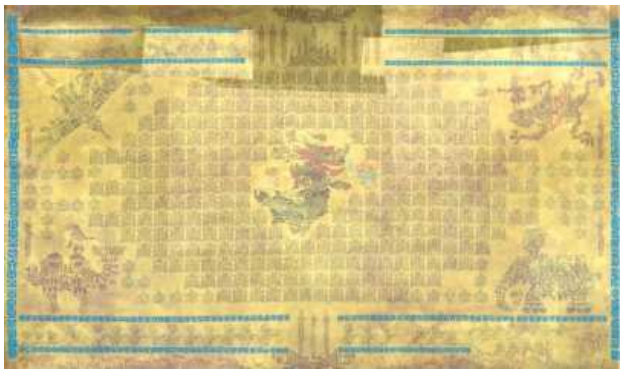


Version 1.1 - Updated Intro and Origin Costs, Added Grip Of Ganon Drawback

SECTION 1: Intro



Millennia ago, the ancient Hylians, aided by the mysterious Sheikah, built powerful machines in the hopes of defeating the evil demon, Ganon. Ganon was a scourge on the land of Hyrule, returning time and again to ravage the land. The powerful machines consisted of four powerful super-weapons, each modeled after a different animal, called Divine Beasts, and numerous smaller robots called Guardians. When Ganon returned, the princess and chosen hero of that age were able to use the power of the machines to strike him down, with the hero delivering the final blow using the Sword that Seals the Darkness, and the princess using the power of her bloodline to seal Ganon away.



Thousands of years passed, and legends of that defeat of Ganon faded. However, prophecies emerged that Ganon would return, and so they excavated the Divine Beasts and Guardians. Champions were selected from the Goron, Zora, Rito, and Gerudo races to pilot each of the Divine Beasts, and Zelda, Princess of Hyrule, sought to gain the power of her ancestors alongside her chosen knight.



But it was all for naught. When Ganon returned, his vile corruption succeeded in taking over the ancient machines, killing the Four Champions and sealing them away within their respective Divine Beasts. The Guardians went wild, and the chosen knight, Link, was struck down by Ganon in battle. Zelda managed to survive, however, and engaged Calamity Ganon in battle, sealing him and herself within Hyrule Castle, while Link was carried away from the battlefield.

A hundred years have passed since Calamity Ganon's return. Zelda still battles him within the halls of Hyrule Castle, waiting for the day when the hero will reawaken and come help her defeat Ganon, once and for all.

You start with **1000 CP**, and your start time is anytime within the Hundred Years between the Fall of Hyrule and the Hero Reawakening (unless you are the Slumbering Hero, in which case, you awaken as normal.) The world is operating somewhat on game time, meaning that Zelda will manage to hold out for however long until Ganon is beaten, but time does pass normally as well. So people in the world will recognize the fact that you took three years to complete their request, etc, unless you have the proper perk, and Zelda herself won't be happy if she finds out you could have freed her but chose to dilly-dally instead, so if you want her as a Companion, you better work on solving the Ganon problem.

SECTION 2: Origin & Location

Origins



Drop-In: You are you. Whatever form or shape you were in at the end of your last jump, that is the form that you are wearing now. You awaken in the world, unrecognized and unknown to anyone living there. On the plus side, you lack any pesky destiny hanging over your head.

Slumbering Hero (+100 CP): Great job breaking, hero. You are a familiar blond hero, fallen in battle a century ago, and now awakening within a hidden shrine. You've got a long way to go, and not even a shirt on your back. Good luck! You must take the Grip Of Ganon Drawback, but you do get points for it.





Sheikah: Stealthy ninja warriors, the Sheikah have long served as protectors of Hyrule and the Hylian Royal Family. Armed with knowledge of ancient technology, you'll be expected to honor your oaths and help restore Hyrule to greatness.

Goron: Hard of head and warm of heart, you are a member of the Gorons. You live in their village on Death Mountain, though luckily, the heat never bothered you anyway. Trying to use your glider may pose a bit of a problem.





Zora: Fluid and graceful, poetry in motion, you are a member of the Zoras. You can move through water like a bird soaring through air. Just watch out for any pesky lightning strikes, they're Super Effective.

Rito: The whole world is beneath you, you are a member of the Rito. You can spread your wings and catch the slightest breeze to soar up to amazing heights. When you are gliding through the skies, it doesn't even matter that you are a bit more fragile physically than most.





Gerudo: You are vai, voes must die! You are a member of the Gerudo. Female, regardless of what your original gender might have been, you are a trained warrior. However, isolation may have made the rest of the world just a tad confusing for you.



Korok: So easy to overlook, you are a member of the Korok. Small and easy to miss, you can manage to find your way almost anywhere. Just don't expect to be able to do much fighting once you get there.

Locations

As a Drop-In, you roll 1d8 to determine your starting location. All others begin at their default starting location. Or you can spend 50 CP to select the location of your choice.



Great Plateau: You awaken somewhere on the elevated Great Plateau. If you are the Slumbering Hero, it is within the Shrine of Resurrection. Otherwise, you are simply somewhere on the Plateau's heights. The enemies here are fairly weak, but getting down might be a bit of a problem. **Default for Slumbering Hero.**

Sheikah Village: A hidden village, dedicated to restoring Hyrule to greatness. You awaken somewhere on the outskirts of the village, and can likely expect to be welcomed, provided that you don't do anything to make the Sheikah believe you to be a threat. **Default for Sheikah.**





Goron City: You awaken at the outskirts of the Goron City on Death Mountain. The heat here is killer, literally, and you'll likely catch fire unless you have some way of preventing that. **Default for Goron.**

Zora Domain: You awaken at the edge of the water near the Zora Domain. If you can swim, you'll be able to navigate just fine. Otherwise, you might be in over your head. **Default for Zora.**





Rito Village: You awaken near the Rito Village. The Village itself will be a safe haven, but the temperature in the nearby areas can get quite chilly, so we suggest you bundle up. **Default for Rito.**

Gerudo Town: You awaken near the Gerudo Town. If you are female, then they will welcome you in with open arms. If you are male… hope you packed some sunscreen and water, because it will be a long hike out of the desert. **Default for Gerudo.**





Lost Woods: You awaken in the depths of the Lost Woods. Fog surrounds you, and mysterious shapes loom out of the darkness. If you are lucky or a Korok, you might stumble through to the Deku grove at the center. Otherwise, you'll likely be wandering in circles for a long, long time. **Default for Korok.**

Depths of Hyrule Castle: You awaken within the depths of the corrupted Hyrule Castle. The Guardians, and Ganon, are not yet aware of your presence, but they probably will be soon, and then you'll be in trouble.



SECTION 3: Perks

Perks are discounted at half price for the origin they are associated with, except for the first 100 CP perk purchased, which is free.

Perks for Drop-In

HUD (100 CP) - You can see everything! Or at least, several things about yourself. Around the edges of your vision is a visual display, showing your health, stamina level, the amounts of noise you are making, the current temperature, time, weather, and any status effects or bonuses you currently have.

Who are you? (100 CP) - Hyrule is built on legends and you aren't part of the story. People aren't going to recognize you or have any prior expectations about you until you interact with them. What's more, you won't enter the world tied down by any prophecies. Prophecies made after you arrive are still fair game.

Gaming Time (200 CP) - Time moves at your pace. Bored with waiting for something to happen? You can choose to sit in a safe place and 'skip' forward, jumping to a point no more than 24 hours in the future. Be warned, events still happen while you are 'skipping'. Also, no matter how long it has been since you interacted with someone, they won't find the intervening gap strange, nor will they get upset that it has taken so long for you to finish that quest they sent you on.

Gifts from Above (200 CP) - Once per day, you can call upon the powers of the Amiibo for a gift. A rain of food or monster parts will fall from the sky nearby, and rarely, they will be accompanied by a metal chest. Inside the chest can be almost anything, from a bundle of arrows to a weapon to a bottle of potion.

Read the Manual (400 CP) - Stuck on completing some difficult quest? Not to worry, because you've read the manual. Or at least, your subconscious has. Anytime you are pondering about how to proceed, you will receive hints about what to do next. You will feel the urge to walk in a certain direction, to use a specific item, or will have your attention drawn to some particular object. You'll still have to put together what to do from the hints given, but it will be a step in the right direction.

Autosave and Reload (600 CP) - Oh no! You died! Not to worry, you had an autosave! Once per Jump, when you die, you will wake up 24 hours earlier (or at the beginning of the Jump,

whichever comes latest), with an impersonal overview of your actions during the reset period, leading to the cause of your death. No emotions or memories, just impersonal knowledge.

Perks for Slumbering Hero

Dangerous Hero (100 CP) - You have trained long and hard to become the chosen protector of the Princess, even if your exact memories on the subject are fuzzy. This translates to a large amount of skill with almost any weapon. Pick up any weapon, and you will be able to use it smoothly, adapting to balance, weight, size, etc. Even strange weapon designs never seen in Hyrule will only require a short time for you to adapt to their use.

All-Climber (100 CP) - Are you part-spider? So long as you are not trying to climb across the ceiling, you will be able to climb up virtually any vertical surface. It may be tiring, but you can do it, finding handholds to haul yourself up. Only a smooth, frictionless wall could stop you from getting a grip.

Voice of a Princess (200 CP) - You hear a voice, echoing as if from another life, giving you hints on how to move forward and encouragement along the way. This voice can remind you of your goals, even if you have somehow forgotten them, and the sound of it will bolster your spirit and encourage you to move forward.

One of those Faces (200 CP) - Do I know you? When you are trying to talk to people, there is just something about you that will help win their trust. Often, it is because you remind them of some admired and respected person from their past, or a favorite childhood hero. Works even better when you are actively trying to portray yourself in a certain way, to the point where people might even believe you to be a different gender.

Chosen of Courage (400 CP) - You have been chosen to wield the Master Sword, a mighty weapon, passed down by heroes through the ages. The one chosen to wield it must be someone who is fearless, who can keep calm, even in dangerous situations, and spot weaknesses or opportunities to advance and move forward. This all describes you perfectly. If you do happen to find and reclaim the Sword that Seals the Darkness, you will be able to unlock its true potential, and carry it with you on your journey. In future Jumps, you will be recognized as a “chosen hero”, and any item or weapon that requires a hero to use will allow you to wield it.

Blessed by the Goddess (600 CP) - The Goddess is watching, and she is pleased with your achievements. When you manage to defeat a particularly powerful enemy, or when you succeed in traveling through a tough dungeon or labyrinth, you will be gifted with either a Heart Container or Stamina Vessel. Either of these items can be used to improve a person’s health or stamina, though there are limits to how far a person without this perk can be boosted (10x base

health level and 3x base stamina). With the perk, the limits are higher, though you will hit a level of diminishing returns eventually.

Perks for Sheikah

Sheikah Stealth (100 CP) - The Sheikah are masters of stealth, and you share in that mastery. Your ability to move silently and stealthily have greatly increased, and they are enhanced even further when moving at night or in the shadows.

Healthy Living (100 CP) - The Sheikah understand the importance of eating healthy. You are not only a good cook, but when using the right ingredients, you can create dishes which will give dramatic boosts to health, strength, vitality, and even more esoteric boosts, such as stealth, shock-proofing, or luck.

Vanish! (200 CP) - When you need to make an exit, you can summon up a cloud of smoke and then teleport a short distance away. The target point must be within 40 feet of you, and must be a place that you could conceivably have moved to anyway (meaning that it isn't entirely barred by physical obstacles).

Friend of Cuccos (200 CP) - You love Cuccos, and they love you back! These dangerous fowl are not only friendly to you, but they will also treat an attack on you like they would one of their own. In Jumps where Cuccos do not exist, you may select one other species of native animal for this power to apply to instead.

Ancient Knowledge (400 CP) - You have been gifted with the secrets of Ancient Sheikah technology, and you know how to build not only weapons and armor using this technology, but in time, you might even be able to recreate Guardians and other wonders.

Guardian Laser (600 CP) - Ancient Death Beams FTW! Like the Ancient Guardian robots, you can gather energy to unleash a powerful laser strike. It takes several seconds to charge, and requires a clear line-of-sight to the target, but will cause massive damage upon impact.

Perks for Goron

Fire-Proof (100 CP) - You were born on the slopes of Death Mountain, and have lived among the burning flames. You are immune to the dangers of overheating and being set on fire. You can even swim in lava for a short time. You also have a bit of an increased affinity for any magics that involve heat and fire.

Rocky Stomach (100 CP) - Eat dirt! Literally! You are able to consume rocks, gems, even metals, and can gain sustenance from all of them. The rarer the stone, the tastier it is, and the more energy you will be able to gain by consuming it.

Strength of Mountains (200 CP) - You have a rockin' bod! You have extremely high levels of strength, allowing you to swing massive hammers around like sticks, and hurl massive boulders like they were made of yarn.

Goron Crafting (200 CP) - You know the secrets of the Goron Craftsmen. You can create metal armors that can render the wearer immune to heat, powerful hammer-blades that can smash through the toughest rocks, advanced Bomb Arrows that won't explode from ambient heat, and more. Anything built by Gorons, you can recreate, so long as you can gather the right materials.

Treasures of the Earth (400 CP) - The earth whispers to you of the secrets that are buried within. You know exactly where to mine to find the best metals, the tastiest gemstones, and may even be lead to hidden secrets buried by the sands of time.

Daruk's Protection (600 CP) - You have the blessing of Champion Daruk. With a thought, you can call up an impenetrable barrier, capable of enduring point-blank explosions with ease. You can call this power up as often as you like, but you are unable to move on your own while doing so.

Perks for Zora

Born of Waters (100 CP) - You are most at home when in the water. You can swim quickly, even against the strongest currents, and can even force your way up thundering waterfalls. Water magics also come easily to you.

Fisher of Fish (100 CP) - There are many creatures that live in the deep water, and you know them all, and the best way to catch them. No creature that dwells in the water can escape your nets, though you may have a fight on your hands once they get drawn to the surface.

Longevity (200 CP) - You are blessed with long life. Decades may pass, and you will still be in the prime of your life. This longevity also extends to your mind. If you get your mind set on something, years can pass, and you will still be able to stubbornly keep focus.

Zora Crafting (200 CP) - You have the skills of a Zora Craftsman. You can creates suits of flexible armor that boost the wearer's ability to swim, mighty spears and tridents, powerful Ice Arrows that leave waves of cold in their wake, and more. Any item or structure that a Zora has built, you can recreate, given time and appropriate materials.

Voice of the Waves (400 CP) - Your senses expand through the water, allowing you to detect things even miles away, so long as the water links you. These senses can also extend through the rain, although at a weaker level.

Mipha's Grace (600 CP) - You have the blessing of Princess Mipha. An immense healing energy lies within you, which you can push outwards to heal the wounds of others, and which will automatically act to heal you when you are greatly injured, capable of bringing you back, even from the brink of death. This energy refills quickly when used, going from exhausted to full in a mere ten minutes.

Perks for Rito

Power Wings (100 CP) - You were born to soar the skies, and have been granted a pair of powerful wings that allow you to do just that. These wings extend from your arms, and can be hidden away at will, and they grant you a deeper connection to all forms of Wind Magic.

Eagle Eye (100 CP) - Your eyes are keen and sharp, capable of focusing on sights even miles away. This keenness also translates to into improved accuracy with bows and all sorts of ranged weapons, though a basis of skill is required for the improvement to be useful.

Songbird Voice (200 CP) - Your voice is beautiful, and almost literally enchanting. When you sing, people will want to listen, and may stop what they are doing to do just that. Anything involving vocal music will come easier to you.

Rito Crafting (200 CP) - You have the ability of a Rito Craftsman. You are able to craft warm clothing that can help keep out the chill, even when soaring at the highest heights, powerful bows that can be used to fire multiple arrows at once, Fire Arrows which are enhanced with mighty winds to fan their flames hotter and create mightier updrafts, and more. Anything that has been built by a Rito can be recreated by you, given the right resources.

Calm Sky (400 CP) - When you are in the air, your cares simply fall away. You will be able to gain perspective and calm while flying, helping you work through tricky issues. You will be so calm, in fact, that time itself can seem to slow down, allowing you more time to react, though your body will also be slowed.

Rivali's Gale (600 CP) - You have the blessing of Revali, the Rito Champion. You can shape the winds around you to cause mighty updrafts to lift you into the sky, or even call up tailwinds to help you glide over longer distances. You may even shape the winds for offensive purposes, if you figure out how. You can do this as often as you like, though be warned that others can also use the winds you summon up.

Perks for Gerudo

Daughter of Storms (100 CP) - The Gerudo have lived in the shadow of Vah Naboris and its storms off and on for a century, and it has left a mark. You are more resistant to electricity than most, able to recover even from larger shocks, and you have an affinity for any magics that harness lightning.

Battle With Grace (100 CP) - To the Gerudo, one must be both strong and graceful when fighting, and you embody this perfectly. You are capable of moving fluidly, both in combat and outside of it, never losing your footing or slipping, and appearing beautiful to those who watch.

Love Search (200 CP) - You know your perfect match is out there, and you're going to find them. You can be guided to those who you could love and who would love you in return, though the actual act of winning their love is all up to you.

Gerudo Crafting (200 CP) - You are a Gerudo Craftswoman, with all the skill that implies. You can make clothing for both voe and vai that can keep them cool and even help protect from lightning, fashion gorgeous swords and shields designed to be used by the greatest warriors, and Shock Arrows that encapsulate the fury of the storm itself, releasing a mighty shockwave on impact. Any item made by Gerudo hands can be shaped by yours, so long as you have gathered all needed ingredients.

Matters of Survival (400 CP) - The Gerudo Desert is a forbidding place, but it is one that the Gerudo have managed to survive and thrive in. More than that, the Gerudo have managed to travel far, through all kinds of environments, and survive. You have the capacity to survive, however hostile the environment you find yourself may be. Death is ever a possibility, but you will have the skills to tame the wilds you find yourself in, if such is possible.

Urbosa's Wrath (600 CP) - You have the blessing of Urbosa. The rage of the storm lies within you, and can be released in the form of lightning on your surroundings in battle. Those struck by this power are stunned, if they are not killed outright, and once unleashed, it is a matter of only minutes before the lightning has returned and is ready to be released again.

Perks for Korok

Hide-n-Seek (100 CP) - Koroks love a good game of hide-n-seek, and you are no exception. You can conceal yourself almost anywhere, vanishing from sight, however, you have to leave some sort of indication or clue about your whereabouts when you do so. It wouldn't be any fun, otherwise!

Lost Wood Denizen (100 CP) - The Lost Woods are filled with a dizzying and confusing mist, which disorients all who enter. But not you. You can find your way through the mist perfectly well, and this ability extends to any confusing environment. You can't get lost or disoriented by environmental effects.

Hylian Plantlore (200 CP) - You know the secret powers hidden in plants. From the stealth-improving properties of this flower, to the defensive-boosts given by that mushroom, you can bring out the best results from any plant in Hyrule. After this Jump, this gives you a basic understanding of plants and their properties in whichever area you arrive in.

Deku Crafting (200 CP) - The Deku are a simple race, but they can still make some fancy items, and now you can too. From well-crafted wooden items, to a large leafy-fan that can manipulate the winds, to a special Deku Copter that can allow for flight, anything made by the Deku can be made by you as well. As a bonus, this skill also translates to an improved skill in shaping trees into houses or other structures, if you so desire.

Childlike Wonder (400 CP) - You are filled with a sense of wonder at the world around you, and can find fun in even the most mundane of tasks. You are able to see things through the eyes of child, regardless of how old you are, or how jaded you might have become.

Child of Nature (600 CP) - You are one with nature, and so animals, beasts, and most monsters will ignore you, and most people will find themselves reluctant to attack you, so long as you don't attack them first. Only things that are truly not of the world or that are enemies of all living are immune to this effect.

SECTION 4: Companions

While you travel across Hyrule, you will meet many different people. You may find one that you wish to bring with you on travels. In order to do so, you simply have to spend +100 CP and convince them, of their own free will, to come with you. There are a few exceptions to this rule, listed below:



Old King Rhoam's Spirit (Free / 50 CP) - The Old King awaits the chosen hero's return. If that is you, he will be perfectly willing to join you on your journey if offered, and it will cost you nothing for him to do so. If you are not the hero, then you will have to convince him, and it will cost 50 CP. He is a fount of wisdom and insight.

Yunobo the Goron (200 CP) - Descendant of Daruk, the Goron Champion, Yunobo has inherited his ancestor's ability to make an indestructible shield. Should he travel with you, he will gift you with an indestructible version of the Boulder Breaker and with a set of the Goron Armor.





Sidon the Zora Prince (200 CP) - Brother to Princess Mipha, Sidon is a very fast swimmer and is very charismatic. Should he decide to accompany you he will gift you with an indestructible version of the Lightscale Trident and with a set of the Zora Armor.

Teba the Rito Warrior (200 CP) - A warrior from Rito Village, he is an excellent flier and a superb marksman, and can easily carry another person while flying. If he chooses to travel with you, he gives you an indestructible version of the Great Eagle Bow and a set of Rito Armor.





Riju the Gerudo Chief (200 CP) - The young chief of the Gerudo, Riju possesses the mighty Thunder Helm. If she becomes your companion, she will grant you indestructible versions of the Scimitar of the Seven, the Daybreak Shield, and a set of Gerudo Clothes.

Princess Zelda of Hyrule (200 CP) - The princess of Hyrule, trapped for a century battling against Calamity Ganon. If she becomes your companion, she will grant you with the Light Bow, a powerful holy artifact with infinite ammo.





Link, The Slumbering Hero (200 CP) - The ever-reincarnating Hero himself, Link! A master of weaponry and a courageous fighter, Link doesn't grant you access to any special weapons or artifacts, because he is practically a living weapon himself. Can't be taken as a companion if you have taken the Slumbering Hero Origin, or if the time period of the Jump doesn't cover the time of his re-awakening.



Amiibo Companions (50 CP / 300 CP) - Don't like the above options? You can choose to import any companion for 50 CP (300 CP to do a full party of up to eight). They can select any origin besides Slumbering Hero for free, and get 400 CP to spend. You will also get a small Amiibo-style figure of each of your companions imported this way, which you can use to call them to your side once per day.

SECTION 5: Items

Any item purchased here will reappear, fully restored, after a week if lost or destroyed.



Sheikah Slate (100 CP, Free Slumbering Hero) - The most important item in the game. Used to interface with Sheikah technology, use the in-built Runes, navigate, and act as a sign of the chosen hero. This Slate is even better. Fully jailbroken, with all runes available, it also comes with a Sheikah Terminal installed into your Warehouse, which lets you interact and update your slate with maps from future jumps, as well as allowing you to potentially craft new Runes and Transport Markers, among other Sheikah Technology. How is this done? No clue, but you'll have the tools to figure it out if possible.

Magic Glider (100 CP, Free Drop-In) - A construct of wood and fabric, the glider is ridiculously durable, and can summoned to your hands at any point to help turn a fall into a gentle glide. Reduces the effects of gravity on your body by 75%, allowing you to remain aloft for far longer than you probably should.

Magic Cooking Pot (100 CP, Free Sheikah) - A simple iron pan, that can magically light a fire underneath itself when set up. Even when off of a fire, it will heat items placed in it to the desired temperature. All meals and elixirs cooked on it will receive a boost in quality, and can provide a variety of beneficial effects, depending on the ingredients used. Magically provides a comfortable temperature nearby when in use.

Magic Hammer (100 CP, Free Goron) - A large unadorned metal hammer, any item struck by this hammer will experience an increase in durability and item condition. This effect can't push them past the condition they were in when new, but it does scale with the force behind the hammer blow, with small taps removing minor dents, while powerful blows can fix major cracks in a single go.

Magic Fishing Rod (100 CP, Free Zora) - A simple looking wooden rod, with a lure and hook tied to a rope on one end. When cast, whatever type of animal the user is focusing on will be drawn towards the lure. The most specific the type of animal, the stronger the draw. So, focusing on 'fish' would produce a weak draw, 'freshwater fish' a slightly stronger one, 'salmon' an even stronger draw, and 'Rainbow Salmon' would produce a very strong draw. For some reason, 'evil villain' counts as an animal, and will result in the targets becoming temporarily hypnotized by the swinging lure.

Magic Quiver (100 CP, Free Rito) - A quiver containing 10 arrows. Any time an arrow is fired, it will disappear after one minute, and a new arrow will appear within the quiver. If an arrow is pulled out, but not fired, it will disappear after five minutes, and a new arrow will appear within

the quiver. This effect will only occur if there are 10 or less arrows in the quiver, and placing an arrow back in the quiver if retrieved will prevent the effect from occurring. If the new arrow is appearing after an arrow was fired, there is a chance that it may be something other than an ordinary arrow. There is a 15% chance of either a Fire, Ice, or Shock arrow appearing, a 4% chance of a Bomb arrow appearing, and a 1% chance of an Ancient Arrow appearing.

Magic Bridle (100 CP, Free Gerudo) - A magical bridle which, upon being slipped onto an animal, renders it instantly tame and calm. The effect won't last when the bridle is removed, but extended use will speed up the training process. The bridle can stretch to fit anything from a dog to a horse to a desert-dwelling walrus, and will never tangle when you are trying to slip it on.

Magic Maraca (100 CP, Free Korok) - When paired with a proper dance and a set of mysterious beans, this item can cause the interior space of a storage container (such as a barrel, trunk, backpack, or belt pouch) to expand by 10%, while leaving the exterior unchanged. Similarly, it also causes the apparent weight of the contents of the object to decrease by 10%. Comes with seven beans, with one new bean appearing each day, and the number of beans required for each subsequent expansion rises exponentially (First expansion is one bean, second is two beans, third is four beans, fourth is eight beans, fifth is sixteen beans, sixth is thirty-two beans, etc.) So, doubling the space in the container would take roughly seven expansions and one hundred and twenty-seven beans. Tripling the space would take roughly twelve expansions and four thousand and ninety-five beans. As an aside, a single bean, if properly cared for, would take roughly a month to sprout into a bean plant with a dozen or so new beans on it. Not sure why I mentioned that.



Unbreaking Bow (100 CP) - There are many bows, but this one is yours. You can select any non-Unique bow (no Bow of Light or Great Eagle Bow, for example), and you will be given an unbreakable version of that bow. The bow will feel familiar in your hands, and you will have basic knowledge of how to use it. Can be taken multiple times.



Unbreaking Shield (100 CP) - There are many shields, but this one is yours. You can select any non-Unique shield (no Mirror Shield or Daybreak, for example), and you will be given an unbreakable version of that shield. The shield will feel familiar in your hands, and won't restrict your movements when you use it. Can be taken multiple times.



Unbreaking Weapon (100 CP) - There are many swords, spears, clubs, and axes, but this one is yours. You can select any non-Unique melee weapon (no Master Sword or Lightscale Trident, for example), and you will be given an unbreakable version of that weapon. The weapon will feel familiar in your hands, and you will have a basic knowledge of how to wield it. Can be taken multiple times.

Pouch of Holding (100 CP) - An empty pouch that can hold vastly more than it should be capable of. It can hold 1000 cubic feet of stuff, so long as the object can fit through the mouth of the pouch, and will always weigh as much as if it was empty. The mouth of the pouch can stretch up to six square feet. Touching the top gives you a mental listing of the full contents of the pouch. Can be purchased multiple times. An extra purchase of 50 CP can be used to expand the interior space of the pouch by 500 cubic feet, up to 2000 extra feet per pouch.

Pouch of Clothing and Armor (150 CP) - A Pouch of Holding designed specifically to hold items of clothing. At the beginning of the jump, it will gain a set of very simple clothing in whatever style is common in the local area. Any clothing or armor that is placed within the pouch will also be cleaned and repaired over time, going from ‘reduced to rags’ to ‘good as new’ over the course of a week or so. The exact time varies depending on the level of damage or staining.

Pouch of Nature's Bounty (150 CP) - A Pouch of Holding designed specifically to hold items from nature, such as fruit, mushrooms, fish, or insects. At the beginning of the jump, it starts out with 30 relevant objects from the local area, properly preserved, and if left empty, a dozen new random objects will appear within 24 hours.

Pouch of Monstrous Parts (150 CP) - A Pouch of Holding designed specifically to hold drops and parts from monsters you kill. Any time you kill something that could be deemed as a monster, copies of one or two parts of the monster will appear in the pouch, and if left empty, a dozen random parts from monsters killed in the current jump will appear within 24 hours.

Pouch of Home Cooking (150 CP) - A Pouch of Holding designed specifically to hold cooked meals. In addition to holding any meal placed within at a perfect temperature, the pouch will always have at least three meals contained within. Any time a meal is eaten, if there are less than three meals left in the pouch, a new meal will appear within six hours.

Pouch of Potions (150 CP) - A Pouch of Holding designed specifically to hold magical elixirs. Any magical elixir or potion placed within the pouch has a 20% chance of having a duplicate dose of the elixir or potion appearing within the pouch as well. This only triggers the first time a given sample of the potion is placed in the pouch, and will not trigger for created copies. In addition, this pouch starts each Jump with three Medium-Quality Healing, Stamina, Fire Resist, Cold Resist, Shock Resist, and Stealth Potions. When these are used, a new dose will appear one week after usage.



Guardian Scout (200 CP) - A fully functional Ancient Robot. It possesses a powerful laser beam, a weak energy shield projector, and has three spaces that can be equipped with any Ancient Weapons you find (and might be able to be modified to fit other weaponry). A bit smarter than your average dog, it is twice as loyal, and will follow you pretty much anywhere.



Porta-Shrine (300 CP) - The secrets of the ancient Sheikah provides you with an excellent training ground. This shrine initially takes the shape of a metal sphere roughly two feet in diameter, and can be placed nearby whenever you enter a new Jump, or it can simply remain in your Warehouse. It can be returned to its sphere-form at any time when you desire to move it. Only those you grant access may enter, where they will be transported to a Trial specifically tailored to the usage of some ability they possess. Not only will this provide an excellent method of training, accelerating development of the targeted skill or ability, but completing the trial will grant the trial-runner with a Spirit Orb. Once four orbs have been collected, the holder can receive a boost in either their base health, stamina, or magical potential. Each boost is equivalent to one-third of their base ability. In the case of those that lack magical potential, the boost will be relative to the abilities of your average Hylian. A single person can receive thirty such boosts total, divided however they choose among the three categories. A person may continue to train in the trials past this point, but no new Spirit Orbs will be awarded.



Master Cycle Zero (300 CP) - The true mount of a hero, Master Cycle Zero is a motorcycle, constructed out of Sheikah technology. It can be summoned via the Sheikah Slate, or, if you didn't purchase that, you'll get a small flat "rune-slate" that can be used to summon it instead. Unlike the Master Cycle Zero earned in the game, this version does not require Fuel, or rather, Fuel merely helps increase its speed. Without fuel, it moves at the speed of a fast trot, as more fuel is added, it can achieve higher and higher speeds. Care must be taken when fighting on the Master Cycle Zero, otherwise, you may fall off.

SECTION 6: Drawbacks

Limit of +800 CP taken from Drawbacks.

HYUP HYUP HYA! (+50 CP) - One of the classics. Your options for verbal communication are limited to grunts and shouts of exertion. Otherwise, you are totally mute. Your face can be pretty expressive, though.



Fragile Weapons (+50 CP) - Every weapon you pick up in this Jump breaks quickly, more so than normal. Some may even fall apart in your hands. Only truly unbreakable weapons and CP-backed items from other jumps are immune to this effect, but repeated use can cause them to 'run out of power' and be rendered unusable for a period of time.

Constant Rain (+50 CP) - It is always overcast and raining. Keeps the temperature low, and the cliffs slippery. Also increases the chance of random lightning strikes.



Grip Of Ganon (+100 CP, Required For Slumbering Hero) - To put it plainly, you can't leave until Ganon is defeated. It doesn't necessarily have to happen at your hand, but Calamity Ganon must be destroyed before your decade is up, or you will fail. If taken as required by the Slumbering Hero, this drawback won't count against your Drawback Limit.

Deaging Rune (+100 CP) - Oopsie! It seems that you have been hit by the effects of Purah's deaging rune, reducing you down to the age of a child. Your age is now 1d6+5, and you will age at a rate three times slower than usual. Good luck travelling around Hyrule with those tiny legs!



Ancient Homing Device (+100 CP) - The Guardians know you are there. Any Guardian within roughly 300 meters will know exactly where you are, and try to attack you no matter what. Additionally, they don't provide a visible targeting light before firing their laser, nor a warning beep.

Yiga Assault (+100 CP) - The Yiga clan is on your trail. They've identified you as being opposed to Ganon, and so they will continue to attack you. Expect at least one attack every other day, possibly more. They only way to stop it would be to wipe them all out, but can you even track them all down?

Monstrous Rival (+50/100/200/400 CP) - Somewhere out there, there is a monster that hates your guts. Not only that, but it is also smart enough to not go charging in. As time passes, your rival will get stronger and can gain new abilities, even 'evolving' into a more powerful monster of their type, up to the maximum possible for their species. It may even gather other monsters under its banner to attack you. When defeated, it may raise again as a Stahl variant, if possible. Beware. Can be taken up to six times, however, it must be a different monster each time.



- Bokoblin (+50 CP) - Starts out fairly weak, but can be overwhelming in large numbers. The most powerful among this species will be masters of weaponry, horseback riding, and small-scale army tactics, and will command warbands of their lesser brethren.



- Moblin (+100 CP) - Powerfully built, but often solitary, Moblin's can easily wield two-handed weapons in a single hand. The most powerful among this species will be able to easily shatter stone with even glancing blows and will be durable enough to tank several bomb blasts.



- Lizalfos (+100 CP) - Swift and cunning, and capable of camouflaging themselves, Lizalfos are masters of ambush tactics. The most powerful among this species gain a variety of elemental attunements, such as fire or ice breath and an electrified horn, and can tunnel through the earth as easily as they swim through water.



- Talus (+200 CP) - The Talus often stay buried in the earth, but when disturbed, they become an avalanche on legs. The most powerful among this species will have integrated molten metallic ores into its body, increasing its hardness and power level several times over, and may even be able to, with effort, turn ordinary stones into Pebblits.

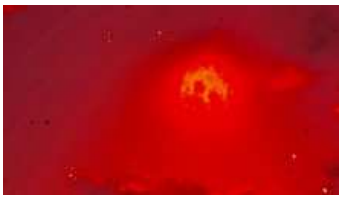


- Hinox (+200 CP) - A massive glutton, the Hinox tends to be very lazy, but it commands the obedience of all 'blin' races. The most powerful among this species can demonstrate all of the talents of both the Moblins and Bokoblins, save horseback riding, only to even greater degrees.



- Lynel (+400 CP) - The greatest predator in Hyrule, Lynel are devilishly smart, and masters of multiple forms of weaponry. The most powerful among this species can fight on par with the greatest warriors in Hyrulean history.

Eternal Blood Moon (+200 CP) - Every night, the moon shines red, reviving every monster that was killed that day and respawning items lying around that you may have collected. You will have to be wary when moving through areas that you've previously cleared. Note: When you defeat Calamity Ganon, the Blood Moon's power will be broken.





Major Backfire (+200/400/600/800 CP) - The Divine Beasts are on the move. Ganon isn't just making them go haywire, he is actively using them to attack Hyrule. For 200, only one of the beasts is attacking. For 400, there are two, for 600, three, and for 800, all four beasts are attacking simultaneously. Hurry to defeat them before Hyrule is totally obliterated. You have 48 hours from the time you arrive until the time the attack begins. Only the powers used while they were haywire will be available, so you don't have to worry about Doomlasers. Just lightning storms, aerial bombardments, lava bombs, and massive floods.

The Seal Is Breaking (+300 CP) - Bad luck. Zelda's strength is giving out. Now, rather than having Ten Years in the jump, you have Ten Days. At the end of those Ten Days, Zelda will die, and Ganon will be fully unleashed from Hyrule Castle. Defeat him before them, or face him at the height of his power, with no divine backup.





Champion Mode (+500 CP) - You are one of the four champions, imprisoned within your given Divine Beast, with no Hero in sight. You have no access to your warehouse or any powers linked to your physical body, as you are simply a spirit. Even your spiritual abilities have been suppressed somewhat by your binding. You will have to break free from the bindings of Ganon, and face a Blight Ganon that has access to some of your physical abilities, then you must go on to manage to defeat Ganon himself, and you only have 10 years to do so. If you succeed? Your Divine Beast is yours, and will follow you throughout your Jumps. If not stored in the Warehouse, then it can simply be summoned at the beginning of any given jump. This drawback locks you into either the Goron, Zora, Rito, or Gerudo origins.

SECTION 7: Ending And Notes

Calamity Ganon has fallen and Zelda and Hyrule have been freed from his darkness. You now have one last choice to make.

Retire Home: You can choose to return back to your world of origin, taking with you all that you have earned on your journey since then.

- OR -

Settle Down: You may have found a home here in Hyrule, or may desire to remain here to explore out beyond Hyrule's borders. Regardless, you can remain, with all drawbacks removed and all power gained in full.

- OR -

Move On: You can choose to step onward to a new adventure, in a new world.

Notes

New Intro: So, Ganon no longer needs to be defeated for you to move on, unless you are the Slumbering Hero origin. If you are a different origin, you can choose to make that a requirement for yourself by taking the Drawback, and if Link awakens during your stay, he'll be able to handle the problem without you lifting a finger.