underground, but once that was done? Practically like new. And don't even get me started on that one Guardian that stayed active and kicked monster ass the entire time. But, with all that in mind, your talents are twofold - first, the older a piece of technology is, the more affinity you have for it, the quicker basic maintenance will go and the quicker you'll figure out how to give that maintenance in the first place. And secondly, you're able to fine tune your creations such that they can last for just as long as the army of Guardian Stalkers that your ancestors left for you. Who knows, maybe after you're finished knocking off the rust from what you dug up, you'll be able to leave something behind for your own kids?

400 cp - What Does This Thing Do Again
Shekiah technology is powerful, amazing, and more than a little beyond the current generation's understanding. To that end, no matter how much work you put into it, it's entirely possible that you will never actually figure it out. You can be as smart as the Princess and it won't do you a lick of good and there's nothing for you to do with it but put it aside or maybe even give it away. And I'll tell you now - doing just that actually goes really really well for you, because that thing you gave away was a shield unit and it saved the life of the person you gave it to. Technology that you create, or even that just spends time in your custody before passing to another, has an amazing tendency to find its way to wherever it can do the most good. Sure, your prototype sword might not be that good, but it will probably end up being used by one of the hylian knights during a break in, giving them just enough strength to emerge victorious. Small effects like these won't win you any wars, but if given a chance to build up they might be able to turn the tide of a battle. The longer you spend with a particular piece of tech, the more pronounced the effect becomes.

400 cp - I Need A Prototype Yesterday
The ancients may have known more about this than you ever will, and the Princess may have more raw talent for technology than a dozen Sheikah, but don't for a second think that you're in any way inferior. You, personally, are the leading edge of rediscovering the lost Sheikah Arts. Whether it's how the monks do half of what they do, or even outright building your own Guardian, you outright thrive when pitted against supposedly impossible tests of skill and knowledge. Right here and right now, you know how to make Ancient weaponry and armor, something that tends to be remarkably powerful compared to modern equivalents, but anything you don't already know is merely a matter of bashing your head against whatever samples you can acquire - and given that your ancestors left you an army, there's quite a few of those. Additionally, and while this may not be to taste, you'll find that destructive testing to be significantly more effective than before, to the point where destroying one sample could generate more information on its nature than a week of studying it. Oh, and destroying things with the sample also counts, so if you want to figure out how Guardian lasers work, plop yourself down on top of one and go for a joyride as you take notes on the rampant destruction it leaves in its wake.

600 cp - The Mechanisms Of Time Itself
…It's a rare mind that can wrap itself around how to use a machine that manipulates time, let alone the thousand intricate complexities that come with making one. And yet, your mind doesn't just seem to understand these ideas, it practically overflows with them. The power requirements are immense, but luckily for you the Ancient Sheikah solved that years ago. The materials required are rare and hard to find, but luckily for you every Guardian has at least some of the stuff inside them. There's no trial and error involved here, the designs you know now and the ones you'll make later will work and almost perfectly at that - you can't have bad ideas when it comes to time travel, it seems. Either nothing happens when you put your designs into action, or it works just as planned. I suppose all I can really do is ask you not to mangle the timeline too badly, Hylia will likely be quite cross with you if you create another split in history, especially so soon after she fixed the last one.

600 cp - A Ray Of Golden Light
The Triforce. A magical artifact made from the same light, the same hands, that shaped the world of Hyrule itself. Alone, its three fragments can offer incredible powers, but together? Together they can offer a wish, something capable of altering the nature of the world itself. It's also been entirely absent from this tale, but… perhaps not. At some point in the past, your family made a wish to defend - themselves, those they cared about, and the nation they ruled over. This wish manifests in a shining golden light that comes from within you, allowing you to crush armies of monsters in the same holy light that has sealed away the Calamity so many times in the past. On its own, and in its most basic form, the light is damaging to monsters born of Malice and other creatures of the dark. Combined with other holy relics and several strong hearts, it can be used to forge magical seals that can hold down the Calamity for ages.

600 cp - A Pure Heart And A Wish
Oh. Well. Do you have the Triforce after all, not just some power born from the faintest touch of it upon your life? It can be so hard to tell, and the Triforce hides itself away just as often as the royal family orders it to be hidden away. Still, where it resides and whether or not it's been within you all this time matters not - once per jump, you may make a wish of some kind, though it must be born from some kind of desire to defend. You could reawaken an ancient power from your bloodline as you stand in defense of your closest confidant, or hold the mightiest of demons at bay for 100 years with nothing but the faith that he will come to save you as fuel. You could even force that same demon to work alongside you and help solve the problems that it has caused… though, you may need to weaken it a bit first.

800 cp - A Monk From Ancient Days

Study? Rediscover? Why on earth would you ever need to do that? After all, when the Guardians were built, you were there. When the Divine Beasts last roamed the land, you were there. When the Ancient Sheikah were young, so were you. Well, probably. At the very least, you've somehow managed to both defy the former King's proclamation about Sheikah technology, and do it without being cast out. Your understanding is just short of absolute, and you may wield Ancient Energy to call forth clones, blades, explosive devices, and many other things for short periods of time, teleport yourself from one end of Hyrule to the other, or even outright call up the Shrines that are buried throughout the land and cause them to disgorge their contents at the enemy in something that is half trap, half attack, and may or may not be about to bury them alive. You can even use the Sheikah Runes not because you have a Sheikah Slate on you, but because you memorized the code that controls their functions. If you decided to help the war effort, I have no doubts it would end far quicker than Calamity Ganon could ever anticipate.

Agent of Calamity

100 cp - Blademaster

Some time ago, a former King of Hyrule made a rather massive mistake, becoming fearful and paranoid of Sheikah technology. A number of the Sheikah broke away from their clan in the following days, deciding that if Hyrule wouldn't appreciate them, they'd go serve Ganon instead. You have the training of that clan, the Yiga. Short range teleportation, simple illusions and disguises, some basic manipulation of the earth and air, and a fighting style that's less about getting into fights and more about assassinating your foes before they ever realize you're there. Even when you can't cut them down before the fight begins, your training allows you to unerringly target weak spots and places that tend to be… difficult to deal with when injured. Very few people get back up from a severed spine, even if they were skilled enough to avoid an outright fatal blow. In addition to all of that, your clan having turned their back on Hyrule in favor of Ganon in the past gives you a sort of aura - half fanatical hatred, half zealous loyalty - that makes even borderline mindless villains willing to accept you into their ranks.

100 cp - Marauder

Style and substance are not for everyone, and the vast majority of Ganon's forces are composed not of people with an inclination to learn, but brutish monsters with a tendency to smash first and ask questions never. To that end, you have a passing familiarity with using just about anything as a weapon, from swords and spears to large logs and smaller monsters. There's no telling when such a thing will break, so that's why you need to be able to use anything and everything as a weapon. In addition to that, you do have a genuine level of skill in the art of the scorched earth - stealing everything that's worth stealing, setting fire to anything that will burn, and outright crushing anything that won't. Given a few monsters of comparable strength and a few hours to work, and you could outright erase a small town off the map. And on that note - you're naturally authoritative, though that's less any skill at leading and simply being the biggest monster in the group at the time. This works even better when you're passing along orders from someone else…. Someone like Calamity Ganon.

100 cp - Survivor

The strongest monster, minion, whatever you may be, is not always the most successful one. If anything, the strongest tend to be the least successful because they become overconfident and try to go blow for blow with the Hero - a usually fatal experience. No, it is the craftiest who become the real 'strongest', as their survival allows them to accumulate strength and wisdom worth a damn. You have a six sense, an animal instinct in your hindbrain that warns you when something is about to go wrong. Whether you're a Yiga going on a mission, a Moblin about to do some raiding, or even a Calamity Cultist who decides to sleep in an extra half hour and thus miss the rebirth of Calamity Ganon - and the death of the rest of the cult, your absurd luck for the art of surviving is wondrous to behold. It isn't limited to before events as well - abandoning the fight to lick your wounds or crawling out of a ditch you got knocked into after three of your limbs were cut off are something that sends your instinct into overdrive, as you desperately try to stay alive long enough to get the hell away from whatever fight is going on.

200 cp - Ninpo

It should be stated again that the Yiga are an offshoot of the Sheikah clans, and while they lack much in the way of the powerful technology that their ancestors were forced to cast away, they are still a force to be reckoned with. You possess - in at least some small part - the skills of a Shekiah monk. Or maybe you'd rather call them the skills of a Yiga master, it makes no difference in the end. Regardless, you may take one, perhaps two portions of the skills all Yiga ought to know and take them to new heights. Perhaps you have internalized one of the Sheikah Runes, allowing you to manipulate metal with your mind. One on one is never ideal, so maybe you'd rather have mastered their clone technique, allowing you to create a second copy of yourself to aid you on the battlefield? But why make things complicated when simple will do just fine - instead, become a true master or the blade and have the blows of your steel land with the force of dozens. …As you can see, there are many paths to take, and all of them will serve you well in serving Calamity Ganon.

200 cp - Backstab
After hundreds, no, thousands of years, it should come as no surprise to you - there is no honor amongst thieves, and Ganon is nothing if not a thief. To that end, before this ends, he will likely have killed half of his own forces for one reason or another, and likely consumed their souls for power. If nothing in the future changes, a certain prophet of doom will outright feed them to him in an attempt to make him stronger and recoup his losses. Unless, you decide to take the initiative and betray him first. Perhaps it comes from dabbling in courtly politics, perhaps it comes from the unpredictableness of insanity. Perhaps you are a Yiga, and betrayal is what defines your clan. Regardless, you know it like you know the taste of ash and blood. Determining the right time to execute your plans, who is still useful and who is dead weight, and even how to reestablish your entire faction under someone else's rule should you have happened to be their leader, are all things that come easily to you. It wouldn't be inaccurate to say that you have a great deal of practice in these arts, after all.

200 cp - Prophet
Many years ago, a fortune teller went to the King of Hyrule and told him thus - "Ganon is rising once more." And so events were set into motion that would define the course of history. But, in secret, there was a cult that worshiped the Calamity, and they had a fortune teller of their own. They used his powers to find the precise location where Ganon would emerge from the earth, and set up a small compound for their wicked faith. Unfortunately, they all died bar one as Ganon's emergence was quite violent. Regardless of your affiliation, you're a capable fortune teller in your own right, able to utilize any number of common superstitions - coins, dice, cards, crystal balls, and a touch of your own magic to produce usable, if somewhat vague results. But, as you are likely a villain of some sort, you enjoy an extra amount of luck, accuracy, and ease of reading, when your talents are turned towards acts that would result in mass death… or when someone other than you is meddling with time to try and set wrong what was ordained to be by a power higher than fate… You.

400 cp - Banana
The answer will most likely vary depending upon whom you ask, but for the sake of simplicity the Yiga clan has two leaders - Master Kogha, a lazy and portly yet powerful man, and Sooga, his right hand man who handles most of the administrative duties that the Yiga clan requires. Truth be told, I feel somewhat awkward for offering this to you, but you are something of a throwback to the days before Calamity Ganon - you are a good leader. Even if you have a lackadaisical attitude and make your underlings do all your chores, you know how to balance such things that you are never resented and precisely when you need to step onto the battlefield because your men cannot handle things. The simple fact that, unlike Astor or Ganon, you actually will do so is just one of the reasons it's so easy to become loved by your followers. In addition, you actually have a rather large amount of latent talent, both for the Yiga arts and for battle in general - putting in the effort isn't needed anymore, but doing so would result in you growing in leaps and bounds.

400 cp - Harbinger
Calamity Ganon's Malice is a force few sane people would ever willingly interact with - but machines, they do now have the brains to think for themselves. By flooding a person with Malice, you can begin to warp and twist their body to suit your whims. With machines, this is even easier, forcing what little programming lies inside their metal skulls to short circuit and be overwhelmed with your sheer HATE. At that point, upgrading their Mark II laser eye into a Mark IV, or taking their relatively human sized limbs and making them more akin to that of a Guardian Stalker… I won't say such things come naturally to you if you have no head for technology, but when it comes to the usage of Malice it's actually rather easy to compensate for your lack of knowledge with more Malice. And, while this is not specifically limited to machines, it is what you specialize in at the moment. Upgrading more ordinary monsters is something that will take either careful experimentation, or significant reserves less you blow through half your army before you stop accidentally exploding them.

400 cp - Hollowed
Astor may not be the most tactically minded fellow, but he does actually have a fairly unique skill set that helps make up for it. What he lacks in power, he makes up for in inventiveness - it's a rare mind that can be given power by a deity or a demon and be more capable in its use than the original owner. With that said, you have been blessed with a… decent level of Ganon's own Malice. Enough to call up a decently sized legion of Bokoblins and the occasional Moblin. Or, you could call up something a bit more special. The techniques that Calamity Ganon uses to possess Guardians, and the techniques that he uses to return his armies to life - you've touched on them, and merged them into something different. By focusing your Malice on the image of a person, you can create a shadowy copy of them, a Hollow Hero, if you would. Of course, this is just the start of your talents - much like how Astor made this particular breakthrough, when gifted power of some kind, you start with a minimum level of competence and are quick to innovate new and unforeseen uses. Just don't devote too much time to research when you're supposed to be planning a war.

600 cp - Bloodmoon
One of the most dangerous things about Calamity Ganon is the Bloodmoon he brings with him. Objectively speaking, the moon is untouched - it's merely that there is so much of the Calamity's Malice in the air that the moon appears to have turned bright red. Assuming you had the power, you could pull off something similar - by weaving your own Malice into a person, you may memorize the shape and feel of their existence. Then, after they die, you may flood the site of their death with Malice and return them to life in a body made not of flesh and blood, but your own unending hate. Coincidentally, this makes people you infest remarkably loyal once they've been raised like this, a side effect of being made from you. It requires a bit of investment to use, but each successive use on an individual monster will see the cost in power to raise them slowly decreasing to a pittance as you both perfect the process and your memory of them. When the Calamity does this, he covers the entire countryside, and resurrects entire armies of monsters, hence the so-called Bloodmoon. Hopefully you survive long enough to possess such power for yourself.

600 cp - Vicious
Monsters and their ilk are horrible creatures, seeking to spread themselves out as far as they can, with no regard for whether the local ecosystem can support them. If it can't, well, they'll just pillage a town or two for the supplies they need. With that said, sometimes certain monsters are just… more. More powerful, more intelligent, more vicious. If they were Hylian or another civilized race, they'd likely be akin to a certain Gerudo Thief-King. But alas, such great potential has ended up in the hands of a monster. This is a simple enough ability, whatever species you were before - Moblin, Chuchu, Lynel, whatever - you are now vastly superior to the other, lesser, specimens. So much so that despite being the same color - that is, the same rank - you can easily squash a dozen of them without much effort, and can simply seem to summon an appreciable number of lesser monsters out of thin air. But of course, that alone wouldn't be worth much, not even to a monster. No, you also possess a title of sorts - Endlessly Energetic, Walking Fortress, Stronger than Strong - that seems to actively modify your strength and growth both. Perhaps you'll find your stamina growing in leaps and bounds no matter how little effort you put into it, or your body seems to resist more and more of the damage that you take every time you survive. And that's ignoring what you start with, which is formidable in it's own right.

600 cp - Blighted
The Ganonblights are in the strictest sense, nothing more than yet another manifestation of Calamity Ganon's endless rage and hatred. They were also a tipping point. The army of monsters was easily handled. The Guardians turning traitor was devastating, but handled well enough. But the Blights, four Guardians empowered beyond any reasonable limit and in such a way as to specifically counter the talents and skills of the Champions? It took direct intervention from both Terrako and the Hero to win that fight, for the Champions could never have done so alone. And now, you have Blights of your own. Or rather, the ability to make them. When you forge weapons to kill one person in specific, regardless of if that's an actual weapon or more of a persona, you will find that pouring your hatred of them into it will empower it in all the wrong ways. The Champion who wields water was defeated by a Guardian that had been warped beyond all recognition, made stronger, faster… and given the power to wield ice, to deny the Zora her water. There is no really upper limit to how much of your hate and anger, your rage and despair, your Malice, that you may pour into an individual creation. Only on how much of it you have, and how fast you can make more. The Calamity made four of these after all, you probably don't have that much power.

800 cp - Calamity
There are those who will tell you that this battle is the end of Calamity Ganon. That his soul is stretched too thin, worn out by the eons. That he has abandoned his body to become a formless mass of darkness and that if he loses now, it will be the end of him. They are wrong. Deep underneath Hyrule Castle, there is a desiccated corpse - and now, perhaps, a second? When you wish, you may take on the form of a cloud of dark energy, a shapeless mass of Malice. The power of this form is drawn from the wrongs inflicted upon you, the indignities you have suffered. Anything from not getting the last apple to being murdered by the Hero a dozen times will empower your Malice, depending on how enraged you are by the event. Best of all? It never fades away. Whatever your full power is, you may spread it across the nation, corrupting and infecting as you go, perhaps even taking on a physical form should it be dense enough - but when your corrupted minions are slain, the energy goes right back to you. In fact, it might even make you stronger, the slain minions own miniscule amount of Malice merging and being consumed into your own. If it would benefit you, it's even possible to use the memory of their own skills and abilities for yourself, summoning limbs and body parts from monsters and machines alike to craft yourself into the perfect instrument of destruction.

Items
All Origins gain an additional +300 cp to spend here and only here

Champion
100 cp - Simple and Sturdy
A Champion is someone who stands above the rank and file, someone who can go toe to toe with gods and monsters and not be forced to take a step back. As such, you need a weapon that can stand up to not only the blows of your opponents, but to the force you'll be placing it under. As such, you may have a weapon. Sword, spear, axe, hammer, lance, bow, mop - it makes no difference to me what you choose to take into battle. Just know that while this weapon is simple, it's been refined, upgraded, and granted seals that mesh well with it so that the weapon, while simple, cannot be called ordinary. Beyond that, your weapon is nigh on unbreakable - it would take the Calamity itself trying to break it over it's knee in order to dent it, let alone break. This is without a doubt one of the finest weapons that Hyrule can make. I'm sure you'll replace it eventually, but for now? Ready yourself, the battle is just beginning.

100 cp - Bag of Tricks
In ideal circumstances, a warrior should have more to their name than just a blade. Some armor would be nice, maybe a shield to go along with it. Perhaps a bow, for those times that you don't really want to get too close to your foes? Well, don't worry about it so much. This small bag contains within it some basic supplies that you might find useful. Arrows for your bow, perhaps a handful of daggers, pen and paper to take notes with if you happen to be a researcher, so on and so forth. I wouldn't want to go into battle with just these any more than I would just a blade, but together? Well, if you have any competence at all then this should be more than enough to help you stand your ground. Very few monsters have a reasonable response to being pelted by enough bomb arrows to equip an army after all. The bag has plenty of those, though beyond basic supplies it can only provide you with one 'special' item at a time. Yes, that means that with a few hours of downtime to swap out your gear you can change what the bag gives you.

200 cp - Meditation Chamber
To master the enemy, you must first master yourself. This empty Shrine, known to the Sheikah as the Meditation Chamber, will aid you in that endeavor. When a warrior enters this shrine… nothing will happen. What? Were you expecting a test of power? For Lynels to suddenly show up or something? Sorry, but the Sheikah would need to invest a hell of a lot of effort into this place to get it to do that. Instead, you can call out and have a Moblin show up, at which point you may begin to show them your moves now that you have a practice dummy to wail against. Do keep in mind that, refining your combat style aside, this place seems to somehow stunt your actual growth - you can become more skilled, but not more powerful. Oh, and despite the seemingly endless number of Moblins that can be found here, they will never drop any of the good stuff due to being a product of the Shrine itself and not an actual enemy.

200 cp - Flail
An invention made by the Sheikah scientist supreme, Robbie, this thing is basically nothing more than a Guardians claw turned into a man portable weapon instead of, you know, a foot. Still, the flail is a remarkable weapon with some extraordinary reach - and, if it should latch onto something or someone, it can temporarily use Ancient Energy to create a phantasmal copy of their weapon, an act that drastically amplifies your offensive power. Imagine, instead of shooting someone with a Guardian's beam, you turn it into a blade and smack them with it. Glorious. In addition to it's basic configuration, you may optionally choose to instead acquire a Bladed or Fortified Flail - the first trades out the Guardians claws for miniature Ancient Swords, while the second is quite literally a chunk of pure metal. They have slightly different uses due to weight distribution, but overall they function mostly the same.

400 cp - Tower Network
Throughout the land of Hyrule, there are a series of unusual pillars. These towers are a Sheikah creation, a cluster of sensors and shields that serve as an early warning system for the inevitable return of Calamity Ganon. Of course, the sensors being what they are, they can also call up a highly detailed map of Hyrule on a whim, and even detect monster encampments down to the last Bokoblin - or even track Lynels so that you can avoid them, or hunt them down, as is convenient. Additionally, through the use of Sheikah Technology, you can fast travel between each of the towers with but a moment for the programs to compile, and they can even teleport you to a location that is relatively nearby if you don't feel like jumping off them with a Paraglider. And, in worst case scenarios - and with a lot of numbers crunched to make it possible - the sensors can be inverted in such a manner that they become a weapon, emitting waves of energy that disorient and potentially even outright damage the forces of the Calamity.

400 cp - The Master Sword
The Sword of Evil's Bane, the Sword that Seals the Darkness, the one and only Master Sword. Fi. One of the most powerful, and most loyal blades to ever exist. A holy weapon beyond all comparison. And now, yours. …I really hope you're Link. Or at least planning on giving this to him. Regardless, in an effort to keep up with the sheer power that the current Hero is capable of bringing to bear, the Master Sword has learned a new trick -in addition to it's standard array of holy powers, when you land a blow with this blade, a small portion of the damage you inflict is absorbed into the blade and converted into health for you. This is admittedly not a particularly quick method of healing, but assuming you're dealing out the punishment on a fairly consistent basis then it should be more than enough to top you off, deal with any scratch damage, and even keep you energized and fighting fit.

600 cp - A Nation Of Your Own
Though those who hold the title of Champion are those who, without a single doubt, deserve their place in history, the purpose for the title is to bind them together. They are not just the Champion of the Rito, or of the Zora - they are the four Champions of Hyrule - of ALL Hyrule. And so I offer you a fragment of that land, so that you might turn not only your own blade, but that of your peoples to the defense of the light. What race you have chosen will determine which area you get - a Zora will obviously reign over Zora's Domain, while a Korok would take the Lost Woods. In addition to simple land, you are also entitled to a Divine Beast with this - again, it will be chosen per your race. If your race is one that does not have a Divine Beast? You may take a lesser creation, akin to the Master Cycle but designed with your species in mind, but that is sadly all I can offer you.

600 cp - Battle Tested Guardian
Ten thousand years ago, the Goddess Hylia whispered into the ears of the Sheikah and granted them inspiration and slivers of knowledge, an act that would result in the Guardian army that stands ready to defend Hyrule. However, this army slept. Their lights dimmed, power was conserved, waiting for the day the Calamity would return. All but one. One, singular, lone Guardian stayed awake and active for the entire ten thousand years, constantly doing battle with monsters, lesser demons, small manifestations of the Calamity, and would even go blow to blow with the Hero as a sort of test. If it were a monster, it would be a Vicious one. But as it is, this Guardian is somehow even more ludicrously durable such that it edges into the supernatural, rendering Calamity Ganon unable to possess it. It hits harder, has more complex equipment, takes blows like a champ, and can't be knocked out of the fight via cheap shots. Could you ask for better backup?

This option may be treated as a Race option if you desire it.

Ancient Expert

100 cp - Memory Part

Despite being arguably the one person that the forces of Hyrule couldn't afford to have injured, Princess Zelda decided that she could not stand idly by while her people fought and died on her behalf. To that end, she took a Sheikah Guidance Stone and miniaturized it, creating a device that could be slotted into the Sheikah Slate to give it a little extra oomph. Instead of the mere four runes that it would normally possess, the slate has options for dozens of them as long as this expansion is attached. Better still, each set of options - that is to say, all of the Cryonis sub-runes - have their own set of cooldowns, allowing you to launch a number of attacks in no time at all. If you time things perfectly, you might even be able to have the first run come off of cooldown as soon as the fourth one finishes, thus allowing you to create an endless loop of carnage.

100 cp - Kakariko Kodachi

While the Sheikah are no less competent than the Yiga clan - and may in fact still be superior to them despite having less knowledge of their former technology - I will admit that their skillset and weaponry in this day and age is a far cry from the monks that once served Hylia in constructing the Divine Beasts. Still, while their technology may not shake the ground, no one can deny that what they still retain is not remarkably useful. You now possess a short sword of Sheikah make, one that has a very interesting property. When held, be it in the heat of battle or simply resting your hand upon it as you walk, you will find that your ability to detect danger is vastly amplified, such that a single archer from over the horizon debating the merits of attempting to take the shot would ping upon your senses. At that point, evasive measures should be something you do without a second though. Just be wary not to let your other guards down for this, because it won't register a threat towards the person standing beside you.

200 cp - Write Me A Report

The best Sheikah scientists are all fond of one thing above all others - destructive testing. And by that I mean that they usually tell Link to go kill ten Guardians or five Lynels and bring them the scavenged parts and resources to use in their SCIENCE. But, sometimes that isn't enough. Sometimes you want to hear every last detail about Moblin nose picking habits or how a Guardian charging it's laser sounds vaguely like a piano chord - normally you wouldn't think these would matter, but small details can make or break your inspiration. That's where these reports come in. Right now they're little more than a sheaf of paper, but as you get to work the papers will automatically record your thoughts and discoveries as you run your tests. Or, more importantly, if you give them to a fighter - or go onto the battlefield with them yourself, but don't do that - then you'll end up with reports on relic analysis or monster ecology. Not great ones, as your minions aren't trained scientists, but reports nonetheless.

200 cp - Master Cycle

After rooting around in Terrako's systems, searching through the Sheikah Slate's memory, and scavenging more than a few ancient cores to access long forgotten parts of the Divine Beasts, the researchers in service to the royal family have gotten their hands on something fantastic - the blueprints for a very special kind of weapon, something called a Master Cycle. The real one is still hidden away somewhere, but they've built you another. You can choose between the default model, Robbie's Sentinel model, or Purah's Hunter model. There's very little difference between them, but they do look different and have ever so slightly varied capabilities. And, thanks to our dynamic duo giving the Master Cycle's flaws the old one-two combo of SCIENCE, the vehicle no longer requires large amounts of raw material to fuel it. Now, you can dump stuff in there to fuel it's attacks, but racing from one end of Hyrule to the other no longer requires you to feed it's endless appetite for Guardian parts.

400 cp - Ancient Ruins
When the Ancient Sheikah were ordered to destroy their great works, they refused. Oh, they buried them beneath the earth and made it look as though they had obeyed, but the Goddess Hylia had commanded them to build them and no mortal king has the authority to countermand her. What you have here is a coordinate. Perhaps an old map, with an X that marks the spot if you like. Underneath a few thousand years of dirt and stone, lies the weapons of the past that once fought against Calamity Ganon. What you will find here is somewhat random, and never the same as you shift from world to world, but it is always something useful to you - most likely to advance your understanding of science, but if nothing else the raw materials will be of use to you. As for what's down there right now? Well... It's probably the four Divine Beasts, though you'll need quite a bit of elbow grease to get them working again.

400 cp - Research Lab
The Sheikah village, Kakariko, is no highly advanced place. It's citizens live close to the earth, in harmony with nature and the Goddess. A far cry from the Shrines and Guardians they once built. They have forgotten so much. Luckily, Zelda wants them to recover what was lost, and so this place was constructed. The EX Research Laboratory is where every piece of ancient tech Hyrule gets its hands on will inevitably end up, under the watchful eyes of a small army of Sheikah who wish to one day become scientists. It has everything you need to begin your understanding of the ancients… or at least, one hell of a budget to get everything you might need. Royal funding is nothing to scoff at after all. Left alone, I'm sure the crew here would make an acceptable number of discoveries during your time here. Or, you could set up shop here and direct the research and lead the charge into discovery. If you did that, you just might run out of things to discover before the jump ended.

600 cp - On War Footing
It takes a tremendous amount of effort to shift a nation that has long since grown used to a peaceful and somewhat sedentary lifestyle and get the gears of war churning once more. Thankfully, Hyrule has had several years to see it through, and so the nation is now on war footing. Various training camps dot the landscape, as soldiers seek to become ever more skilled and powerful. A small army of blacksmiths churn out blades to meet the demands of those soldiers, or to improve and customize the ones that have survived battle. And an expansive network of merchants, constantly seeking not to make some kind of bottom line off the war effort, but to ensure that any material a soldier might need is quickly and easily available… though yes, for a price. I should warn you, buying this does not grant you any noble title or rank in the knights, it simply ensures that Hyrule and it's blessed bounty, both natural and manufactured, will remain available to you throughout your chain. If you wish for a throne, you will have to look elsewhere.

600 cp - Guardian of Time
Many years ago, when Princess Zelda was still a young child and was unbothered by many of the expectations her country would place upon her shoulders, she would spend time with her mother trying to decipher the secrets of Ancient technology. To that end, and as something of a test of skill, the young princess created a small egg-like Guardian. …One assumes that her hands were guided by the Goddess Hylia, because oh boy is that tiny titan a doozy. Within the frame of this Guardian, which I assume you have taken from wherever the King stashed it, lies the technology needed to create portals in time. To be frank, a working time machine in this day and age is a miracle in and of itself. On top of that, this guy is on par with most warriors and tough enough to go toe to toe with Guardian Stalkers, and can grant everyone within a decently large distance around him access to the Sheikah Runes. Best of all however, is the little guardians burning loyalty - once per jump, it may detonate it's internal machinery and unleash paradoxical amounts of power onto its target. There are no defenses that can resist this buildup of energy, no magical spells to deflect it or resist its effect. When the egg guardian dies, so too does whatever it is aimed at.

This option may be treated as a Race option if you desire it.

Agent of Calamity

100 cp - Core

The ancient Sheikah were miracle workers, and Hyrule would have been far better off accepting that miracle with good grace. This ancient core is the power source of a guardian, and also a mild font of Malice, which you can manipulate to launch various attacks. I would suggest practice before entering into a real battle with it however. One usage of its power that is automated however, is that of projection - the core contains information inside of it, raw data on the capabilities of those around it, images and recordings of battles you take it into, and can even function as a small terminal to enter data into. If you pay close attention, you will note that some of the data stored here has no marked date of entry - or, if they do, it's listed as in the future. The projection of images from these future fights could likely be used to fake having prophetic visions… and the gathered information on the strengths and weaknesses of the warriors in those battles means that you get to decide if it comes true or not.

100 cp - Pain

Every nation, group, and random collection of fools in this world has a standardized set of weapons. The blades of a knight and a royal guard are nothing alike beyond being blades. And the Yiga and the Sheikah have very different sets of weapons. What you have here is a small armory full of the weapons of the Yiga clan, from eightfold blades and windcleavers to their duplex bow. Normally I would only give you one such weapon, but the Yiga's code of conduct involves dropping your weapon and retreating if you take wounds of a certain magnitude. To that end, I have to expect that you'll need a new weapon after every single fight, and so have chosen to provide you with that many of them. …If you had access to a blacksmith worth a damn, I suppose you could combine these into one ultimate weapon, but standard procedure would risk losing it fairly quickly, and this armory will only refill once per month.

200 cp - Eye

If you could see Ganon's rebirth, you would be witness to a lone madman laughing as he combs through the wreckage of the small settlement that used to stand where Calamity Ganon's rebirth occured. You would see him perform a profane ritual, binding a nearly flawless diamond to a leftover tendril of Malice, and create a circlet with a glowing orange eyeball set into it. Whether you stole it from the madman or made your own makes no difference, for a similar piece of jewelry has made its way into your hands. This earring, necklace, ring, whatever you like, is a line of connection to none other than the wicked and animalistic mind of Calamity Ganon itself. Wearing it would see you suffering from phantom sensations, voices usually, but not always. They tell you where to go, what to do, who to kill - all things you likely would have done anyways in the name of your dark god. In worlds where the Calamity does not exist, you may choose to substitute in another evil deity if you wish.

200 cp - Cult

Hyrule is a wondrous place, truly. It's lands are fertile, it's nights pleasant, all together a country worth conquering for yourself. And though it's people are almost kind hearted to a fault, there are a small handful of them here and there that can be described as villainous. Or simply insane. On the site of some ancient battle, a small village has been erected. Nothing big, nothing fancy, and the people who live there are oddly pale and unwelcoming of strangers. This is the apocalyptic cult of the Calamity, a collection of individuals who genuinely and with all their hearts wish for the destruction of all that is considered good in this world. For one reason or another, you have found yourself in charge of this village. Your citizens are willing to go along with almost any plan you concoct, no matter how unlikely their own survival is, though you might want to try and shove at least some knowledge of tactics into them first.

400 cp - Heart
The giant ancient core that the fortune teller, Astor, keeps on his person is a font of Malice. Not any great deal of it, but enough to seriously ruin the day of any hylian knights foolish enough to get too close to him. Luckily for you, something truly fantastic has found its way into your hands - the Heart of Annihilation, a heavily modified, heavily corrupted ancient gear. Do ignore the fact that it ought not exist at this point in time, perhaps Harbinger Ganon brought it back in time with him? Regardless the gear generates ludicrous amounts of energy - magical, ancient, Malice, the lot of it. Plug it into a Guardian and make watch it go into overdrive as it slaughters it's way through enemy ranks, or use it to fire off their signature beams with reckless abandon. It's not a very complicated item, but I think you'll have a great deal of fun playing around with it.

400 cp - Yiga
Ah, the Yiga clan. An offshoot of the Sheikah clan created by none other than one of the former kings of Hyrule when he grew paranoid about the power of the guardians resting in their hands, while his hands could only hold swords. Some obeyed his order to cast them away, and some did not. This wonderful group of ninjas, assassins, thieves, and other malcontents are the descendants of those who decided that if that was how Hyrule was going to treat them, they would go work for Ganon instead. While most of them lack the technological prowess of the Sheikah - an odd statement, given that they left to preserve it - they do have ample reserves of usable technology and supplies for what simple repairs they may need. They also possess a rather pleasant hideout in which they make their home, with such accommodations as a confusing layout, traps all over the place, and even a bottomless pit or two for when you need to really get rid of something or someone. Their shining jewel of course is the massive stockpile of bananas they have. Though, the talismans they use to escape death, the ones that will teleport you back to the hideout when it detects blows of a certain strength are also worth mentioning. They make the Yiga quite infuriating to fight, and everyone here has at least a dozen.

600 cp - Automation
Ten thousand years ago, when Calamity Ganon rose and did battle with the Hero and the Princess, the citizens of Hyrule without such a grand fate decided they would not stand idly by. And so a series of weapons were created, the Guardians. Meant to aid the Hero in battle, to handle the armies of darkness while the Hero focused his attention on the Calamity itself - with the aid of the four divine beasts, of course. After the battle ended and their use faded away, five pillars were constructed around Hyrule Castle and driven deep into the ground. They store guardians, hundreds of them in each pillar, waiting for the day they are called upon again. How unlucky for Hyrule that your Malice has found its way into their systems, reprogramming, altering priorities, and turning what was meant to be a shield for the common folk into a slaughter waiting to happen. What once belonged to the Sheikah, now belongs to you. Spend them wisely, or don't - the pillars will automatically repair any Guardians within a certain range, just to add insult to injury. The ancient Sheikah were wonderful craftsmen, weren't they?

600 cp - Cheating
When things don't go according to the oh so intricate plans of the Goddess Hylia, her children turn to their old favorite to turn the tables. The manipulation, and alteration, of the flow of time. In other words, when the goddess starts to lose, she starts to cheat. Sometimes however, if you should get caught cheating, it would be worse than doing nothing. That's where this comes in. It's the egg guardian known as Terrako. More precisely, it's Harbinger Ganon, a good dose of Ganon's future self, mind, and power, all wrapped up in one rotten egg. While a capable fighter in it's own right, able to absorb monsters and Malice in order to amplify it's combat abilities, it's true power is revealed when you sink your own Malice into it. You see, the fragments of power inside of this guardian are capable of detecting time travel, and will react to it appropriately - in other words, whenever someone tries to use time as a weapon against you, you'll find your reserves of Malice effectively doubling as the egg guardian jumps across the timelines in such a way that almost always leaves you better off. Now, this can be broken, and you can still be overpowered… Well, mostly. Twice the Calamity's power left him almost immune to the Master Sword, an amazing feat. For you? Depends on how much you have.

General

100 cp - Sheikah Slate

A most unusual device, this odd chunk of black stone is a masterwork of Sheikah engineering. Buried for who knows how many years and it still works just fine, amazing. In this era, the Sheikah Slate replaces a great deal of the random magical tools that the Hero would normally acquire - one of the 'runes' engraved into the slates memory allows it to simply poof as many bombs as you like into being, no need to carry a specialized bag or buy them from shops. The other runes it possesses are known as Stasis, Cryonis, and Magnesis. In addition, the slate contains an odd space inside of it, allowing you to store a decent number of weapons, armor sets, and even a surprising amount of raw materials inside of it. It also has a Camera rune, should you desire to take a picture, and can interface with quite a few different kinds of Ancient Technology. Optionally, it may take the form of a band or bracelet, the likes of which a Sheikah Monk might wear. Trickier to use, but hands free.

For an additional undiscounted 200 cp, you may receive a Sheikah Slate with upgraded runes. They last longer, deal more damage, affect a wider area, and various other minor tweaks as applicable, and all of them recharge faster. In addition, you have the Sheikah Sensor unlocked and able to track items of interest from halfway across Hyrule.

100 cp - Paraglider

When you need to get somewhere in a hurry, there are really only three ways to do it - you can ride a horse, you can try and use a Sheikah Tower to teleport, or you can fly. Some people combine those things for maximum effectiveness, but without a horse or a means to actually stay in the air, you'll never get such a technique off the ground. That's why you now have a Paraglider, or a similar item. The Champions all use the normal version, but most Sheikah and Yiga use something more akin to a kite, while Hetsu of the Korok uses something known as a Korok Leaf - supposedly a hero in a past era flew on one, but most Hylians are too heavy for them. You may actually have your pick of which one you want, regardless of whether it matches your origin. This particular glider is a step above the rest, and requires very little in the way of stamina to actively use - you'd think maintaining your grip while a hundred feet in the air would be exhausting, both physically and emotionally, but oddly enough it isn't.

For an additional undiscounted 200 cp, not only do you receive a Paraglider, but you receive a collection of them - normal versions, the kite-like variants, Korok Leafs, even a couple of Cucco should you be so inclined to test your luck with them. There are more than enough here for not only you and any imported companion, but the un-imported ones as well. With some left over.

100 cp - Set of Rods

While not technically a part of the Hyrulean Army's standard loadout, certain individuals have noticed that the magical rods that Wizzrobes use can be absolutely devastating if used correctly - most monsters that affiliate themselves with a particular element really, really don't like being hit with the other ones. Especially if it's an ice monster being hit by fire, or vice versa. Regardless, due to either Ganon bullying the Wizzrobes into giving you some, Link scouting them out for you, or you simply taking them off their corpses, you have acquired a set of basic rods, those of fire, ice, and lightning. These rods, while sturdy, do have a limited amount of charge while out of the hands of a Wizzrobe, and as such can only be used a certain number of times before needing to be recharged. You could drop a Fire Rod into your campfire and leave it there overnight… or you could simply harvest a dash of elemental energy from another elementally-inclined monster.

For an additional undiscounted 200 cp, you can receive a set of higher quality and upgraded rods. Meteor instead of Fire, Blizzard instead of Ice, and Thunderstorm instead of Lightning. These rods can go for longer without needing to be recharged, hit harder, and last longer. A worthwhile investment for someone interested in severely damaging an enemy's ability to resist effectively.

200 cp - Military Camp
Near Hyrule Castle there is a training ground where some of the most knowledgeable soldiers and trainers in all of Hyrule reside. And by the King's decree, you have been allowed to spend as much time here as you want, honing your skills in a safe environment, being put through your paces by fellow soldiers, running various forms of gauntlets… I tell a lie, nobody has time for that sort of thing when you're in the middle of a war. Instead, simply pay a small fee to the head trainer, participate in one such exercise, and you'll find yourself undergoing remarkable growths in power that seem to have nothing to do with how little effort you put into this. Instead, the secret is the Rupees - the size of your fee determines the amount of growth - with enough of them, you could take an ordinary person and make them on par with a Hero of Legend in a single afternoon. The catch, such as it is, is that you cannot become stronger than whomever is strongest between you and your companions. Or, if you prefer, you can only increase in power to match your highest leveled ally.

200 cp - Chain of Supply
Cutting down a Bokoblin encampment can provide for plenty of opportunity to acquire various goods, weapons, and monster parts - cutting down an army provides them in excess. Unfortunately, you may not have time to do just that when you need to be marching to the next battlegrounds before the blood is even dry. Luckily, you have a supply chain of sorts. Or, at least part of one. Pick two or three meals, or just a handful of ingredients, and you'll receive enough of them to feed a small platoon of soldiers with enough for seconds and maybe even thirds. A pessimist would call this a hearty last meal, but given the sheer vibrance of Hyrule's flora and fauna, cooking something from these may actually provide you with a level of durability, or strengthen your blows to eke out a win where you would have otherwise been sure to lose. Regardless of how often you use these supplies, you will never actually run out of them. Turning away from whatever crates and barrels they're stored in for more than a minute will see them filled back up as if by magic.

200 cp - Backup Weapon
Sometimes, you just want to hit a man with a minecart, and you think to yourself 'Hylia, Goddess, I wish I had a minecart'. And lo and behold, one falls out of the sky and onto their heads. …Well, no, not really. Still, it's not entirely off point - you'll notice that some people use things for their attacks beyond simple sword and shield - Zelda magics up minecarts to use Stasis on, Yunobo calls up Goron cannons on the regular, and Master Khoga uses some ancient Sheikah technique to summon spiked balls OF DOOM. Which then explodes. To be completely honest, this isn't so much a backup weapon as it is a prop from which to launch yourself into even more devastating combos. Or into them, as Zelda would. Still, if you've ever wanted an infinite supply of bomb barrels, then look no further.

400 cp - Nature's Grace
Hyrule is a verdant land, with fields full of plenty, and gentle winds blowing through the grass. It's a shame that a portion of that will soon be trampled underfoot by a thousand soldiers and more - but, I suppose if they didn't, ten thousand monsters would burn the lot of it to the ground. They covet that wind, you know. Luckily, Hyrule is also quite alive with spirits and their ilk and as such you have somehow acquired the services if not the outright loyalty of a number of those spirits. Koroks will occasionally grant you their seeds and perhaps offer a dance that seems to make your various pockets and pouches larger on the inside, Fairies will heal you on occasion and sometimes strengthen your armor, and Blupees will dash about and occasionally drop Rupees for you. Of course, if you were to locate a central area of some kind - such as a Fairy Fountain or the Lost Woods - you could avail yourself of these services without limit. And with this, there will always be at least one such place available to you.

400 cp - Merchant Network
Hyrule being the kind of nation that it is, it's army is composed primarily of volunteers who are more than happy to fight for their country. Unfortunately, there are those who want to help, but simply don't have the disposition or physical strength needed to become a soldier - those individuals have instead become merchants, constantly seeking out the supplies an army needs to march and offering them to the army - at a price, of course, but a fair one. They wouldn't dream of cheating the hero. You have access to a network of stables, inns, and other small stops along the road - at any given time, most of them will have one of these merchants in residence, more than happy to cut a deal with you and provide you with enough Hylian Rice, Keese Wings, and Giant Ancient Cores to satisfy the strangest of cravings - or requests from your research division, either or. The network of stables and merchants both will follow you into future jumps, providing you with easy access to almost anything you could want. If you have the rupees for it, at least.

400 cp - Blacksmith Shop
The blacksmiths of Hyrule rarely get any sort of credit in the grand battle between good and evil, but the original incarnation of the Hero had at least some talent for the art and used it to create the same Master Sword that is evil's bane to this very day. While the team that's been assigned to you may not be quite that skilled - or lucky, or blessed depending on how you view things - they are still quite competent, and more than willing to turn their talents towards the betterment of your arms and armors. Their preferred method is to take a rather large pile of 'trash' weapons and use them to reinforce one particular blade into something special, but they can also work with raw materials if you so choose. Additionally, they have at least some understanding of the Seals that most weapons have, and can add, modify, or remove them in accordance to your wishes. All you have to do is pay them a reasonable fee and supply some of the materials that they need in order to work their magic.

Special - Forces
Throughout history, the story of Link echoes. One brave man, soldier, knight, blacksmith, child, picks up a sword and becomes a Hero. However, in those stories, Link is almost always alone. Perhaps there is one person beside him, some old sage who occasionally provides advice but never actually fights, but that barely counts. Though there was that one time with Princess Zelda's ghost… In this era, Link has an army or two at his back.

This option is special,as it has no fixed price. For 100 cp, you may simply summon up enough Hylian Knights, Koroks, Rito warriors - lesser members of whatever race you are, plus or minus whoever you are allied with - to fill up a decently sized battlefield, a number measuring in the thousands. For 200 cp, you may call up even more, the soldiers under your command closer to ten thousand in number than one. For 300 cp, you have what amounts to the entirety of Hyrule's armed forces, twenty to thirty thousand Hylian Knights, Sheikah, Rito, Zora, Gerudo, and Gorons all effectively at your beck and call.

In addition, certain items come with a free purchase of Forces. A Nation Of Your Own and Yiga comes with the 200 cp level of Forces, while On War Footing provides you with 300 cp worth of soldiers. Lastly, you may reduce the cost of Forces by 100 cp in exchange for allowing your opponents to utilize a similar technique - any time you summon these men and women to fight for you, the enemy will also call for their own reinforcements.

Companions

100 cp / 300 cp - Fellow Warriors
For all the power contained within his deceptively thin - and occasionally outright feminine - frame, Link cannot be everywhere, do everything. Thus the Champions, thus the Sheikah guards and researchers, thus the army of Guardians. No matter how strong you are, you would be better off with allies. And that is what I offer you, your allies. For 100 cp, you may import two of them into the jump. They gain 800 cp and may buy anything you may buy, with the exception of companions of their own, and taking any drawbacks. For 200 cp this becomes four, and for 300 cp this becomes eight - the upper limit of what you may purchase here.

Should you not have existing allies of your own, you may also use this to create a semi-original character to fill the roll. A Sheikah bodyguard, a Rito rival or Zora who is a potential romantic interest - but of course, I imagine that you have ideas of your own.

100 cp - New Recruit
A funny little story for you - depending on whether you believe the rumors, such as whether anybody would be powerful enough - or fool enough - to do so, it may be that the princess has used the power of light that dwells within her body to force some small fraction of the Calamity to work for her, and aid the Hyrulean forces in repairing what damage the Calamity wrought. And I thought Link was supposed to be the courageous one. Still, I'm off track slightly - if you wish it, then for 100 cp you may take an individual of your choice as a companion. You will meet under good terms, and should your friendship be solid and they agree to come, then at the end of the jump you will have a new companion.

Drawbacks

+0 cp - Into The Wild, Into The Vast
This era, the age of the Second Great Calamity, comes at the end of the greatest peace Hyrule has ever known. Ten *thousand* years of silence from the Curse of Hatred, from Calamity Ganon, a stretch of time that is larger than the time between the creation of Hyrule and the First Great Calamity. The old legends have long since faded into myth, and then into nothingness. Scattered remnants of the past still exist - the newest version of the Temple of Time stands proudly, and the bonest of gigantic whale-like creatures can be found if you look hard enough, and perhaps the name of a landmark or two… But the meaning of those names? Long forgotten. Normally I would promise you that if you had been to Hyrule before, that you would be remembered, but this time around I cannot. Instead, your time in the future, in the timeline where Link fell and Terrako vanished, will be remembered by those who crossed time to come to the Champions aid. It is a small thing, but it is all I can offer.

+100 cp - Sign This Waiver Please
Any soldier should seek to constantly improve themselves, and long hours at the Rito's shooting range or in any number of training grounds that dot Hyrule are the best place to do them. Or at least, that WAS the best way to go about it. For you… peaceful training, long hours of repetition, advice from more skilled combatants - none of these things work particularly well for you, they just don't seem to click the way you want them to. If anything, they might make things worse by teaching you bad habits. Still, there's always the battlefield - nothing helps you learn to stay alive like realizing you're about to die, right?

+100 cp - You Have A Duty
And that duty is to constantly be badgered by people who think they know more about your job than you do, or that your talents would be better spent elsewhere. Much like our pitiable Princess, you have a rather glaring failure in your life, and you'll be spending a great deal of time trying to make up for that failure instead of anything actually productive with your time. Of course, you can in fact ignore these insolent fools if that's what you want to do, but in that case I hope you don't mind your support structure and other resources mysteriously disappearing like water in the Gerudo Desert.

+100 cp - Give Me The MEAT
They say that an army marches on its stomach, and while that may not be literal, you can be assured that it does require truly ludicrous amounts of resources to keep running. Moreso if you intend to go above and beyond, upgrading and improving, or to fight in less than ideal circumstances. Unfortunately for you, resources seem to be hard to come by these days. Attempts at gathering them go poorly, seizing them from the enemy has most of them spoil before they can be used or just of poor quality, and the one stable line of supply you have, the local merchant, tend to charge an arm and a leg for the simple things, let alone the important ones. I really hope you know how to operate under starvation measures, because if you aren't careful that's where you'll end up rather quickly.

+100 cp - A Tear In The Eye And A Tear In Time
Is ten years in this world not enough for you? Well, if you desire it then I can arrange things such that you will be here for not ten, but one hundred and ten years. You will enter the jump when you normally would have, slightly weaken but not noticeably so, and then you will remain in this world for one hundred years. At the end of this time, you will be called back via the portal in time that Terrako used to gather up the Champion's Descendants, and called to fight the war against Calamity Ganon a second time. Of course, by that point you'll likely be back to full strength, perhaps even a bit past that if you've been keeping up with your training. Still, fighting the Calamity twice shouldn't be much of an issue, right?

+200 cp - Yahaha Intensifies
During your time here, you will begin to notice a small number of unusual things in out of the way places. Small saplings that seem oddly vibrant, pinwheels that spin despite the lack of wind, small balloons that stay relatively stationary despite heavy wind, and small circles of leaves that constantly twist in on themselves despite never going anywhere. These are all signs that there are Koroks about. Approaching one and interacting with it will reward you with a Korok Seed, something a certain warrior can make use of. You don't want to do that. You see, in order to exit the jump, you need to collect a minimum of four hundred and forty one of these seeds. You're quite stuck here until you have them - consider it a toll of sorts in order to pass onto the next jump. And if you don't have them by the time you're supposed to leave? Well, you'll miss your chance altogether.

+200 cp - Good Help Is So Hard To Find
Once upon a time, so long ago that not even myth and legend survive to tell the tale of what happened, there was a powerful witch who served the Calamity - she was the one to discover it, to nurture it's hate from a spark into a flame, and she fed it all the knowledge and power she could find. That witch's name was Twinrova. And she has rather firmly replaced Astor as the Calamity's chief minion and interpreter of his will. As you might imagine, having a competent commander will make the war against the Calamity so much worse, to say nothing of the powers she possesses independent of its influence upon her.

Should you be either a servant of Calamity Ganon, or a Calamity in your own right, you fill ultimately find yourself at odds with her - constantly sent on suicidal mission, requied to meet unreasonable standards, or even outright turned on and declared an enemy. She has no mercy for you.

+200 cp - One Too Many Fortune Tellers
Some time ago, a fortune teller predicted the return of Calamity Ganon. More recently, a quite mad fortune teller aided his return. And before you could enter the jump, a fortune teller predicted the arrival of a being from beyond the void who had nothing but ill intentions for Hyrule and its citizens. Maybe this is you. Maybe it's not. But unfortunately for you, quite literally everybody has come to the conclusion that it is in fact, you, who is this great evil. And as a result, Hyrule is just as prepared to go to war with you as they are with the Calamity. Hell, even Ganon is more than a little wary of you, being a potential threat to his threatening of Hyrule and whatnot. It would be no great exaggeration to say that everybody hates you.

+200 cp - Timeblighted
This all began when Terrako went back in time and accidentally brought a small portion of the Calamity with him. And now it's continuing with the Harbinger going back in time once more. So far back that he stumbled across a lovely little piece of architecture known as the Gate of Souls, and returned with something unheard of in the modern era - a male Gerudo. Bear witness to the return of the thief-king, Ganondorf. The Calamity has an animalistic cunning to it, but that is - or rather was, all. Now? The height of his intellect combined with the height of his power make a formidable force. Behind him come a set of warriors of his own, a dragon in the shape of a knight, an exceptionally strange Wizzrobe, the spirit of a sword, and a sorceress seeped in Malice. All hail the king, because he has no mercy for anyone, not even another version of himself.

+300 cp - Neither Captain Nor Warrior
By all accounts, the Hero from ten thousand years ago was larger than life, an army unto himself. Giving him one of his own in the form of the Guardians was complete and utter overkill. Though, I won't argue with ten thousand years of peace, Hyrule has not seen that since its founding. Still, combat in this era is… explosive. Everyone who is anybody is a juggernaut who can smash through hundreds of enemy soldiers, and make short work of even the captains in those armies. Everyone except for you, that is. Your powers and abilities have been dialed down so far as to make you pitifully weak. An ordinary Hylian knight or a basic ol' red Moblin would be a serious threat to you - and given that Link and Ganon both go through them like a scythe through wheat, you can see why this would be an issue. But, fear not, for though you start off weaker than a newborn babe by the standards of this era, there is nothing stopping you from growing stronger with time and effort. Nothing except the unlikelihood of you surviving for that long.

+300 cp - Tyke Troubles
Children are wondrous, they hold so much potential inside of them. But, in this case, it's the potential to get themselves into trouble that seems the most notable thing about them. You have either a younger sibling or a child of your own, and oh boy do they have this talent in spades. Perhaps they look up to you as a warrior, constantly searching out fights that even you would struggle with. Or maybe they fancy themselves an explorer, and that's why they've somehow gotten themselves into the heart of the enemy camp. Regardless, as the responsible one in this scenario you have a certain level of duty to ensure their safety and happiness. Or, in other words, don't let them wander off and get killed or you fail the jump. On the other hand, if they still like you by the time the end of the jump rolls around then you can take them as a companion for free.

+300 cp - One Little Egg
A single moment in time can make a world of difference - and in this case, that moment bending back on itself can create a world. Or, more precisely, a timeline. How sad it would be, then, if that moment never came to pass? Terrako, the guardian of time, does not exist. An accident some years ago sent him back in time, or perhaps flung him into the far future. You will have to contend with Calamity Ganon without his aid. And given how utterly Hyrule was defeated without his aid, you stand very little chance.

But don't think that being an Agent of Calamity will save you from this - without the egg guardian accidentally bringing a double dose of Malice back in time, you will find yourself much much weaker than you would normally be - half your strength, perhaps even less.

The End

Stay Here
Go Home
Move On

Notes

Q - Why is there no character replacer drawback?
A - Purchase the appropriate race/origin combo and go wild