

ZELDA

ALTERNATE DESTINIES

The Legend of Zelda - Alternate Destinies 2
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The Story Thus Far

Seven years ago, a young child walked out from the Lost Woods with a Fairy flitting about his head and a quest to go speak to the princess. Mere days ago in another timeline, the Evil King Ganondorf was cut down by that same child, a child who had grown to become a Hero - the Hero of Time, in fact. The next day - AND seven years ago - Ganondorf was defeated again by the child, but this time before he could commit the majority of his sins against the land of Hyrule and was thus sealed away inside the Twilight Realm

Now, a mysterious young man who arrived from seemingly nowhere to save the day and disappeared just as quickly wanders through the countryside after having returned to Hyrule from parts unknown. His destination is unclear, but his goal to cash in a favor from years past for a long overdue reward - he is quite broke at the moment, after all. That is not, however, the reward the fair maidens that he saved have in mind for him. The bloodline of a Hero is a potent thing after all...

+1000 cp

Origins

Hero

Perhaps not THE hero, but certainly a hero. You might be a simple guardsman, or a particularly courageous farmboy. Regardless, you're choosing to be fate's errand boy if you take this origin, always running about completing tasks for others. Usually something mind numbingly boring, but occasionally exciting and life threatening. Not for free of course, that would be silly.

You are, by default, a male Hylian, though you may change your gender and choose to be of another heroic race for 100 cp.

Maiden

When one thinks of the maiden, they think of a beautiful young woman, someone to work hard to earn the favor of - and perhaps a kiss? Traditionally choosing this origin would sap some of your agency from you, always relying on others to do things for you or rescue you from some foul fate. Luckily for you, the princess-kidnapping evil king is dead, so you shouldn't have to deal with that.

You are, by default, a Gerudo, Fairy, or a female Zora, though you may change your gender and choose to be of another heroic race for 100 cp.

Child

According to the 'proper history' of the world, the Hero is destined to die alone and unloved, with no one to carry on his legacy. Your existence is a rather large fuck you to that history, as you are a child of the Hero. Possibly one of many. This does come with the side effect of starting you off a minimum of seventeen years after Ganon was sealed away in the Twilight Realm instead of seven, however.

In addition, this origin is special - you have only one perkline, and no items. Instead, you may discount a single perk and item of each price tier from both the Hero and Maiden origins. You are defined by your parents, after all.

You are, by default, a female hybrid between Hylian and another heroic race of your choice, though you may change your gender or choose to be a pureblood instead of a hybrid for 100 cp.

Discounts

All perk and items are half off to the appropriate origins, with 100 cp purchases being free.

The Child Origin, to compensate for only having a single perkline, may discount one perk and item of each tier from each of the Hero and Maiden origins

Perks

Hero

100 cp - A Bag Filled With Flies

As a Hero, your deeds are for the betterment of all. Usually. And as a Hero, you aren't usually needed in times of plenty. Unfortunately, this means that when you need assistance the most, people are least able or willing to give it. Why else would they be charging you for such basic things, when you of all people deserve them for free? But I digress. You have two blessings to your name that ought to help with this. The first is a nose for tasks, chores, challenges, and other similar trials. Sidequests, effectively. And secondly, when rewarding you for your assistance in those matters, people have a tendency to be a bit freer with their budget, giving you twenty rupees instead of ten, or two potions instead of one. So on and so forth. With a full wallet, getting everything else you need should be fairly easy.

100 cp - Sweep Her Off Her Feet

While the duty of the Hero is often a singular overarching task - the defeat of whatever incarnation of Demise is currently threatening Hyrule - most of them will choose to take a more measured approach, to use a softer touch. No point saving Hyrule if you walk past a dozen villages under siege because they aren't important, leaving you with no Hyrule to save. To that end... you have a nose for helping people, for finding those who need tasks accomplished. And of course, once you help them they'll be grateful. In most cases this will result in some small reward, but if the person you are aiding is within your strike zone, then they're guaranteed to pick up at least a small crush on the gallant hero who saved them. Nurturing that crush is up to you, and smaller tasks will naturally result in a smaller place for you in their heart, but with this you have all the foothold you'll ever need.

100 cp - Collector Of Many Tools

Over the course of an adventure, a hero can be expected to gather many tools. Some will aid his travels, allowing him to traverse fire and ice without flinching, or allow him flight in all but name. Others might bend fire and ice to his will, turning them into a weapon to be used against his foes. You may even learn some magic. Well, as you might expect, this vast assortment of tools and trinkets can be hard to keep up with, especially if you're just some kid who has never used a bow before in their life. Luckily for you, you actually have. You have a small measure of training in well over a dozen different weapons and a larger chunk of actually using those things in combat, including some rarer things that most wouldn't expect to be a weapon at all. Probably not enough to use an entire arsenal of tools without slowing down, but using most of them shouldn't be an issue.

200 cp - You Deserve Further Rewards

Quests, as they normally are, are practically a business transaction. Go here, do a thing, receive twenty rupees, a new sword, or something similar. But heroism - true and proper Heroism - isn't something so cut and dry. If you're going above and beyond and saving an entire city or even a kingdom, how can a single person reward you for that task? Normally, they don't bother. But in your case, the answer is because everyone will be rewarding you. It may be smaller, after being divided between so many people, but everyone you saved, if you ask it of them, will have something for you. The princess might offer you a kiss on the cheek, a pat on the back, and some rupees, but when every village girl has something similar to give you, it adds up to what you actually deserve.

200 cp - Body Blessed By Hylia

The heroes of courage have long since had an affinity for life magics, and nothing drives that in home more than being raised by tree people. As a result of your adventures over the past seven years, you've refined your body into a weapon of war, able to do the work of six men and continue fighting for just as long. To say that your body was a wonderful mass of muscles would be to insult you - your body is an all but divine mass of muscles. In fact, given the hero's normal relationship to Hylia, she may in fact have sculpted them personally. Of course, with Ganondorf slain there isn't exactly much fighting left to be had here in Hyrule... How fortunate then, that having taken in this raw life energy also drastically raises your stamina and virility.

200 cp - Good Old Fashioned Violence

While Hyrule is a plentiful land, it isn't always a safe land. Dark creatures lurk in the corners where the light doesn't reach. But not, however, in your presence on account of them often being too dead to lurk when you're nearby. You're a natural combatant, growing and learning new techniques practically mid battle as you work out what does and doesn't work on a given foe through painful trial and error, and more than a dash of intuition and instinct. Give it a week and you could fight with the sword. Give it a month and you could probably fight a master swordsman and win. Give it a year and so long as your blade doesn't break in your hands, you'd be virtually unstoppable.

400 cp - Collecting On A Debt

Though I will occasionally speak of rewards for some great task, the truth is that by the time you arrive here, the adventure will be over. No villain to defeat, no epic quest to undertake, only the occasional display of skill or minor favor to earn any fame with. So, let's cheat somewhat. One of those epic quests was your doing. You might not have defeated the villain yourself, but you were probably critically important. Probably. Regardless, in each jump there is now an event or two that can be milked for a great deal of goodwill from a surprisingly large number of parties in your backstory. Nothing quite like single handedly saving the entire kingdom, but Link retconned that out of history anyways.

400 cp - Seven Sages Means Five Wives

It's a relatively well known fact that the Hero chosen by the Goddess was once her lover, something that echoes down through the generations as each Hero and Princess are inexplicably drawn towards each other. Sometimes, however, it simply isn't meant to be in this life. Instead, you'll find that anyone and everyone with even a trace of divine power will hold an interest in you, with the more powerful of them - outright gods, or simply their children and champions - will be waiting in the wings for a chance to romance you. Now, this does assume that you're properly heroic, and that you actually do something of worth that makes you noticeable - if you treat this life like a vacation and accomplish nothing then they may never notice you. Worse, if you play the villain you'd likely end up with a demon or an evil god. Though, if you're into that kind of thing...

400 cp - Conquering All Challenges

You wouldn't be much of a hero if the first time you failed at something or got your ass beaten into the dirt you actually stayed there, now would you? Whether it's the Courage to keep going or just being too stubborn to give up, you rebound like nobody's business. Whether it's a fight, a carnival game, or attempting to please a woman, any shortcoming on your half prompts a surge of growth from you, the result of some long forgotten instinct that may or may not be from a past life. Lose a fight, and you could create a new sword technique out of spite in order to win the rematch. Better still, this allows you to use your existing skills in new and unusual ways in order to pull out the win. Taking lessons you learned on the battlefield into the bedroom is more than possible, and while they probably won't translate perfectly you could still utterly dominate a normal woman even with no prior experience - and of course, it works the other way round just as well.

600 cp - Every Queen Needs A King

Think for a moment, on the skill and prowess needed to actually do something like 'save the kingdom'. If an army couldn't do it, how can one man? But... it's been done, and likely will happen again. What's more important than that is in the event of your success in such a momentous task, people will stop trying to reward you with things as silly as a few rupees or a new item. Instead, they'll begin to seek to attach your fame and power to their own name - in short, pedigree. In some cases, this could result in something as simple as a village maiden that you'd saved offering you her virginity. In others, the chief of an all female tribe could decide you'd make for an excellent father for the tribe's children. All of them. For the most part this only means one night stands, but if you want to stay with them, who in their right mind would refuse you? Just keep in mind that this ability to spread your seed does require a resume of sorts. On the plus side, once properly written, you can gift as many women as you want with no complaints or jealousy.

600 cp - King Of The Zora

In this particular version of Hyrule the Zora are much like the Gerudo, an entirely female race. Unlike the Gerudo, however, who sneak about and steal husbands from the surrounding lands, the Zora have come to a much different solution - the King of the Zora, or rather the Queen's consort, is responsible for impregnating each and every Zora in the kingdom. As you might imagine, that's probably you. That is not what matters, however. In each and every future jump, you may declare a single race to be of a similar disposition. Generally speaking this will mean a kind of monster, as the various colors of skin are not enough to qualify for this - something like the Zora or the Goron, or perhaps the Blin, would be the ideal target. In addition to making them all female, it makes them damn fine as well, with their natural state now including large breasts no matter how nonsensical it would be for that race to actually have them. A similar society to the Zora is not included, but I'm sure that won't slow you down all that much.

600 cp - Suicide King

Quite frankly, this is the boring option. You're good in a fight. You know how to sword, how to bow, how to bomb, maybe even how to bottle. You can - did you just summon a phantasmal Master Sword by timing the expiration date of an odd potion with the refreshing of the connection between the sword and the Ocarina of Time? Did you swim right up to the shore while constantly equipping and unequipping the Iron Boots, and somehow start swimming through the dirt? Please stop that, reality isn't designed to do that. I'm not sure if this is the result of you being blessed by Farore or just because you really like bullying Nayru and her pesky 'laws of physics', but beyond simply being good in a fight you somehow have an unfortunate level of insight in how to directly attack the mechanical laws of the world. Or perhaps attack with them, it's not really clear. Still, if you put your mind to it and do some really weird shit, you can perform a 'ritual' of sorts that will... do something. Probably something horrifying and weirdly effective. Please don't break time any more than it already is.

Maiden

100 cp - The Trappings of Nobility

While in theory you could be a simple farmgirl or village maiden who found themselves thrust into a startling amount of relevancy, it's far more likely that you were always relevant. Princess, Thief-Queen, a Great Fairy... Truthfully, I wouldn't be surprised if the Hero ended up with all of the female sages at one point or another. Still, if you're to be a ruler, you will need the skill to hold such a position. There are three things you will need - etiquette, diplomacy, and a rockin bod. You can actually choose between the three, becoming the politest person in all of Hyrule, but unable to actually convince heroes to quest for you and rather plain to boot. Or you could be one of, if not the most, beautiful but have no skill at all in courtly matters. A balance between the three would be advisable, but I leave the decision up to you.

100 cp - A Tasteful Sash That Covers Nothing

There are some races in this world that can barely be distinguished from the ever-common Hylians. Kokiri resemble nothing more than children, and nobody knows if the Sheikah are a genuine race or just a phenotype and a culture. That's probably on purpose, knowing them. And there are those that are blatantly different, bordering on monstrous, such as the Goron or the Zora. So different, in fact, that they don't even bother wearing clothing for the most part. Much like yourself, now. The more inhuman you are, the less you need to wear. If you had bright blue skin and a few fins sticking out of you like the Zora do, you could walk around while covering yourself with a tasteful but entirely too small sash that hides absolutely nothing. Or even less, though you might have to actually attempt to defend yourself by explaining that clothes are against your culture, especially when they aren't volcano proof.

100 cp - Good Tidings on an Ill Wind

The sages of Hyrule are a known bloodline, much like the knights who strive to claim the title of 'hero' that are regularly produced by the kingdom. Unlike those knights however, who may simply train for their strength, the power of a sage often requires an extra push, hiding within the heart of its bearer until it is truly needed. Such requirements are both a blessing and a curse from the deities that endowed this power upon us - it's hard to misuse an ability you don't know you have. Still, you now have a passive ability to detect evil. Truly black hearts, fonts of malice and Malice, or even the sheer wrongness of something that refused to die. Being confronted with such a thing, even in passing, now has a tendency to shake loose any hidden talents you may possess or a divine blessing hidden in your bloodline. As for right now? You've awoken a rather strong affinity for an element, such as fire or ice.

200 cp - Working Woman

As wonderful as it would be to laze about all day and be waited on hand and foot by servants, even kings and queens can't afford to do that. In fact, they occasionally drown under paperwork and people wanting to complain about this and that. As for you, well, you have a talent. It might be a specific kind of magic, it might be creating new songs to play, or it might even just be stealing things from people. However, whatever talent this is and whatever job it's lead to you having, it also somehow grants you a small level of authority over others who seek to master that talent. In a city full of musicians, you might end up as the lead pianist simply because they all agree no one else is worthy. Or, in a society of thieves, perhaps you'd end up in charge simply because no one else would be able to demand the respect needed to actually rule. Or would have the skill to keep the treasury intact. Still, if you seek to master your talent then it will probably lead you to getting more than a few promotions.

200 cp - Excess And Indulgence

Holy magic this, holy mission that - why has no one ever tried to use water magic to make a water bed? It may sound strange, but I assure you it's quite comfy. Much like the previous perk, you have a talent. A style of magic that you taught yourself, or perhaps you're a potion maker. Unlike the previous perk, you won't be using this talent to get respect - instead, you'll be using it to get laid. Whatever this talent is, it's something that you studied for the purposes of using it in the bedroom, not in battle. Perhaps your water magic allows you to simply whistle up a fancy bed or whatever kind of furniture you might want, or your healing magic allows you to restore the vitality of your partner's dick while also increasing its size. Or maybe those potions you make are mostly aphrodisiacs and 'stamina' potions, the kind of thing that can best be called as love in a bottle. Whatever you choose... please, DON'T be responsible with it.

200 cp - The Road To The Future

When a power is acquired, naturally, you will need to train it. Most often this will mean speaking to a minor deity or a guardian beast for advice on the nature of your powers, or perhaps a test or trial you may attempt in order to earn a new technique to learn. Someone like the Deku Tree for the Kokiri, or perhaps Jabu Jabu for one of the Zora. You may do this if you wish, and obviously you should, but you will find that you possess a speciality of sorts in the creation of tools, trinkets, or even temples that exalt whatever power you are connected to. For a Kokiri this could be as simple as creating a clearing in which to plant yourself in preparation for becoming a new Deku Tree, but you will find that such things are exceptionally sturdy. While I cannot promise that something you build today will stay within your families hands, it will at the very least last for hundreds of years such that your grandchildren's grandchildren could make use of it if wished.

400 cp - The Next Generation

One person, no matter how skilled, cannot rule forever. Whether you grow old and die, or grow cold and simply walk away because you no longer care about ruling, there will inevitably come a day when someone else needs to step up. As for you, you're oddly skilled at stepping down. Retiring, giving a few final lessons, and then pretending to be your own daughter so that people stop bothering you with things. ...What? Okay, I'll admit, that last one is a bit of an extreme reaction, but suffice to say that it's an incredibly effective technique that you now know how to use. Still, thanks to your many years of experience at ruling, you're also quite an adept teacher. You have many lessons to teach, after all, and just as many ways to teach them. Do your best to pass on all the important things before faking your death and pretending to be your own daughter.

400 cp - I Declare You To Be Worst Girl

Despite all assumptions to the contrary, this story is not about Zelda. I know, I know, how can it be named after her without including her? Not a clue. And yet, she's not likely to make an appearance - perhaps she considers herself above 'rewarding' Link in the way the other female Sages intend to? Still, despite the literal, actual, magically enforced destiny that should be drawing them towards romancing each other... They aren't. And you can enforce this. If a magical bond of some kind would get in the way of you seducing someone, weaken and shift, transfer to you, or even stop existing entirely. There are a few factors to this, your own connection to someone and your relative karma. If you're a villain through and through they star crossed lovers would likely unite against you, but if you were also the heroic sort - like, say, a sage? Then the Hero would have no problem bedding you in place of his promised, but missing princess.

400 cp - Blessing Of The Holy Woman

The sages may technically be champions of Wisdom, but that doesn't grant them much in terms of combat prowess. Instead, they're expected to lend their aid to the movers and shakers - the champions of courage - whenever possible. Thanks to that, you have two major blessings. The first is a mild talent for telepathy, and the second is the ability to create blessings. Should you be a mage capable of wielding fire, perhaps you could enchant a bow to shoot flaming arrows. Were you a mage who specialized in water, perhaps you could make a charm to allow someone to breathe underwater. Simple things, maybe, but useful nonetheless. If you were so inclined, you could likely transfer your magics to them wholesale, though you would likely need to make a predetermined effect unless the recipient was also a mage. By comparison, your power over your own mind is sadly the weaker of these talents, but with something on the far end to enforce a connection - perhaps a magical song that you wrote? - you could theoretically connect to someone from any distance.

600 cp - Inheritance of Earth and Wind

A sad fact of the world is that there is never enough time in the day to do everything that needs doing. Eventually, you will die. If only there were a way for you to continue teaching after your death - oh wait. Strictly speaking this is an enhancement to the psychic talent you see sometimes in sages, but you may now infuse a place or an item with a portion of your will and power. The more you had to do with its creation, the better. A person carrying an instrument you carved, in a temple you built, would then be able to call upon your spirit to aid them, though said spirit would likely only know things relating to the function of the temple and the instrument. By default, your children are also infused in this manner, allowing them to invoke you for minor blessings or simply ask you for life advice. Of course, this infusion of power never actually runs out, so as long as the curse of Demise doesn't see you erased, your grandchildren's grandchildren would also be able to benefit from this.

600 cp - Empowering The Master "Sword"

In theory, a Sage's duty is to lock themselves away inside the Sacred Realm or their temple and do nothing but continuously pray to the gods so as to empower the master sword. More realistically, you only need to do so until the great evil is slain, at which point you're not quite out of a job, but are not required to pray anymore. Once that is over, what do you do? Drag the hero into your bedchambers and ride him until one of you breaks your hips, apparently. I'm not quite sure why, but praying to the goddesses to empower the hero, and fucking him utterly senseless are now more or less the same thing for you? Hylia might take umbrage with this, but all things considered it's a fairly effective technique. On top of that, you'll find your children will inherit the majority of your power, also qualifying for the position of Sage... or of Hero, if he's the father. Or even both. In another world there would be a distinct lack of those with the Hero's bloodline, so obviously you should compensate by helping him spread it.

600 cp - Initiate Of The Sacred Realm.

Or, instead of abdicating, you could embrace your position as a Sage fully. For doing so, you will receive a healthy dose of both elemental magic and divine power, a dangerous combination when used properly. With just this and not a dash of skill or training, you could probably fight on par with combatants decades your senior, practically throwing out tidal waves with but a flick of a wrist, or simply summoning enough raw energy to erase a swarm of lesser monsters. Of course, as you are a Sage, I have no doubt that you do in fact have training, meaning you're much more dangerous than that. Perhaps most importantly, you may tie your lifeforce to something. A place you wish to defend, a weapon you wish to empower. As long as you serve as Sage, that blessing will remain fixed in place, creating a sanctum that can only be breached by the deepest of darknesses, or a sword that is evils bane. Additionally, you may find yourself the chosen of a god or goddess in future jumps, as they can now vaguely tell that you'd be excellent for the position.

Child

100 cp - Child of Greatness

Not to toot your horn or anything, but as the child of the Hero of Time and... Well, I don't know who your mother is, but there's a decent chance she's nobility, if not royalty. With that in mind, you're a person of importance. People at court probably need to study up on you whenever you visit so that they don't accidentally draw your ire for mispronouncing your name, or serving you the wrong food. Or worse, your parents. With that in mind, should you feel the need to brag about your lineage, so long as you remain truthful people will be unable to refute it, feeling your honesty in their bones. Beyond that, you can wield this reputation to a certain extent, easily extracting favors and gifts from those who call your parents their friend. This will probably mean your legion of aunts for the most part, but isn't actually limited to them.

200 cp - Sisterhood of Sword Maidens

The Hero is expected to solve most of not all the problems of the land by his lonesome. You are not the hero, and while you may have dreams of heroism, it still means that dumb rule doesn't apply to you. Also, you have way too many siblings to ever really do anything by yourself, it just doesn't work that way. Ahem. You have a great deal of skill at teamwork. Both in the sense of convincing people to work with you, actually working with them to beat the crap out of some poor boss monster. Or your lover's dick. Sisters are supposed to share, right? Additionally, there... isn't actually an upper limit to this. You don't exactly gain any benefit from having more than one partner, but if you traded partners every day for the next year you would never miss a beat because of those changes.

400 cp - Heroine In The Making

When one is born from greatness, how could you not be great yourself? With a Hero for a father and a Queen for a mother, how could you fail to become one yourself - if not both? Hero Queen certainly has a nice ring to it, does it not? But you'll still need to get there, and that is no easy task. Any task or trial your parents accomplished, you can also do. Any foe they have fought, you can also lay low. Not immediately, obviously, but if you train yourself to achieve the heights they have conquered, then you will reach them with ease. Specifically, you will reach them faster. If your father mowed down an army in a single day, you will be able to do it in half of one. If your mother ascended to the throne at the acceptable age of twenty, you will be competent enough to take it at ten. Eventually you will even be able to take their place in prophecy, the gods unable to differentiate between the Hero your father is and the one you have become.

600 cp - A Place In History

As the child of a Hero and a Sage - well, probably, that seems to be the way this world wants to roll - you are something of a skeleton key into fate and prophecy. You can fight alongside other Heroes without negating whatever divine blessings they may have that require them to fight alone, or join a group of Sages to repair a breaking seal on an ancient evil without disrupting their efforts. In effect, you can effortlessly shift between helpless maiden and active participant in the blink of an eye, defying all kinds of mystical effects to do so. Better still, if you have any blessings related to Wisdom or Courage, or just the various domains of Nayru and Farore, you may shift these effects into the other whenever you wish. One moment you may be a Sage with a blessing of wisdom, and the next a Hero chosen by courage - or even a weaker version of both, should you try to walk both paths and straddle the line between them. Hell, you can even choose to be extraordinarily attractive to the heroic sorts, like your mothers, or to the many fair maidens I'm sure you're about to save, like your father once was.

Items

All origins gain an additional +200 cp to spend on Items

Hero

100 cp - A Letter With No Sender

Now who could this be from? The old man you did a favor for? The braggart who claimed you could never do it? Perhaps a young girl who owes you a kiss? It's got no location or name attached to it, merely the simple message of 'come and claim your reward'. Flipping the letter over does reveal a name and location, but that name changes every time you look away. Instead of being from a single sender, this letter seems to record all of the people who owe you favors, prizes, or other forms of rewards in exchange for services rendered. It even lists lesser things, such as half hearted bets or dares, though good luck on collecting from something so loosely binding. Still, at least you won't be forgetting about them anytime soon.

100 cp - Giants Wallet

Of all the tools and trinkets collected throughout the years, I think you'll find that the most useful one is a bigger wallet to hold your rupees. Sure, bombs and bows are useful, but only in a fight. Money is needed all the time, especially if you run out of arrows. Thus you have managed to find and more importantly, to not lose, this exceptionally large wallet. It can hold up to 500 rupees in it - and by that, I mean 500 green rupees. It will also automatically convert them into higher grades of rupees to save space when it can, such as turning five greens into a blue, or two hundred into a gold if you have that many, and can convert them back down when you take them out depending on how many you actually want. Of course, right now there's barely 100 greens in there. Enough to buy supplies for a decent bit, but you might want to look into getting an actual income.

200 cp - Gerudo Membership Card

Another slip of paper, though one with a far different purpose. This card, at the bare minimum, allows you entrance to the Gerudo Fortress without fear of being thrown out, jailed, or otherwise harmed for the simple crime of not being female or a Gerudo. However, due to an odd quirk of fate, the card - while not perfect - will also work on other cultures with similar themes. Showing it to the Gerudo in a thousand years would likely stupify them that such a thing exists, but they would still honor it, if grudgingly and whilst keeping a close eye on you to make sure you deserve it. Even beyond that, the card will grant you access to other female only locations - not just towns or islands, but also simpler things like secret clubs or hot springs.

200 cp - Song of Connections

You may be familiar with a certain piece of music known as the lost woods theme, or more commonly as Saria's Song. Did you know that when the Hero of Time played that particular song on his ocarina, it jump started a psychic connection to Saria herself, so that he could ask her for advice? It's a pretty neat trick. That's why I have something similar for you. This musical instrument - by default an ocarina, but feel free to pick anything - allows you to be 'gifted' a short piece of music by a person, at which point playing that music will put you in contact with them. There's no real limit on how many of these you can be given, or on how long or short they can be so long as they are the one to write the notes and someone else isn't already using it.

400 cp - Dungeon Item

More often than not, being a hero means carting around a truly absurd number of supplies. Enough weapons for a small army, some of the best healing potions in the land, and a random assortment of other useful but niche items... Most of which tend to get lost or stolen between adventures. Luckily for you, you've got something a little special. This miniature chest holds within it a useful tool that you're going to need in the future - but, which one does it hold, you may ask? Well, that will be decided upon as soon as you open it up. It might be a bow, a hammer, or even a plain old bottle if that's what you have the most need of. It won't solve all your problems immediately, and there's an unfortunate tendency to need a good chunk of Wisdom to figure out why you needed this particular item. Worse, this trick only works once every ten years, so don't go thinking it can solve ALL your problems.

400 cp - Wake The White Wolf

In an era yet to come, the hero of time would find himself with no children, no students, no one to pass on his mantle as hero or the skill he learned to. It would haunt him. And he would haunt Hyrule, until someone worthy of learning came along. You... don't have that problem. At all. Instead, these ghostly armors seem to be filled with the spirits of your ancestors, from your parents and grandparents, all the way back to your ancestors who lived on Skyloft. And they are here to spoil your kids rotten, as grandparents are wont to do. While most of them aren't heroes of an era, they're still more than capable fighters, and more than willing to pass those skills on to your children. Or, if all else fails, you now have an army of highly capable babysitters for those nights when you just need some peace and quiet. Or want to impregnate your wife again.

600 cp - Sword Of Seven Years Of Muscle

It's... the Master Sword? It's not the Master Sword? At the very least it's a magic sword, but it's a rather unusual one. It seems that some deity noticed the whole 'freeze him in time for seven years' issue that Link ran into while saving Hyrule from Ganondorf and has attempted to devise a solution. This sword, whenever drawn, allows the user to become empowered by the magic of the blade. In short, it causes you to age slightly, anywhere from a single year to a decade, into a more idealized version of yourself. You know, for those times when Hyrule really can't afford to wait seven years for the Hero to show back up. As you might imagine, this buffed up form is just as good in bed as it is in battle. On the other hand, it's also possible to spend that energy to become younger, intentionally taking on a younger form such as that of a child. Technically speaking that's a flaw in the magic for when the only better you is a younger you, but if you can find a way to make use of it then far be it from me to stop you.

600 cp - Dream A Little Dream

When your children are grown and desire to go out on their own adventures, will you be able to let them go? Only knowing what you have taught them, only having tested themselves against you? Fortunately for you, the position of Hero comes with many benefits, and one of those is the favor of all sorts of beings, from the mortal races, to beings of spirit, to minor deities. You have called in one such debt and been given a playground of sorts for your children to test themselves against - Termina, a replica of one of the Hero of Time's past adventures. A world stuck in a loop, constantly on the verge of destruction, with only one person... or however many kids you had... standing between its citizens and being crushed by the moon. Fortunately it's only a dream world like those created by the wind fish, so "dying" will only see you wake back up safe and sound in the real world should you fail. Winning, on the other hand, will likely leave your children with weapons and tools aplenty, the same tools they would have needed to gather in order to save Termina.

Maiden

100 cp - Royal Accommodations

Royalty, nobility, and the rich in general all have a tendency to lean towards decadence. They seek out the softest silks, the richest foods, the smoothest wines, the most competent fighters, so on and so forth. In your case, you've acquired a bedroom fit for royalty. Perhaps magic has been used to create a water bed for a supremely comfortable sleeping experience - and a room that can shapeshift. Or maybe you have something simpler, a merely lavish room that counters its relative plainness by having servants waiting on you hand and foot. Regardless, saying that your bedroom is 'comfy' is a massive understatement. Oh, and as a small bonus, if you happen to own any properties such as a castle or two, then you'll find a similar room to this one in each of them.

100 cp - Tribal Adornments

The various races and civilizations of Hyrule all favor vastly different styles of clothing and armor. Hylians are your all rounders, using the simplest but most rugged styles. The Gerudo live in the hot desert, and favor lighter clothing. While the Zora, if they wear clothing at all, prefer things that are thin and flow well with the water they swim through. The Fae and Kokiri tend towards natural material, or just leaves. Or just leaf. In terms of weapons, the Gerudo often use gold, the Zora often use silver, and the Kokiri mostly use wood or borrow iron weapons from the Hylians. You have a small supply of arms, armor, and fancy clothing appropriate for your race, whatever that may be. Perhaps a Zora princess might find herself in possession of a Lightscale Trident?

200 cp - Lovers Potions

A particular brew made by Mouke and Tokake for Nabooru in preparation for her meeting with Link after Ganondorf's defeat - and in preparation for her plan to make him king-consort. Upon imbibing the potion, the drinker is absolutely filled with stamina, to the point they could accomplish a task that had previously left them on the verge of fainting a dozen times over. Well, a dozen times over and at death's door for going so far beyond their limits. Eight times should be well within safe margins. As a bonus, it also raises the virility/fertility of the drinker and reduces the refractory period to seconds. And because a single potion is barely of any use, you have a set of four which will refill weekly. Probably still not enough by your standards, but it's a start.

200 cp - Mothers Regime

In order to have a child, you should keep your body in the best shape possible. Having a body inside you takes a pretty heavy toll on your own body, so when it comes to making sure that kid is healthy, spare no expense. By royal decree - possibly your own - you've been given a not insignificant amount of special fruits and vegetables, and a few alchemical potions that are best used as a lotion, amongst other things. While they don't hold a candle to a straight stamina potion, this special diet is designed to take even an out of shape and flat out ugly kid into a fit as fuck, busty as fuck, and fertile as fuck young woman whose body is *very* ready to be a mother. They do take at least a few months to kick in, and you'll need to use them consistently for best effect, but you have more than enough to do that without worrying about running out.

400 cp - Fairy Weapon

Hidden somewhere in Hyrule's caves and forests are a small handful of beings known to the world at large as the Great Fairies. These beings control the flow of magical energy throughout the leylines, and are in no small part responsible for Hyrule being such a land of plenty. If you're a courageous hero, or you do them a favor, they may even give you a blessing. This sword is one such blessing, a weapon that derives its power not from the material it's made from or the sharpness of the blade, but from the karma of its wielder. In the hands of a foul villain, it would bite back and deal damage to them with every swing. In the hands of a pure hearted hero, it might even surpass the legendary Master Sword in power. In the hands of a sage, it is a fine weapon, but is sadly lacking that awe inspiring power. While this is mostly a technicality, the blade can also be empowered by acquiring other blessings from gods or spirits... or by sleeping with them.

400 cp - Temple of Jumper

Each Sage has a place of power, and you're no exception. Unless you're buying this without being one, in which case you very much are. Still, whether you inherited it, stole it, or built it yourself, you now possess a personal domain of sorts, a dungeon or temple in line with the ones the other Sages are supposed to guard. Its location, design ideology, associated element, and what particular aspect it's meant to challenge are all up to you, so have fun designing something nice and easy... or worse than the Water Temple. So long as you're inside of it, you can even control its difficulty, weakening or empowering its traps and defenders, or even completely erasing any hint of threat to turn the place into one excessively large royal bedchamber. If you wish, you may even treat defeating the dungeon as part and parcel of asking for your hand in marriage, which can even be legally binding if you wish it. Gotta get that Hero to pay attention to you somehow, right?

600 cp - Kingdom of Jumper

What is a queen without a kingdom? Not a queen, one would assume. Still, thanks to the actions of Link seven years ago and a passing mention of you being of use in his adventure, you've found yourself rising to prominence amongst your people. Maybe you were already a princess, or maybe you've only now touched the crown thanks to your affiliation with the Hero. Still, that doesn't matter - what does matter is that you have gained dominion over your race's bastion. For a Zora, this would be Zora's Domain, while a Gerudo would likely find themselves installed as chieftain of the Gerudo Fortress. Kokiri forest may also be an option depending on your choices. Optionally, you may also choose to retcon your species into an entirely female one in future jumps. The more potential wives you have for your soon to be husband, the more kick ass kids you can have, right?

600 cp - Fragment of the Sacred Realm

In another life, another timeline, the Sages of Hyrule, whom you may or may not count yourself among, would be trapped inside the Sacred Realm. It is a pocket dimension that sits ever so slightly out of sync with Hyrule itself whose only entrance is the Temple of Time, and is the resting place of the Triforce. You now possess a small copy of it, connected to a place of your choice such as a dungeon or temple of your own. Should you place a magical artifact inside this place, you will find that its power is turned toward suppressing evil magics within your lands, even if it makes no sense for the power of the artifact to make a difference in that manner. Outright holy artifacts are obviously better, and should you accumulate enough of them - or just one very strong item - you will find even that dark acts such as lying and stealing are less successful where the light of the sacred realm shines. As a side note, if you happen to be a Sage? You qualify for this.

General

50 cp - Freshly Baked Pots

Piping hot and fresh out of the oven, I've got a lovely load of pots for you! ...What, were you expecting bread or something? Nay, have pots. Tall pots, thin pots, short pots, fat pots, artesian pots, pots that look like they were designed by a six year old - I've got plenty of everything. Pots that are actually worth money? Not likely. However, you will find that it's oddly therapeutic to simply go on a small rampage and smash them all into smithereens. Sadly, there won't be any rupees inside of them unless the Minish reeeeeeally like you. Maybe give them to your wives if the pregnancy hormones ever make them go a little nuts? Additionally, you won't ever need to worry about restocking them as more of them just sort of show up as soon as you've disposed of the remnants of the last batch.

50 cp - Cool Kids Treehouse

While all of the girls that Link is likely to end up with own big and grandiose homes, Link himself... doesn't. Arguably he doesn't even own a house at all. What he, and now you, DO possess is a well made but otherwise completely ordinary tree house. Placed a decent distance away from civilization proper and on the outskirts of a mildly cursed forest, this tree fort is the kind of thing any child would probably adore. It is not, however, an ideal place to actually raise a child let alone try to move a family into. Honestly, it's about the bare minimum you could get away with and still call something a place to live. Walls, roof, some plants in the shape of a bed... honestly, the first upgrade you should make to this place is to move out.

100 cp - Lens of "Truth"

The Lens of Truth is a Sheikah artifact designed to pierce through all forms of deception. Illusions shatter against it, the invisible become plain, and even the souls of the deceased become clear when viewed through this magical magnifying glass's eye. Sadly, this is not that. This is perhaps a prototype of some sort, designed not to see through illusions but through clothes. With just a pinch of magical energy and a glance through the eye of the lens, everyone on the other side will appear to be naked. Fun, right? With a bit more magic, it can also be used as a medical tool, passing through flesh to see bone, or through skin to see a child still in the womb. I suggest using that feature more often, or at least being subtle with the first one.

Companions

50 cp / 300 cp - Together Against The World

While the Hero of Time may be a one man army and quite literally the father of a nation in the coming days, there is no rule saying that you actually have to do such a thing by yourself. As such, I offer you the ability to bring some of your old friends and allies into the jump with you. For 50 cp you can import a single companion or for 300 cp a full eight companions may be brought into the world. Each one receives an origin and 600 cp to buy perks and items with as well as half the item stipend, though they may not buy companions or take drawbacks.

50 cp - Till Death Do Us Part

Or perhaps you have no 'old' allies, and are here to make new ones? With this option you can instead take a single individual from the land of Hyrule - and more specifically the era of Ocarina of Time, if it needs to be said. If you so wish it, fate will twist in such a way that you'll have a decent shot at receiving the same kind of relationship with them that Link has with Nabooru and Ruto - that is to say, happily married, and with several children.

200 cp - A Legacy of Heroism

Speaking of your children, did you think I would leave them out in the cold, or force you to abandon them? As if. With this option I shall allow you to companion your children. All of them. Or at least, as many of them as you wish to bring with you. They can, at your discretion, share a companion slot with their likely numerous siblings, though you may wish to group them into two, perhaps three slots depending on certain dividing lines such as all of your Gerudo children in one and all of your Zora children in another. I intend to be fairly lenient on that point, so feel free to arrange them as you wish.

Drawbacks

+0 cp - The Sound of An Ocarina

The story that this jump is based on actually has its own jump, and if you so desire then I shall allow you to use this jump as a supplement to it. This does come with the rather glaring flaw of changing the start date of the jump to before Ganondorf's death, but hopefully the added power, wisdom, and courage that you can acquire from the Ocarina of Time jumpchain will be enough to balance that out. Don't ask me how the hell this works if you've taken the Child origin. Hyrule's relationship with time has always been a bit... odd.

+0 cp - Master Shortpants (requires the Hero origin)

Well, it seems I was mistaken earlier. You aren't just some random chum who woke up one day and felt like saving someone's life or doing their chores, you're actually Link. This has its ups and downs, but if you want to be stuck with whatever fate has in store for him, then I can indulge you. Or maybe you just want an easy way to get into the good graces of... well, pretty much every pretty lady in Hyrule? That's the kind of thing that can be its own reward.

+100 cp - Jumper Arrived Seven Months Later

If you need points that desperately, then I can arrange a fairly simple inconvenience to irritate you along the way. Specifically, you'll start the jump off not as 18 or so years old like you'd expect the Hero of Time to be, but as a zero year old child. As in, you came out of your mother's belly a few days ago, if that. You'll also be here for twenty years instead of ten, to give you a chance to grow up properly. Using out of jump powers to simply change to another body or skip the whole puberty thing are forbidden. You wanted these points and you'll suffer for them.

+100 cp - Taking Life At A Slow And Leisurely Pace

And you'll do it because your stamina is utter shit. Like, seriously. Anything faster than power walking is going to rapidly tire you out, and if you try to go past that it will only be a few moments until you pass out from exhaustion. Obviously this also affects you in bed, reducing you to that guy who cums once and then goes to sleep. You can go past that of course, doubly so if you've got medicinal assistance, but even with that you risk turning into a mummy or some form of Redead knockoff after a few rounds as they literally drain the life out of you.

+100 cp - The One Waifu You Never See

It's the name of the game, the Legend of Zelda. She's even royalty, like Nabooru and Ruto. But do we ever see her? No, we do not. You'd think she would be at ground zero of the pregnancy epidemic that Hyrule is about to undergo, but instead she's nowhere to be seen. Maybe she brushed him off for not being worthy, maybe Link didn't actually have any feelings for her, in his heart or his pants. But, in a similar vein to that, there exists someone in this world that is... conspicuously missing. Maybe it's your wife of a dozen jumps, maybe it's the girl you came here specifically to impregnate over and over again. Whatever the specifics end up being, you aren't going to be getting together with her.

+200 cp - A Hero Needs No Assistance

And by 'no assistance' I of course mean all the other powers you've collected over the course of your jumpchain. Hell, even your companions are stripped down to normal human powers and left with only whatever they picked up after you imported them into the jump. If you bothered to import them into the jump, that is. I mean, let's be honest. The biggest issue you're going to have for the next ten years is probably the cravings of all the pregnant women, and that's assuming you stick around for them. Which, not doing so would be a bit of a dick move, but not wholly unreasonable.

+200 cp - The Eternal Mystery Of The Second

Huh? The second? What on earth are you talking about? I mean, I've heard of a few references to it, but I've never actually seen it... Oh, sorry, I got a bit distracted. Anyways, it seems you've become somewhat forgetful, always not doing this or losing that. Worse still, this mysterious 'second' seems to have been a major event in your life, a moment of true character growth or the obtaining of an important weapon. And you've completely and utterly forgotten about it. If that wasn't bad enough, everybody else remembers and will make constant jokes and references to it, and some will even claim that you owe them a favor because of it. And nobody, ever, will actually explain what the hell this goddamn 'second' actually is.

+300 cp - Awaken The Wind

When Link finished his adventure and Hyrule was saved, he traveled back in time one final time in order to cut the whole scenario off at the knees, delivering irrefutable proof of Ganon's wrongdoing to Zelda and the King of Hyrule and creating a fracture in the timeline. Creating a world without a hero. Normally, you would appear in the other timeline, where Link remained a child and slowly grew into a man - now, you are in the other one. And while there are supposed to be a few hundred years before Ganon or another threat should appear to threaten the land, you don't have that either - by the fifth year of the jump a great foe will arrive. It might be Majora, fresh off having destroyed Termina. It might be the Wind Sorcerer, Vaati, freed from his prison once more. It might be Ganon, or it might be something new. It could even be several of those things. And you, my friend, must fight them. If you don't, then by the sixth year of the jump a rain cloud will form and never fade, soon drowning the infected land beneath the waves.

+300 cp - Zelda's Revenge

Where is Zelda, anyways? Given that I've heard rumors of Link banging Malon and Saria, it almost seems like she's the only girl that Link isn't sleeping around with. Her name's on the game - hell, it's on the jump. Why isn't she getting any? ...I don't actually have an answer for you, it might as well be one of the mysteries of the universe. The bad news is that Zelda is the mortal incarnation of a goddess that gave up the vast majority of her divinity specifically to fuck Link - as a result... Well, she's gone a bit nuts about not getting any. Also she's lost Wisdom and stolen Power somehow, and has brute forced her way into something called the Gate of Souls in order to cross the timelines and gather a harem of Links to service her. Which of course pissed the fuck out of the other versions of Zelda, causing a chain reaction of butthurt Zeldas. Do your utmost to reunite each Zelda with their designated Link and maybe get the Hero of Time to fuck his Zelda, because if you don't significant portions of history are just going to fucking stop existing.

The End

Go Home
Stay Here
Move On

Notes

Q - I found chapters one, three, and four. Where is chapter two?

A - The commissioner ran out of cash, so it never got made but would have featured Malon or Saria.

Q - What happens if I'm a female Hero or a male Maiden?

A - Fanwanksomething.jpg

Q - What is a heroic race?

A - Anything that isn't a monster or straight up magic, basically.

Q - How many spirits are in the Wake The White Wolf item?

A - Roughly equal to however many kids you have.

Q - Are Zora's Domain and Gerudo Fortress my only options? No Hyrule?

A - No Hyrule. You can have the Lost Woods if you want though.

Q - What's the upper limit for the Great Fairy Sword's growth?

A - It's canon limit, twice the master sword as of OoT.