The Legend of Zelda
Twilight Princess

Long ago, a group of sorcerers invaded the Sacred Realm- seeking the legendary Golden Power that was enshrined there- to make their selfish desires a reality. A battle broke out between these bandits and the spirits loyal to the Goddesses, and the would-be thieves were cast into a realm of perpetual twilight, their dark magic fused and sealed together inside of a powerful magical artifact that was then broken into four pieces. Eventually, these events- like many other important events of the past- faded from memory, passing into the realm of myth and legend.

However, not all are so content to leave the past behind them. Although the people of Hyrule have long forgotten these events, one of the Twili- the descendants of those who had been imprisoned in the Twilight Realm- burned with anger towards those who still walked in the light.

This Twili, named Zant, discovered a dark god that had been imprisoned in the Twilight Realm by seven wise sages. The dark god- seeing a useful pawn in Zant- gave some of his own power and magical might to the Twili. In exchange, Zant would help secure the dark god's freedom and bring ruin to the land of Hyrule.

And so Zant usurped the throne of the Twilight Princess, taking it for himself, and transformed his fellow Twili into beasts. Then, using the Mirror of Twilight, he returned to the realm that his ancestors had been banished from so long ago. From there, he launched an invasion on Hyrule Castle itself, and plunged the provinces of Hyrule into darkness by attacking the very spirits that had imprisoned his ancestors so long ago.

As his forces march towards the last Spirit of Light, a young man named Link awakens. Just as darkness has returned to the land of Hyrule, so to must a chosen hero. Although he doesn't know it yet, he will soon begin an adventure that will take him from his humble villages to the heights of Death Mountain, to the bottom of Lake Hylia, to the realm of Twilight itself.

Of course, someone such as you has a way for meddling with fate, don't you? As a stranger to this world, it's possible that the outcome of this story will be far different from what you're used to now that you're here. Will you have the courage to survive the events to come? The wisdom to avert them entirely? Or will you seek power above all else?

Whatever you do, take +1000 CP to help you make your way.

Origins

Roll 1d8+12 to determine your starting age, or pay 50 CP to choose. For non-Hylians who might be longer lived, you are the equivalent age for your species. You may swap gender for 50 CP. Origins get their 100 CP perks/items free, and 1/2 discounts on their other perks/items.

Drop In- You appear in your starting location with no new memories of the land of Hyrule. This choice comes without any pre-existing enemies, but the land of Hyrule is becoming more dangerous, and you're also without any new allies outside of your companions…

Adventurer- You're one of the rare adventurers in Hyrule, proving that you don't have to wear all-green to delve into dungeons or fight monsters. Although you're somewhat of an upstart, you do have at least a little experience dealing with the monsters and traps that one can find while exploring ruins and dungeons.

Bandit- Although most people think of Bulblins when they hear the word bandit, you might just be one of the rare exceptions in the once peaceful land of Hyrule. Whether you've thrown your lot in with those who seek to shroud the world in Twilight, or are simply an unrelated party, is up to you.

Merchant- Heroes, villains; sometimes it's better to take a role on the sidelines, supporting whichever side suits you best. If you happen to make a few Rupees while doing that, hey, who can blame you? You have a small shop tucked away somewhere where you can peddle your wares and have experience dealing with customers- a battlefield in its own right, I assure you.

Nobility- You're a noble- or whatever the equivalent is for your race- with no small amount of respect among your people. Although you're not in charge (yet), you still have some pull and influence when it comes to important matters.

Races

Hylian- Essentially the 'human' race- though some of them have pointed ears- Hylians can be found all over the land of Hyrule. With the Triforce of Power, you may instead choose to be a Gerudo, which are essentially the same as Hylians from a physical standpoint. They are usually all-female, but you can be the exception.

Twili- The inhabitants of the Twilight Realm, Twili are capable of having a wide variety of appearances due to the twisted nature of the realm they call home. Some are tall and thin, others are short and thick, while others could be mistaken for Hylian if it weren't for their black and pale blue skin. Light is harmful to the Twili, though this weakness does not apply to you as a special consideration.

Goron (100 CP)- Gorons are powerful and industrious, mining Death Peak for the best rocks they can eat. They're incredibly strong compared to the average Hylian, and are capable of rolling up into a ball like a porcupine, rolling over anything too weak to stop them. They're also somewhat resistant to heat, and can even survive being submerged in lava for a short time. For an additional 200 CP you can increase your size and strength, making you about twice as big as a regular Goron and giving you the strength to demolish massive boulders bare-handed.

Zora- Living in Lake Hylia, the Zora are fish-like humanoids that are capable of breathing underwater, and they are able to resist extreme cold well- to the point where they could hibernate successfully when their home is frozen over. However, fire and heat is much more dangerous to Zoras as a result.

Monster- Although Hyrule has known peace for a while, most of the monsters and beasts of the land have always been present in one form or another. However, as of late they've started to mobilize, as if heeding the call of some unseen master… Your options here are varied, and will depend on how much you are willing to spend. For free you may become a common or weak enemy such as a Bokoblin or Bulblin or even something that is usually considered non-sapient such as a Chu or monkey- anything no more powerful than the average Hylian. For 100 CP, you can become something stronger such as a Lizalfos or Dodongo. Paying 200 CP more will let you become one of the more powerful monsters, such as a Darknut, Aeralfos, or Yeti. You can also choose to create a unique monster to become, though the power of your 'race' will still be limited by how much you are willing to spend and they must be roughly as big as a human or male Yeti at the largest.

Oocca- A mysterious, bird-like race of beings that live in a city in the sky. The most technologically advanced race in Hyrule, and also the strangest. Despite their small size, their bodies have large amounts of strength, allowing them to glide while carrying the weight of a human. Oocca can teleport to the entrances of dungeons and back to where they were with the help of another Oocca- usually a family member- and can even bring a guest or two along for the ride.

Locations

You can choose to start in Ordon Village for free regardless of race. Roll 1d8 to determine your starting location or pay 50 CP to choose.

1. Ordon Village- A small and simple village, home to a tightly-knit community of farmers. There aren't any formal guards, but most of the men are usually capable of stepping up when monsters are sniffing about. A particular youth named Link calls this village home.

2. Kakariko Village- A dry, hot village located near the bottom of Death Mountain. Although they usually enjoy a close partnership with the Gorons, their long-time friends have been acting unusually hostile since Twilight has encroached upon the world. Many of the townspeople have also gone missing… replaced by otherworldly beasts. Hylians can start here free.

3. Death Mountain- The home of the Gorons, the volcanic Death Mountain has become even more dangerous since their chieftain, Darunia, was corrupted by some malevolant force. This place is dangerous to outsiders because of that, although their pride might prevent them from kicking you out since you're already there. If not, skill in sumo wrestling might. Gorons can start here free.

4. Zora's Domain- The lake of the Zora's, frozen over with ice by Zant. Their queen was slain, and her young son abducted, leaving the Zora with very little hope trapped beneath the ice. Zora can start here free.

5. Hyrule Castle Town- The largest population center in Hyrule, surrounding Hyrule Castle proper. The incursion of the Twilight Realm started here, and the Twilight holding the castle captive is particularly strong- as if empowered by something. Twili can start here for free, where they'll have a lot more freedom then most- so long as they stay out of the way of their corrupted brethren.

6. Snowpeak Ruins- A mansion located on Snowpeak. Currently, it's only home to two Yeti- Yeto and Yeta- who just seem happy to have the company, but in the future a foul darkness will infest this place… Monsters can start here for free since the Yeti don't discriminate too much. Just try not to look too tasty.

7. City in the Sky- A technological marvel, this massive city is more of a fortress in reality. Many of the advanced technological artifacts found in Hyrule originate from here, such as the Spinner, Dominion Rod, or Clawshot. In the future darkness will infest this place, but at the moment everything seems normal… if a city full of talking chickens can be considered normal. Oocca can start here free.

8. Free Choice- Pick any of the above locations, or any other town or settlement in Hyrule that isn't listed. You can also start in the Twilight Realm at your peril.

Special Perks

Only one piece of the Triforce can be purchased, either by the Jumper or one of their companions. Twilight Princess cannot be purchased by someone who has a piece of the Triforce. You may use your own CP to purchase Special Perks for your companions.

Triforce of Courage (400 CP)- You have been blessed by Farore, one of the three Goddesses and the creator of life. In addition to the great bravery you now possess- which allows you to fearlessly face terrifying monsters- you are also at the peak of physical fitness for your race and are naturally talented with weapons and adventuring tools, mastering basic techniques as soon as you pick them up and learning more advanced skills quickly. When the land is shrouded in Twilight, you'll be able to keep a physical body by taking on the form of a powerful wolf; post-Jump you'll be able to do this at will, and you resist similar body or mind altering magics much more easily. Finally, you possess one-third of the legendary Triforce- an omnipotent power left behind by the goddesses after they created the world. Although its power is greatly diminished on its own, bringing all three pieces of the Triforce together will grant unimaginable power. You will also take up the role of Link in this story, starting in his home at Ordon Village. Though your body and mind are still your own, people will treat you like they would him.

Triforce of Wisdom (600 CP)- You have been blessed by Nayru, one of the three Goddesses and the creator of all laws. You are naturally intelligent and the Triforce of Wisdom itself helps you make decisions, giving you wisdom far beyond even the wisest of sages. You can also wield powerful light magic, shooting bolts of energy or creating magical runes to attack your enemies and even infusing weapons or projectiles with light. You are also unaffected by the Twilight, letting you keep your physical body even when the land is saturated with it, and take up Zelda's role in the story with the same conditions as above, only locked away in a tower in Hyrule Castle.

Triforce of Power (800 CP)- You have been blessed by Din, one of the three Goddesses and the creator of the land itself. You are naturally tall and strong enough to toss around Gorons with ease, let alone anyone else who might try to fight you; furthermore, only wounds inflicted by powerful weapons such as the Master Sword can truly cause you harm. The Triforce of Power also acts as a nearly unlimited source of magic, giving you ample fuel when it comes time to toss around spells so long as you have the ability to cast them in the first place. Even if you don't, you will be able to channel your raw magical power to create blasts of magical energy that could break through castle walls with ease. Twilight does not affect your body. You also take on Ganondorf's role in the story with the same conditions as above, only you're in Hyrule Castle's throne room instead. Hail to the new king. However, you must take the Execution Scar drawback for no points to account for the scar from his attempted execution.

Twilight Princess (700 CP, Twili only)- You have no blessing from the goddesses who banished your ancestors. Instead, you are the rightful ruler of the Twilight Realm, wielding a portion of the Fused Shadow that houses your ancestor's dark magic. However, Zant, the usurper, has also cursed you with an imp-like form… which might not be such a bad thing, depending on your tastes.

Among your powers are the ability to traverse the Twilight at-will, the ability to teleport using Twilight Portals which you can open with a little effort, the ability to 'disintegrate' objects into black particles- including massive ones, like a good portion of a bridge- the ability to take on a shadowy form to exist in the world of light, which also allows you to meld into shadows or slip through cracks, the ability to float, change your shape temporarily, and project dark energy that can break metal chains, and finally the ability to extend your hair and use it as an additional, massive hand. As you collect more pieces of the Fused Shadow your powers will grow. The drawback to these amazing powers is an increased vulnerability to the light, and especially Light Magic; however, there might be one who can remove this drawback, at great cost to themselves… You will take on Midna's role in the story, starting out near Ordon province, with similar provisions as the above perks. You've been 'cursed' with an imp-like body, though your mind is still your own; you can choose whether or not your imp form is your real appearance or not. You may also choose to be Midna's older sibling, if you'd prefer, though it's likely that she would have been cursed alongside you.

Alternate History (100 CP)- Perhaps the above histories don't quite agree with you, or maybe you'd rather take the place of someone who isn't a hero or villain of legend. By purchasing this perk, you will have the opportunity to do so- taking the place of any Hyrule native aside from the people with corresponding special perks above. Want to take the place of Illia, or perhaps Prince Ralis? Now you can do so, though note that unlike the above perks you won't obtain their body, memories, or any of the special powers that they possess- only their status and relationships with other people.

If you've already purchased a piece of the Triforce, or have become the Twilight Princess, than this perk has a different effect- namely, that you are allowed to alter your starting conditions a bit. For example, if you purchased the Triforce of Wisdom you might start out as Zant is invading Hyrule castle, while someone with the Triforce of Power might start out just before the invasion is set to begin. This won't give you enough leeway to avoid getting cursed as the Twilight Princess, but if you'd like the form you are cursed into can be different. Perhaps you look more like one of the creatures corrupted by the Twilight, or even one of the twisted Twili that Zant uses as his shock troopers?

Drop In Perks

Convenient Design (100 CP)- Sometimes, it seems like the world is just suited towards you, you know? You often find that the dangerous places you visit are designed around your items and abilities, allowing you to navigate them much more easily then others. This also extends to things like puzzles; any you encounter, you can also solve. What's more, if you somehow find something you CAN'T easily solve with what you have it's safe to assume that some feature of the terrain or someone nearby will be able to help you out. Handy!

Inventory (200 CP)- How is an adventurer to carry all of their items? While some might carry a backpack or use a belt to haul their supplies and loot, you instead have an 'inventory'- a nebulously defined space where you stuff up to a small room's worth of items. Merely carrying these items in your inventory won't encumber you- though actually using them might- and you'll be able to swap between your items with a mere thought. Others won't comment on this oddity, unless you want them to for some reason.

Highest Peaks, Lowest Valleys (400 CP)- Simply put, your environment is far less of an issue than it should be. You could stand next to lava with no issue, so long as you weren't actually touching it; you could weather a blizzard in regular clothes, quicksand is actually much slower than it should be, and even toxic environments can be withstood for far longer than you should be able to. You could even enter the realm of Twilight and retain your physcial body, without any special blessings from the gods or magical artifacts to protect your soul. Furthermore, being able to enter all of these different places has made you far better at navigating the land, and has given you a seemingly inexhaustible supply of stamina. Although you might still become fatigued if you push yourself, you can be on the road for hours or even days without rest without a care in the world.

Heart Containers (600 CP)- You have three heart containers; powerful relics that enhance the bearer's health and shield them from harm whenever they are hurt. Each one can take about one normally fatal blow before being depleted, or several less severe attacks that would eventually add up. Your heart containers can be replenished with rest or healing items, but beware; powerful enemies may also deplete more than one heart container with their attacks. Up to eight additional hearts can be obtained simply by defeating powerful enemies during your adventures, while nine more (for a total of twenty) can be obtained by exploring the land or completing side-quests to gather heart pieces; five heart pieces equals one additional heart. With enough hearts containers, you will even be protected from environmental dangers such as lava- waking up nearby with several hearts worth of damage. This is assuming you can't already withstand lava, of course. Don't worry about missing any of them; heart containers and heart pieces will continue to appear in future worlds until you're maxed out.

Adventurer Perks

Treasure Finder (100 CP)- While the land of Hyrule has many treasures to find if you merely look for them, not all lands are so generous to the point that one can find money under rocks or tall grass. Fortunately for you, you often seem to find useful, minor things in unusual places, or in the pockets or innards of your enemies. Rupees, bombs, arrows- and, most unusual of all- heart-shaped whisps of energy that replenish your own life-force. Rarely, you may even find a friendly fairy who will restore your health or, if you capture them and keep them on your person somehow, restore you from the brink of death.

Jumper's Shade (200 CP)- You can induce a strange vision when at rest, entering a ghostly landscape inhabited by a being that feels strangely familiar to you. Despite their corpse-like appearance, this shade is actually benevolent, wishing only to help you train your powers and develop your skills. Rarely, they may even develop new techniques for you to use, which you will be able to master with great ease. No matter how much time you spend training with the apparition, when you wake up you'll find that only seconds have passed. Strangely, the shade is not only able to handle anything you throw at it when sparring, but they're even able to replicate your abilities to an extent when demonstrating the techniques it has devised. How odd.

Hidden Skills (400 CP)- These ancient techniques were developed by a hero, long ago, but were never passed on- until today. Maybe the hero taught you these techniques from beyond the grave? In any case they will surely be a great addition to your arsenal- especially since learning them has increased your skill with a sword greatly, making you a peer to the most skilled of knights. First- the Ending Blow. Some enemies are filled with vigor, and can't be defeated with mere swipes of your sword. By knocking your opponent to the ground, you can end their life's breath by leaping into the air and stabbing your weapon deep into their body, killing all but the most powerful instantly. Next are techniques for getting around your enemies' defenses- the Shield Attack, Back Slice, and Helm Splitter. Each one is a specialized technique targeting the front, back, or head, dealing damage while also opening them up to further attack. The fifth technique is the Mortal Draw; by approaching your enemy with empty hands and without visible hostility, you'll find their guard lowered to the point that, just as they're about to strike, you'll be able to draw your own weapon with lightning quickness and strike them first. The last two techniques, the Jump Strike and Great Spin, are advanced versions of moves that any swordsman can perform. The Jump Strike excels at clearing out groups of enemies while the Great Spin has tremendous damage and range and can easily clear out a horde, but can only be performed when uninjured. Although these skills are meant to be used with a sword and shield, you'll find them easy to adapt to other weapons, and you can also choose to pass these skills on- doing so in a single training session so long as your pupil is already skilled with a weapon.

Artifact Hunter (600 CP)- There are many strange and wondrous artifacts scattered around the land of Hyrule; remnants of a bygone age, magical items of great power, or the advanced technology of a city hidden in the clouds. While such things aren't exactly common, for you they often seem to just end up in your lap. Sure, you might have to defeat a mini-boss or do a job for someone, but quickly amassing a veritable treasure trove of tools and weapons is worth the effort. Future worlds will have similar artifacts coming across your path and although they tend to be somewhat specialized for certain jobs they tend to be highly effective at doing that job- and many of them will have uses in combat or additional utility uses- and will continue to be useful well after you leave the world that you discover them in one way or another, so long as you have the wisdom to find out what those are.

Bandit Perks

I Follow the Strongest Side (100 CP)- A life of banditry is all well and good, until it ends with you on the other end of a guard or adventurer's sword. You know when to get when the getting's good, having both the ability to recognize when you're outmatched or on the wrong side (in terms of firepower), as well as a good bit of luck when it comes to surviving things that would ordinarily kill someone.

One On One (200 CP)- Sometimes you just need to beat down a hero without any of their pesky friends trying to help them. When that happens, you know a special, magical technique that will create an impenetrable wall around you and your opponent, preventing them from escaping and anyone else from trying to help them until one of you is dead. You can add more than just one enemy to the arena if you'd like, but for each ally it encompasses there must also be at least one additional enemy. This technique can also be used to seal doors behind people to similar effect, if you'd prefer something a little more ominous.

Marauder King (400 CP)- It's not enough to be just another mook. You want to be the head honcho; the ruler of all those weaker than you are; the king! And in trying to reach that lofty throne, you've become something of a well-known figure among the monsters of Hyrule; so much so in fact, that some of them have started to rally behind you. Basically, any monsters you come across- even the sapient ones- are going to instinctively feel that you should be in charge of them. Whether they give in to this feeling immediately or need to be won over somehow, this will definitely give you a huge advantage when dealing with them. The less intelligent ones are both more and less easy to convince; if they're stronger than you, or already have a master, they'll simply be more inclined to follow your orders until you given a reason or command not to do so. Otherwise pretty much any show of power or dominance on your part will have them crawling at your feet for the chance to serve you. Filling a dungeon or horde has never been easier!

Dark Beast (600 CP)- Some creatures are so powerful, that the land itself is changed by their presence. You are one such being, having been infused with some sort of dark power that has increased your size and possibly even changed your appearance, making you much bigger than any person and granting a few additional features such as the ability to shoot magical projectiles or create lesser spawn of yourself. Not only that, but you're capable of corrupting the landscape near where you make your home. You might fill the land with poison, make a mountain more volatile and prone to landslides or eruptions if it's a volcano, or you might just corrupt the existing wildlife to better serve you. Whatever changes have occurred in your body, it would take a lot of courage to face you, now.

Merchant Perks

Mini-Game Operator (100 CP)- For a land in crises, there are a surprising number of games and other fun activities to be found in the land of Hyrule. Marksmanship, racing, fishing, and more. Strangely, some of these games seem to require items of such rarity that most people will never get to play them effectively… but why let that stop the fun? You're great at setting up fun and entertaining games quickly and efficiently, even if there's some luck involved you'll find that people are willing to play anyways. The more dangerous games never seem to cause serious injuries to boot, not unless somebody's acting deliberately malicious.

Restocking the Shelves (200 CP)- Part of being a shopkeeper is having things to sell to people. In fact, that might be the most important part; one might even go as far as to call it the point. However, most shopkeepers must also buy things, which ultimately cuts into profits. Instead of cutting into that most precious of things, you've cut out the middle-man and learned to make a wide variety of common Hyrulian products yourself. Ranging from arrows to potions, lantern oil to bombs; if it can be bought, it can be sold. Making these things is easy and efficient, and can be done with common items and materials you can find anywhere.

Overflow of Wealth (400 CP)- There are a lot of ways to get rich. Some people are born into their wealth; others have one good idea, and are able to use it to scrape by. One man sold his own soul to ghosts for endless lucre. Others work for a living, while others get lucky. You're an example of the latter two. Your business acumen is legendary; money seems to multiply once you get your hands on it. Whether you're a cut-throat businessman or a bleeding-heart charity, you'll find much more money coming your way than you would have thought possible. Not only that, but whenever you find or otherwise receive money, you seem to get more of it than others. While one person might find a green or blue Rupee, you find yellow and red ones. In other worlds this might translate to you finding bills instead of coins. Just hope that your wallet can hold all that cash, eh?

Collect-a-thon (600 CP)- There are so many wonderful things in this world, yet there are a surprising number of them that can't simply be bought. Well, not in a store, at least. Instead you'll have to put Rupees in the palms of adventurers and explorers. This has a few effects; the first is that you have a greater ability to find things that are a part of a 'collection' of some sort. Could be golden bugs, or pieces of someones souls, the old possessions of a particular person, or even the parts of some ancient artifact, so long as it forms a set of some sort. Next is that, so long as you offer an appropriate reward for their efforts, you will always be able to find highly talented and well-equipped individuals who would be more than happy to find those things for you. Finally, you have a good nose for sniffing out other down-on-their-luck collectors who, if you help them out, will be sure to reward you generously for your efforts.

Nobility Perks

Beguiling Personality (100 CP)- There's something about you that makes people like you, even if you're, at times, a bit of a brat. Maybe they just find that type of impish thing cute, or maybe they just like to be teased; whatever it is, you'll find that people like you more than you probably deserve. On top of this you'll also receive a boost to your appearance; what form this takes is up to you. You could be cuter, more beautiful, radiate power, or maybe just radiate an uncanny or spiritual feeling.

Support Role (200 CP)- We can't all be the hero and charge through the dungeon, battling monsters and solving puzzles. Some people are more suited towards being a helper; someone who guides that hero along their journey. You are one such person, possessing better insight and awareness that allows you to point out things both obvious and not to your traveling companions. Finding creative ways to use your powers is also easier, and best of all, so long as you don't take hand in the fighting yourself the monsters and enemies you encounter will ignore you for the most part.

Rightful Monarch (400 CP)- Not just anyone can be the king or queen. It takes special qualities to truly lead your people; qualities that you possess, in spades. You have great skill in managing a kingdom, knowing exactly how or what you should do to best serve its interests whenever you are faced with a problem in regards to it. You have become so in tune with your kingdom, in fact, that it's almost like it follows your will automatically. If you realize that surrender is your only option, than laying down your sword will make your armies surrender also; fighting will have the opposite effect, invigorating your men. The same goes for other decrees you might make, as you find your loyal subjects already putting them into action on their own almost as soon as you have the mind to make them.

Sorcerer (600 CP)- Magic is rare in this time period, very few people possessing the ability to use it like you do. Using magical energy which replenishes slowly overtime or by consuming certain items, you have gained the ability to levitate, shoot elemental projectiles, create small but nearly impenetrable barriers, teleport short distances, slip through walls, summon simple weapons or armor and even change your appearance and shape to a degree. If you somehow gain more magical power, you'll not only be able to increase the effect of these spells but will be able to pull off much more impressive feats- conjuring gigantic objects, making yourself massive or tiny, empowering or corrupting others and even transporting yourself between worlds are all things you could do, if only you had more power…

Undiscounted Perks

Blessing of the Gods (0 CP)- Although the land is shrouded in Twilight, taking this free perk will allow you to retain material form in the corrupted lands of Hyrule, and even in the Twilight Realm. However, take caution when doing so- the corrupted Twili that patrol the towns and cities are powerful opponents, and are hard to kill due to their ability to revive their fallen brothers so long as at least one remains. If you interfere with them too much, they may even ambush you from portals in the sky.

If you wish, you may choose to take on the form of some sort of beast while in the Twilight rather than retaining your normal body; this effect will end once you leave. You can choose to pay 100 CP to gain the ability to swap between your animal form and your normal one even when not in the Twilight, and will keep this ability afterwards; you may also pay 300 CP to get a more general protection against corruption that will safe-guard your body and soul in any hostile environments that would warp, transform, or damage those things.

Ranch-hand (100 CP)- Farming's tough work, but it's a living. You're great at taking care of animals of all types, and have a bit of a green-thumb as well. Like, pour water on a plant and have it visibly grow before your eyes level of green thumb. You're a good shepard, and a great rider of any beast that's possible to mount.

The Secrets You Hold (200 CP)- One must pass on what they have learned in life in some way, lest they be consumed with regret when they lay dying. Having taken that message to heart, you have become a great teacher- able to teach your student(s) complicated ideas or techniques in short spans of time, and really making them learn it, too. The sword wields no strength unless the hand that holds it has courage, but the mind is the sharpest weapon a person has. Teach them to use it, and your pupils will be destined for greatness.

Ancient Oocca Technology (400 CP)- The ancient Oocca built many strange technologies, leaving them around Hyrule before they absconded to their new home in the sky. Somehow- either by learning from the artifacts they left behind, or perhaps by learning from one of their inventors yourself- you have learned a great deal about magic and technology, like the greatest of them, allowing you to make similar wonders. The clawshots and Dominion Rod are just two examples of what you can make; with enough resources, you could make something like the Sky Cannon, or even your own City in the Sky!

Drop In Items

Bottle Collection (100 CP)- While they might not seem like anything special these bottles are invulnerable to damage or spilling, and their corks are designed in such a way that they are both spill-proof and porous enough for living beings such as fairies or insects to be contained safely within them. One of the bottles is special; once a day, so long as it is empty, it will be filled with a random substance from this world ranging from oil, to a blue potion that is capable of restoring someone from the brink of death. There's even a chance of it becoming filled with the rare tears of a Great Fairy, which are not only capable of restoring someone's health to full, but also doubles the damage they do until they take damage themselves.

Dungeon Delver's Kit (200 CP)- These items are essential to any explorer, and are usually something you'd have to find in each dungeon- however, these will work anywhere. The first is a magical map, that will reveal the floor plan of any building you enter- including hidden rooms. It's not extremely detailed, but it will mark the location of exits, entrances, and locked doors. The next item is a magical compass, which points towards treasure chests and any other items of interest. Finally, there is a carved talisman of a strange, bird-like creature known as an Oocca. When you use the talisman you will be returned to the entrance of the building or dungeon you are currently in, finding it replaced with a smaller talisman that- when used- will return you back to the location where you used the original talisman, which will replace the smaller one in turn. This can be useful if you get in over your head, or find yourself needing to resupply mid-dungeon.

Fairy's Fountain (400 CP)- A healing spring where fairies gather to frolic and play. Diminutive, helpful creatures, fairies will restore the life energy of anyone that seeks their help, and will even allow themselves to be captured by you for later 'use'- disappearing once they've rendered their aid and reappearing back at the fountain, where the waters will restore their magical power. The most notable thing about a fairy's healing ability is that they can restore others after they are dealt normally mortal wounds, which they will do automatically if someone who has 'captured' them is wounded. In addition, a Great Fairy lives here- and can be called upon to grant some of her tears, so long as you don't already have some. Can be made into a Warehouse attachment, but not when purchased by a companion.

Cave of Ordeals (600 CP)- A dungeon that goes deep into the earth, and features fifty floors worth of enemies. For every ten floors that are cleared, the Great Fairy will make something good happen in the world- it won't be anything too major, or violent in nature, but it will be something positive will also benefit you. After clearing the last floor the Great Fairy will appear to you and perform a bigger miracle, as a reward for your actions. The dungeon can be cleared multiple times, but subsequent runs will simply result in the Great Fairy rewarding you with her tears- although she will do so even if you already possess some, for what it's worth.

Adventurer Items

Sturdy Shield (100 CP)- A high-quality, well-made shield made out of iron and emblazoned with the symbols of the Hyrule royal family and the Triforce. It's not infallible, but it's the highest quality shield that you can find in this land, save perhaps for any magical ones lying around, and pretty much any normal enemy you face here will be hard pressed to get past its defense.

Hunter's Gear (200 CP)- A small collection of items suited towards hunters, or adventurers who want to forage for their own food. First up is a fishing rod, which comes with a variety of lures and baits. There's nothing too special about it, save for being somewhat distracting if you whip it out in the middle of a sword fight. Next is a lantern, which is capable of two different modes- a normal mode that burns lantern oil as you'd expect, and a secondary mode that lets it detect the presence of spirits and ghosts. Finally, there's an ancient and sturdy bow that comes with a quiver of fifty arrows and a special mask called a 'Hawkeye' that basically works like a pair of binoculars; allowing the user to 'zoom in' on distant opponents. The arrows the bow fires tend to fly unusually straight, and aren't as affected by the wind, even if you strap something big like a bomb to them.

Loyal Steed (400 CP)- A well-bred horse, Bullbo, or even a giant wolf or flying Kargaroc that calls you master. All of them seem to be heavily resistant to damage and can be ridden all day before needing rest, but they have additional advantages over each other; the horse is the fastest out of the four of them, the Bullbo has more brute strength and can ram obstacles, the wolf is between the two and can use its teeth or claws, while the Kargaroc can fly and has a beak and talons to swipe at your foes. Whatever you choose or the normal temperament of their species, the one you have will be loyal without fail. In addition, you will often find patches of special reeds growing in suitable places that will allow you to summon your steed in a moment's notice, no matter where you left them last.

Blade of Legend (600 CP)- A legendary weapon on par with the Master Sword, wielded by ancient heroes in times long past. An enchanted, indestructible artifact created for the purpose of destroying and sealing evil. The weapon is blessed by both the goddesses and the mercurial gods of the Twilight Realm, giving it the ability to banish darkness and break curses when wielded by its wearer. It will defeat most creatures of darkness- such as the creatures invading Hyrule- in one blow. If an evil enemy cannot meet its demise even by the sword's blade, it will instead seal them away for a time, or else force them to enter a cycle of reincarnation. The weapon also has the ability to deflect magical projectiles.

Bandit Items

Raiding Horn (100 CP)- This horn is similar to the one used by King Bulblin, and like the one that he uses it can be used to signal your forces in a variety of ways. Simply put, you can command any of your minions, companions, etc. to attack, defend, search for hidden enemies, or start looting simply by blowing on the horn, which is loud enough to carry for a good mile.

Heavy Protection (200 CP)- A suit of armor, as well as a large ball and chain. Despite being a massive hunk of iron attached to a long chain, the weapon is surprisingly easy for you to wield and carry around. The armor is more cumbersome, slowing you down a bit when worn, but it can deflect nearly any physical blow… with the downside of leaving several parts of your body unprotected. The armor also comes with a pair of heavy iron boots, which have a strange 'anchoring' effect that strengthens your upper body greatly when you wear them, at the cost of making you much slower. Strangely, you can turn this effect on and off at will, making them a bit easier to manage.

Minion Horde (400 CP)- Want an army of your own? While you might not be able to overrun Hyrule castle at its peak, you have a horde of around fifty basic minions to back you up. Bulblins, Bokoblins, and/or Lizalfos make up the backbone of your forces, but you can also have trained Bulbos, Kargaroks, Chus, Helmasaurs, and even Dodongos. In addition, you may have one more powerful creature that call you master- a Darknut, Death Sword, or maybe an Aeralfos that you can use as a lieutenant. You might spread yourself a bit thin if you're looking to conquer Hyrule with just these, but at the very least you could staff a dungeon…

Dungeon (600 CP)- The hallmark of any true boss; you've come into possession of your very own dungeon! It might be an abandoned temple, a deep cave, or even a mansion or small, abandoned city somewhere remote, but whatever you pick it's loaded with traps, puzzles, and treasures- all of which you know the location of and can navigate with ease. There's no prize at the end for any adventurers who trespass into your lair- save for the possibility of a quick death- but you can change that if you'd like. Although there aren't any minions guarding it at the moment, there is a powerful monster inside that swears its allegiance to you. It could be a dragon, golem, giant spider, or some other monstrosity, but despite the (somewhat obvious) weak-points it possesses you won't find a more loyal or powerful beast anywhere else.

Merchant Items

Shop-keeping Bird (100 CP)- This bird has somehow mastered human speech, and has decided to come work for you. Although it might not be able to handle all the responsibilities of tending a shop- namely anything that requires hands- it can help you keep watch, and will peck anyone who tries to steal from you.

A Variety of Bombs (200 CP)- These bags hold three different varieties of bombs. The first is your standard bomb, which explodes with enough force to break large boulders. The second bag holds Water Bombs, which can be used underwater. The third and final bag doesn't contain Bombs at all- instead, it holds Bomblings, an insect-like species that explodes as a defense mechanism. Unrelated, but the species is actually getting close to extinction. These ones have been trained to run at your enemies and explode after being set down. All three bags will replenish any used bombs at the end of the day, and the bags themselves are immune to fire and anything else that might cause the bombs to detonate prematurely.

Emporium (400 CP)- If you think whatever hovel you used as a store before is a real shop, than think again- for you now possess one of the finest shops in all of Hyrule. It might as well be the fantasy equivalent of a super-market, with all the amenities that a towns-person or adventurer could need, from food to adventuring gear and everything in-between, including potions, bombs of various types, and even some special or unique items. You can run it yourself, or have it be run by an employee, but either way the store will rake in a ton of cash.

Magic Armor (600 CP)- This suit of heavy golden armor has an incredibly powerful- and costly- enchantment. When it is worn, it will start to consume the Rupees on its wearer's person; in exchange, the armor will protect them from all damage, while becoming light enough to maneuver in as easily as one would regular clothes or chain mail. One Rupee equals one second of protection; once the wearer's wallet is emptied, the armor will take on a duller color, and become about as heavy as one would expect golden armor to be. Post-Jump, the armor will convert the native currencies of whatever worlds you find yourself in, so long as they are on your person, in addition to Rupees.

Nobility Items

Royal Outfit (100 CP)- A luxurious, comfortable, and handsomely made outfit of your choice of design. It is surprisingly protective despite any lack of armor, but only about as protective as a chainmail- it's main purpose is for flaunting wealth. If you choose actual armor for this, such as plate, then it will be exceptionally well-made and pleasing to the eye but otherwise mundane despite its appearance.

Ancient Technology (200 CP)- The ancient Oocca have left behind many artifacts in the land of Hyrule, some of which were enshrined in various temples. You have three such artifacts; the Dominion Rod, the Spinner, and the Clawshot. The Dominion Rod has few real uses; it can be used as a bludgeon, or to control certain statues. In addition to the rod itself you will get a few different statues that can be controlled by the rod, some of them large in size and capable of wielding weapons. The Spinner is a sort of gear-like mechanism that one can ride on. It's best used on special grooves that it can use to move at high speeds, but it can also be ridden normally and can cross quicksand and patches of ice easily. It can also soften one's fall if they happen to be riding it when they go over a cliff or something. Finally, the Clawshot is essentially a grappling-hook that allows one to attach to various objects pulling them closer to you (or you closer to them, if they weight more than you do). It fires with enough force to kill small enemies, but against larger ones it may only stun, if it does anything at all.

Royal Blade (400 CP)- An ornate weapon passed down the family tree for generations, and now ending up in your care. Although it is a high-quality weapon, and nearly unbreakable, it's not quite on par with the blades of yore. It's main use is as a catalyst for magic, allowing one to channel their abilities through its structure and strengthening them. It does have one similarity, however; because of its use in magic, the Royal Blade is capable of deflecting magical attacks as well.

Castle (600 CP)- A large palace, similar in design if not in size to Hyrule Castle itself. Although lacking in sheer size, it is still staffed by a small army of soldiers and servants who will attend to you. There are all sorts of things you could use this for; a home, of course, but the castle walls are sturdy enough that it could be used as a fortress as well. There are a good number of high-quality weapons in store, a good bit of treasure, and the chefs make your dining room the best place to be in all of Hyrule come suppertime.

Undiscounted Items

Basic Wallet (Free)- A basic wallet, that is woefully empty at the moment. Has the ability to store up to three hundred Rupees despite its small size. Naturally, it can hold other types of money too.
+Giant's Wallet (50 CP)- A slightly bigger wallet that can store more Rupees- 1000 of them, in fact, which it does in fact contain already. The wallet also has the ability to 'break' or 'combine' currency into bigger/smaller denominations, such as one red Rupee into twenty green ones or a ten blue Rupees into one purple.
++Colossal Wallet (50 CP)- Be awed by the absolute lack of size of this wallet, which can somehow contain a whopping 9,999 Rupees- which it does, making you one of the richest people in Hyrule short of Jovani or Princess Zelda herself. In addition to the breaking/combining functions of the previous wallet, this one can somehow access any wealth that you have stored up- even in your Warehouse.

Basic Weapon (Free)- A simple weapon of some sort; not bad, but not anything special like what one may find in a dungeon or a legend. A simple sword or bow for example, or perhaps an axe? You may purchase another for 50 CP.

Basic Outfit (Free)- A simple outfit of your choice. It can look like anything you want so long as it doesn't contain protective elements, which cost an additional 50 CP for anything from heavy leather to metal. Additional outfits can be purchased for 50 CP, and upgraded for 50 CP as well.

Hawk Grass (50 CP)- From now on, you'll sometimes encounter these strange patches of grass that, when you blow into them, summons a hawk that will allow you to command it. It's a bit niche, but it could be useful in certain situations.

Slingshot (50 CP)- This slingshot is a common children's toy, and yet it can fire pumpkin seeds and other ammunition hard enough to damage or even kill monsters. Handy, if a bit underpowered for most enemies.

Gale Boomerang (100 CP)- A boomerang inhabited by a fairy of the wind; the spirit inside of the boomerang is capable of helping you guide its movement, moving between multiple targets before returning, and can speak with you telepathically if it wants. More importantly, it creates a cyclone with its movement that allows it to suck up objects and smaller enemies while disorienting the larger ones.

Clawshot (100 CP)- Another Clawshot, exactly like the one described under the 'Ancient Technology' item. By using two Clawshots at once, you can zip around with much more ease than you would normally.

Zora's Armor (100 CP)- A special suit of magical armor that grants the aquatic abilities of a Zora when worn, allowing the wearer to breathe underwater and swim with more ease. It has a major drawback, however, as it makes the wearer share their vulnerabilities to ice and fire when worn.

Crossbow (200 CP)- A surprisingly high-power crossbow, along with a quiver that never seems to run out of bolts. Reloading is fast and easy, and the crossbow is accurate for hundreds of feet- and deals good damage to even the largest or most heavily armored of foes.
+Semi-Automatic Crossbow (300 CP)- This upgrade takes the quiver of bolts away. The reason is due to the crossbow's peculiar and- frankly, somewhat baffling- ability to shoot bolts indefinitely without reloading. Not only does the crossbow no longer need to be reloaded, but it fires as quickly as you can pull the trigger, letting you pour out a stream of projectiles with very little that can stop you.

Twilight Mirror (300 CP)- A copy of the Twilight Mirror, which was once used to execute and imprison the worst criminals of Hyrule by casting them into the Twilight Realm. Yours is capable of transporting yourself to a similar, Twilight filled world in future Jumps- you might use it as a prison like the ancient Hylians, or maybe you'll find that it's already inhabited if you decide to explore…

Sword of the Sages (400 CP, free Triforce of Power)- A holy weapon of exceptional quality, though far below that of the legendary Master Sword. A tool forged by the sages for Ganondorf's execution, it glows with a holy aura that reflects its wielder- and despite its holiness, can be wielded by even the greatest of evils. Its deals great damage to evil beings nonetheless, but while it can wound the bearer of the Triforce of Power it cannot truly overcome its power to kill them.

Bow of Light (600 CP, discount Triforce of Wisdom)- Another holy weapon, this time one that is a gift from the Spirits of Light themselves. Their blessing allows the bow to conjure the legendary Arrows of Light from nothingness, which are powerful weapons that can kill lesser evils with a glancing blow. Even the greatest ones will feel pain, and will be temporarily stunned and bound by the holy light, even if their protections are too much for the Arrows to truly overcome.

The Master Sword (600 CP, discount Triforce of Courage)- The blade spoken of in the ancient legends, blessed by the goddesses themselves. Long ago, in another time, the Hero of Legend wielded this weapon against the darkness that threatened the land of Hyrule. Its capabilities are much the same as the ones described under the "Blade of Legend", above, though it has yet to receive the blessing of the gods of the Twilight Realm that allows it to dispel magical darkness; it may yet gain this ability, however. If purchased by the wielder of the Triforce of Courage it may be retrieved during their stay in Hyrule, or else it will be given to them afterwards; others will merely gain an identical copy of it.

Companions

Midna (Free)- Yeah, I know why you're here. I'll save you the 50 CP it'd normally cost to take her as a companion, and just let you do it if you manage to convince her to join you on your adventures. As an added bonus I'll give her either her imp form or her normal form as an alt-form, depending on which one she ends the Jump in- getting the opposite one so that she (and you) don't have to choose between the two.

Canon Companion (50 CP)- Much like the above option, you can purchase this to gain the chance to companion one person from the land of Hyrule or the Twilight Realm, taking them with you on your adventures so long as you can convince them to join you.

Companion Import/Creation (50 CP)- Import or create one companion for 50 CP, giving them 600 CP to spend on races, perks, and items.

Fairy (50 CP)- Hey! Listen! This helpful fairy has decided to join you on your quest, doing so by helping you target your enemies in a fight. Strangely, even the meanest of monsters won't have a problem with this unless she tries to interfere directly. She can also give you advice, if you'd like... though she's a bit of a chatterbox.

Drawbacks

You may take as many drawbacks as you'd like.

Ancient History (+0 CP)- Have you been in this land before, perhaps? If so, and if you select this option, you'll find your actions in Hyrule's past carrying over to the present in some form. Who knows; you may find your actions in the other time-lines affecting this place, as well. Other minor changes can also be made.

The Chosen Hero (+0 CP)- Want to take the place of Link, but don't necessarily need or want the Triforce of Courage? Take this, and you can. Note that, without a piece of the Triforce or some other way of retaining your physical body, getting caught in the spreading Twilight will most likely doom this land to being ruled over by Ganondorf. You can't take this if you picked any of the special perks aside from the Triforce of Courage.

Monkey Business (+100 CP)- This is annoying. It seems a group of monkeys has taken to following you around, making a nuisance of themselves and annoying you at every opportunity. They'll snatch up your items, shriek, and generally cause problems for you due to their mischief. For some reason, no matter how hard you try, you can't seem to get rid of them or kill them.

Beast (+100 CP)- You have been cursed into the form of an animal. What you are is up to you, but it can be no bigger than a horse. Pick wisely, because you'll be stuck in that form for the entirety of your ten year stay. You'll be unable to communicate with other people, your speech replaced with the language the animals of this land speak and even other forms of communication such as telepathy or written language will be garbled or ignored. You can keep your animal form as an alt-form post-Jump if you'd like.

Monster Problems (+100 CP)- There have been more and more sightings lately. Of course, that's no surprise to you- all the monsters in Hyrule seem to be drawn to you like ants to sugar. Bulblins, Chus, Kargarocs, even stronger foes like Darknuts and Aeralflos; all of them will seek you out. Don't think that staying in a town or city will keep you safe; it'll just cause the monsters to team up to try and get to you. On the upside, at least you'll have plenty of opportunity to practice with a sword?

Double Damage (+100 CP)- An image of a small statue of Ganondorf appears in your mind. Any damage you take is now doubled in severity. Getting clubbed will leave you black and blue, breaking your legs may leave you permanently crippled, and who knows what might happen if you fall into lava- well, that might have been lethal anyways. If you're durable enough that these wouldn't be an issue, or have high regeneration, you will find that you still feel the pain of the wounds you would have received and that this pain lingers for a long while afterwards. As an additional prize you will receive a Ganondorf Amiibo for taking this drawback.

Hero Mode (+200 CP)- The land of Hyrule has become increasingly inhospitable, but now it seems to be even more so. The monsters hit twice as hard and are twice as smart, the puzzles are twice as difficult to solve, the dungeons are twice as long… and what's worse is that everything is changed around, as if the land itself has been flipped on its head. Locations aren't where they're supposed to be, people will act differently from how they would normally, and even the events of the past have been altered to make things more difficult for whatever you're doing.

Execution Scar (+200 CP)- They tried to kill you once before. But it didn't take. Now, you have a massive, glowing scar in the center of your chest, and despite whatever you might decide to wear it shines through, weakening any protections you might place over it. Even if you take on a different form, the mark will remain physically. It is a weak spot, and if anyone strikes, slashes, or stabs at it you will feel great pain and will become gradually weaker, until you finally collapse on the ground, helpless and unable to move. And, after they get you to that point, one more strike at your scar with whatever weapon they wield will kill you. No amount of healing will fix the scar or prevent damage to it, nor will any esoteric perk or one-up prevent you from actually dying.

Fetch Quest (+200 CP)- It seems like you always have to do a lot of running around to retrieve things, both for yourself and for other people. This will be a semi-frequent occurrence, and one that always results in you crawling through some dungeons or a forgotten cave, or else trekking across all of Hyrule to find something or another. It might be the pieces of some artifact, a certain item, or even a person, but try as you might to get around it thou must do the fetch quests when they come.

Cave of Shadows (+200 CP)- Before the Jump begins properly, you will find yourself in a cave similar to the Cave of Ordeals, stripped of all outside powers, items, etc. Your goal? Descend to the bottom level of the cave and meet the Great Fairy there to reclaim your powers and begin the Jump proper. The cave is inhospitable to outsiders, and despite being filled with monsters there isn't anything you can scavenge- their gear disappearing after they die.

Sold Soul (+300 CP)- Well, if you want more power then this is a pretty straightforward way to get more. Your soul has ended up in the hands of some wandering ghosts, known as Poes, who have split it among themselves- sixty Poes, sixty fragments of your soul. In addition, they've inflicted an ironic fate on you- you'll have more power in the long run, but in the short term they've also fractured your power and split it among themselves- giving you an equal share as the rest of them, of course, what you've gained here aside. Sixty Poes, sixty-one fragments of your power- one of which is in your possession. You have to get all of your soul fragments and power back before your ten years or up, or you'll be sent home as if you had died.

The Jumper Wields No Strength (+300 CP)- After ten years have passed, instead of moving on to the next Jump you'll find yourself still here. No matter what you do from here, you will eventually die- your heart filled with regret. The next thing you know, you will be standing in front of an oddly familiar person- perhaps your descendant, perhaps your reincarnation- in a misty plane. They've recently obtained a small measure of your powers, but are unskilled in their use- lacking any perks that would allow them to more easily train their skills. At the same time, your spectral form will lack any special abilities that will allow you to teach them more easily- you'll have to do it the hard way. Your goal is as follows; this person is on a quest, but without your tutelage will fail. Over the course of seven lessons, each lasting about an hour from your perspective, you must teach them how to use their powers well enough that they will succeed. Do this, and you'll get to continue your journey; fail, and you'll find yourself being sent back home.

Usurper Jumper (+300 CP)- Zant, the Usurper of the throne of the Twilight Realm, has usurped once again- this time, his prize is your ability and status as a Jumper. With the help of Ganondorf, he has somehow managed to start siphoning power from you at an alarming rate. By the time you realize what is going on your power will be cut in half- and in a week's time, Zant will have fully absorbed your power and become the Jumper in your stead. Stopping him before then is probably a good idea, unless you want to inflict his madness on the multiverse. The only upside is that, despite all that he's taken from you, Zant is still himself- crazy, that is.

Return of Ganon (+300 CP)- Ganondorf- the ancient warlock who was banished to the Twilight Realm for trying to take over Hyrule and complete the Triforce- has returned to the land early. After stealing Zelda's Triforce of Wisdom, he searched the land and quickly found Link. Without having gone on his journey, the young boy was no match for the power and ferocity of Ganondorf, who quickly slew him and took his piece of the Triforce as well. With the Triforce completed, Ganondorf's wish came true- granting him all the power he could ever ask for, and dooming the land to be under his control forever. That is, until you came along. Seeing a potential threat of another up-start hero, Ganondorf has devoted the efforts of his forces to trying to kill you. He won't come after you personally- such a thing is beneath him now- but if you try to fight him you'll find that he's more than a match for you no matter how much power you've gathered.

Notes

-Standard end of Jump choices; effects of drawbacks disappear, if you died you go home. If you didn't die you can either choose to go home, stay here, or move on to the next Jump, and whether you died or got to choose you keep everything you obtained here regardless.

-Items can be imported into similar items for free; for example you can import any weapon into the Blade of Legend, or any sufficiently large building into the Dungeon.

-YJ_Anon

-A very heart-felt thanks to my special buzzy-buddy NuBee, and a special thanks to everyone for these 3000 threads.

CHANGELOG:

V1: >initial release

V2: >changed the rules for how special perks work, and added "Alternate History" special perk
>added crossbow and semi-automatic crossbow items
>added double damage, cave of shadows, and fetch quest drawbacks
>rebalanced execution scar drawback to be a bit more forgiving; it now requires at least some fight before you're weakened enough for an instant kill. it now gives +200 CP instead of +300 CP
>sold soul and the jumper wields no strength have been bumped up to +300 CP, having been replaced by fetch quest and cave of shadows as +200 CP drawbacks

V3: >added blessing of the gods general perk
>added a line about shooting raw magical power blasts to the triforce of power

V4: >buffed triforce of courage slightly with resistance to mind/body altering magic
>buffed royal outfit slightly to allow for armor
>added basic outfit, basic weapon, sword of the sages, bow of light, and the master sword to the items section