



Welcome back to the land of Hyrule. It has been a few years since the final destruction of Calamity Ganon. Hyrule has begun down the road to recovery, rebuilding various towns and trying to set the world back in order. In the intervening years, the various pieces of Ancient Sheikah Technology that were created to fight Calamity Ganon have broken down and largely vanished. Modern versions for things, such as the Skyview Towers replacing the Sheikah Towers, have been planned and are being constructed now.

On an expedition beneath the castle, Princess Zelda and her protector, Link, discover a mysterious emaciated figure, pinned down by an arm made of light. The figure awakens and unleashes a blast of shadowy energy, which destroys the Master Sword and withers Link's arm. Zelda and Link both vanish in flashes of light, while across the world, great chasms appear in the earth, with terrible corrupting Gloom spewing out of them, while high in the sky, islands begin descending closer to the ground, with many of them falling to crash into the earth.

The event will be known as the Upheaval. Link will be reappearing within a month or so, having awakened and recuperated on an island high in the sky, and he will set out to find Princess Zelda, not knowing that she has been propelled thousands of years into the past, to the very founding of Hyrule.

You will be arriving in the immediate aftermath of the Upheaval. How will you proceed from here? Take **1000 CP** and let's find out.

Race

To start with, you must choose the form you will take while you are here. Choose from one of the following races. Many of the races will give you an extra selection of Profession in the following section, which doesn't count against your selection limits there.

Basic Races

Hylia [Free]: You will be a Hylia. The most populous race in Hyrule, though given the disasters they've faced, that isn't saying much. You are effectively human, just with slightly pointed ears. **You gain one extra free selection of Profession.**

Sheikah [Free]: You will be one of the other main races of humans in Hyrule, the Sheikah. White haired and red eyed, with a special talent for stealth and some mystical abilities that they guard jealously. **You can select Scout, Spy, or Researcher as an additional Profession.**

Zora [Free]: You will be one of the aquatic Zora. Fishlike humanoids that are exceptional fighters and are extremely long-lived, capable of surviving for hundreds of years and remaining in their prime. **You can select Warrior, Leader, or Caster as an additional Profession.**

Goron [Free]: You will be one of the rocky Goron. A strong and sturdy people, Gorons are able to curl up into tight balls and roll around at high speeds, as well as consume rocks and minerals for sustenance. **You can select Cook, Smith, or Excavator as an additional Profession.**

Gerudo [Free]: You will be one of the amazonian Gerudo. A race of warrior women that live in the desert, they do not allow men, or voo, to enter their city, instead journeying out themselves to find a mate. **You can select Warrior, Smith, or Merchant as an additional Profession.**

Rito [Free]: You will be one of the birdlike Rito. Capable of soaring vast distances on their powerful wings, and well known for their archery, the Rito call the frozen northern mountains of Hyrule home. **You can select Scout, Cook, or Merchant as an additional Profession.**

Korok [+200]: You will be one of the childlike Korok. Plant-like beings that are perpetually making mischief, they are rather weak and not terribly great at fighting, but are excellent at concealing themselves from danger.

Yiga [Free]: You are a member of the Yiga clan, a group that used to be Sheikah, but split from them long ago. They have been trapped in the Depths below Hyrule for the past few years, and are led by Master Kohga, who seeks to aid the freed Demon King in conquering the land. Will you aid in that goal? **You can select Spy, Engineer, or Caster as an additional Profession.**

Zonai [Free]: You are a figure out of Hylia history, one of the mysterious Zonai. A race of bipedal canids, the Zonai created wonders of magical engineering which have lasted through the millennia to the present day. **You can select Engineer, Researcher, or Caster as an additional Profession, or you can gain discounts on upgrades to your Enhanced Arm.**

Monster Races

You can choose to be one of the following races of monsters that are infesting the land. You are not controlled by the Demon King, but it will still be a serious chore to convince anyone of that.

Bokoblin [Free]: The most common monster in Hyrule. They are capable of building crude structures for their camps and wield similarly crude weaponry when fighting. **You can take the Monstrous Evolution Perk for free.**

Moblin [Free]: Larger and stronger than Bokoblins, Moblins are also notably clumsier in their movements and less capable of fine detail work in construction. The power of their blows makes up for that lack. **You can take the Monstrous Evolution Perk for free.**

Gibdo [Free]: Strange insectile monsters that have recently been appearing within the Gerudo Desert. They are almost totally immune to physical attacks. Only attacks with a magical component can truly harm them.

Wizzrobe [100]: Mysterious humanoid magic users, they seem quite cheerful and friendly. They possess a natural aptitude for magic, and a mastery of unique abilities that allow them to dance in the air and turn invisible. **You can take Caster as an additional Profession.**

Lizalfos [200]: Monstrous lizards. Lizalfos are semi-aquatic, capable of swimming quite quickly as well as spitting strong shots of water. They can also change colors to camouflage themselves when motionless, and can even have a strong elemental affinity, though thankfully you will lack the associated weakness. **You can take Spy as an additional Profession, and can take the Monstrous Evolution Perk for free.**

Boss Bokoblin [200]: A Bokoblin that has grown to massive size, they are able to command their lesser brethren, guiding them to attack in formation. **You can take Leader as an additional Profession, and can take the Monstrous Evolution Perk for free.**

Horriblin [200]: Subterranean monsters that can freely clamber about on walls and ceilings with incredible ease. Their limbs and use of long spears give their blows incredible range, and they are also incredibly hardy. **You can take Excavator as an additional Profession, and can take the Monstrous Evolution Perk for free.**

Hinox [200]: Massive, gluttonous cyclopean monsters. Hinox are incredibly difficult to damage thanks to their thick hides, and often wear necklaces with the weapons of those that fell when trying to face them strung on them. **You can take Cook as an additional Profession, and can take the Monstrous Evolution Perk for free.**

Lynel [200]: Massive monsters with the lower body of a horse, a humanoid torso, and a leonine head with sharp horns. Lynel are natural-born warriors, with even the weakest being a match for the stronger fighters from most other races. **You can take Warrior as an additional Profession, and can take the Monstrous Evolution Perk for free.**

Constructs

You can choose to be a construct of the ancient Zonai, now reawakened in the modern day due to the reemergence of the Demon King. All of the Zonai Constructs are unaging, do not eat or drink, and run off of internal charges that can last for millenia.

Steward Construct [Free]: You are one of the stewards, constructs that oversaw the administration of various areas of Zonai society. **You can take Engineer, Smith, or Excavator as an additional Profession.**

Combat Construct [200]: You are a construct optimized for battle. You could follow the design structure of a soldier or a captain or even a larger construct such as those designed by Mineru. You are capable of fusing weapons and objects into your arms to aid you in combat. **You can take either Warrior, Scout, or Leader as an additional Profession.**

Age & Gender

You can freely select your age and gender. Just be aware that being a young kid or wrinkled old elder can be a bit of a limitation for you.

Koltin's Special Offer

Perhaps you are not satisfied with just a single race. Perhaps you long to be something else. If so, you can choose to pay the price below.

Koltin's Race Rewriting Ritual [200]: The first race that you selected will be your primary race, but now, you can take a second race as well. You will still have to pay that race's price, if any, in addition to the cost of this option, but you will gain any freebies that your second race might offer. During your time here, this second race will be something you can transform into via a specific trigger. By default, that trigger is consuming something associated with your second race (such as the body part of a matching monster). However, it could be anything of a similar level of effort, such as 'wielding a specific type of weapon' or 'performing a short chant and dance'. Once the trigger is performed, you will transform. At any time while transformed, you can release it to return to your normal race. After this Jump, your second race will simply become a normal alt-form.

Profession

People are not just a single thing, which is why you can pick **two** of the following professions. Your race may also give you an additional profession.

Warrior: You are trained for battle. Whether sword or hammer, spear or bow, you have been trained in the art of combat.

Scout: You are a traveler and an explorer. You could run surveys of changed geography, scout out the movements of enemies and monsters, or simply enjoy finding new vistas to view.

Spy: You are trained in stealth and secrecy. You move around unseen and unheard, and are trained in theft or sabotage if needed.

Leader: You are trained at leading others, generally in combat though you could also apply your talents to more civil pursuits.

Engineer: You are a builder, either of buildings and larger structures, or of strange constructs using the remnants of ancient technology.

Cook: You are trained in the preparation of both food and elixirs. This will also cover some general skill in sourcing quality ingredients.

Smith: You are a maker of tools, weapons, and armor. You can work with metals and gems, wood and cloth to make objects for wearing and use.

Excavator: You are trained in mining. There are many secrets buried in the ground here, both natural resources and ancient wonders, and you are skilled at uncovering them.

Merchant: You are trained in economics. You are one of those that is helping to keep the economy of this broken land limping along, by buying and selling various goods.

Researcher: You are a scientist, out to try and uncover some of the many, many mysteries that are hidden all throughout this land, and use them to try and gain knowledge that can build a better future.

Caster: You are a user of magic. Most magic in Hyrule is elementally aligned, but some of the greater magic can surpass the elements.

Animal Tamer: You are trained in the taming of mounts and animal companions. Some of your techniques might even be effective on some of the more bestial monsters.

Gloom Sorcerer: You have pursued a dark path, gaining an affinity for manipulation of the shadowy substance known as Gloom.

Location

You can freely pick from the below locations, or gain **+100 CP** by randomly rolling for where you start. Ignore this section if you take the “You Are Link” drawbacks. If you take the “Ancient Adventure” toggle, you will arrive in an equivalent location in the past.

- 1) **Lookout Landing / Hyrule Field:** You are starting out in the vicinity of Lookout Landing, a fortified base of operations built up by Purah, Robbie, and several others for dealing with the aftereffects of the Upheaval. You can start in the landing itself, or anywhere around on Hyrule Field.
- 2) **Tabantha / Hebra:** You are starting out in Northwestern Hyrule, in the domain of the Rito. You could start out in their village, somewhere up on the frozen mountains to the north, in one of the stables along the trade routes to Rito Village, or anywhere in the Tabantha or Hebra regions.
- 3) **Lanaryu / Necluda:** You are starting out in Southeastern Hyrule, in the domain of the Zora. You could start out in Zora’s Domain, overlooking the infested village of Lurelin, or anywhere throughout the wetlands and lakes that make up Lanaryu or Necluda.
- 4) **Eldin / Akkala:** You are starting out in Northeastern Hyrule, in the domain of the Gorons. You could start out in Goron City, in Tarrey Town, or anywhere in the Eldin or Akkala regions.
- 5) **Faron / Gerudo Desert:** You are starting out in Southwestern Hyrule, in the domain of the Gerudo. You could start out in Gerudo Town or the hideout beneath it, in the canyon leading into the desert, near the entrance to the Yiga’s old hideout, or anywhere else in the Faron region or Gerudo Desert.
- 6) **Sky Islands:** You are starting out on one of the many Sky Islands floating above Hyrule. You could start on the Great Sky Island where Link will be awakening, on the very top of one of the islands hosting the Skydiving Tests of the Ancient Zonai, or on any other of the many floating islands.
- 7) **The Depths:** You are starting out in the darkness of the Depths. You can start out in any of the ancient Zonai mines, near any of the Lightroots that dot the darkness, or anywhere else within these shadowy caverns.
- 8) **Free Select:** You can freely pick your starting location anywhere within the lands of Hyrule.

Perks

General Perks are undiscounted. Profession Perks are discounted to their respective profession. Each Profession has a central perk that shares its name, and three supplementary perks. The central perk is tiered, with three prices. Each tier gets all benefits of those below it, and purchasing the central perk also grants you an additional floating discount for the supplementary perks for that profession, usable on any perks that have equal or lesser cost to the tier you purchased. These floating discounts can stack when you have chosen the associated profession.

General Perks

Enhanced Arm [Free To All]: One of your arms has been infused with the power of the Ancient Zonai. It will glow green when you are accessing this power. This infusion allows you to activate and control Zonai technology, and also comes with four extra abilities: Ultrahand, Fuse, Ascend, and Rewind.

Ultrahand [Free]: This ability allows you to extend a stream of energy and latch onto objects, picking them up and moving them around with a couple dozen feet of yourself, as well as temporarily bonding them together with other objects. Zonai Tech can add various functionality to a bonded object.

Fuse [Free]: This ability allows you to take a material, such as a monster part or gemstone, and merge it with a weapon, arrow, or shield to improve their power.

Ascend [Free]: This ability allows you to launch yourself upwards into the ceiling and then pass through it to whatever is on the far side. The ceiling must be within a few dozen feet of you for you to reach it, and you can 'preview' what is on the other side before emerging, or choose to cancel and return to your original position.

Recall [Free]: This ability allows you to pause time, and select a non-living object in your line of sight that was previously in motion. When time resumes, the selected object will reverse its movement for several seconds. Only one object can be reversed at a time.

Autobuild [200]: An upgraded version of Ultrahand. This upgraded ability allows you to store dozens of patterns for objects that you have created in the past, and can allow you to recreate them perfectly, either using existing materials that are nearby, or filling them in with zoanite. Even better, you can substitute other ores or raw materials for zoanite, or even use internal energy like magic or stamina to fill the gap. You are also able to mentally build new patterns using objects you've handled with Ultrahand before.

Hyperfuse [200]: An upgraded version of Fuse. This upgraded ability allows you to stack an additional fused material onto an already fused weapon, potentially giving even greater power. A third fused material is possible but highly unstable and prone to overloading and exploding when used. You can also sacrifice zoanite, other rare ores, or raw magic or stamina to recreate a fused material that you have used in the past.

Descend [200]: An upgraded version of Ascend. This allows you to change the angle that you are moving at, allowing you to pass through walls and floors as well as ceilings, though you will still be traveling in a straight line through solid objects.

Retrace [200]: An upgraded version of Recall. You can 'steal' the previous motions from up to three objects, and then later overlay and apply one of the stored motions to a different object, causing them to move in the same directions and speed as the previous object.

Glitch Arm [400]: A strange ability that should not be, and yet somehow still exists. You are able to take hold of any material, weapon, or shield, and, while in midair, activate this ability and let go. The target item will turn into five copies of itself that will then fall to the ground. This effect can be repeated, even on copies it has created.

Take Heart [100]: *Can be taken up to four times.* You seem to have been infused with a few Heart Containers and Stamina Vessels. Each time you purchase this, your vitality and stamina double, increasing the amount of damage you can take, how fast you heal, and how long you can fight.

Monstrous Evolution [300]: Many of the monsters in Hyrule can grow overtime, changing colors to indicate that they have become more formidable and dangerous. Regular monster to blue monsters, to black and then silver and finally gold. Now, you can undergo similar transformations. As you grow older and especially as you have new experiences, you can occasionally undergo 'shifts', causing yourself to gain a sudden improvement in overall physique and intelligence. This can be marked by a change in coloration of your hair or eyes or skin tone or similar, or you can suppress that cosmetic effect. Higher levels will require exponentially more age and experience to gain, and you can only do this four or five times for a given racial form, but the end result can be orders of magnitude beyond the most common members of your race.

Warrior Perks

Warrior Aptitude: Your training and talent for being a Warrior.

[100 CP, Free to Warrior]: You are trained up to the level of your average militia member. You can use most basic weapons competently, and could square off against most common monsters and beat them without getting hurt.

[200 CP, 100 CP to Warrior]: You are trained up to the level of the more elite fighters of your race. You have a notable talent for a specific type of weapon, pushing your skill in that area even further.

[400 CP, 200 CP to Warrior]: You are a combat prodigy. You can pick up any weapon, even those with strange and twisted shapes, and use it like you've trained with it for years within just a few minutes. You have incredible instincts in combat, able to pick up on what your foe is about to do from tiny clues in the behavior and shift to counter them. Your blows and blocks also land with just a bit more force than should.

Combat Mindset [100 CP, Free to Warrior]: *Free if the floating discount from Warrior Aptitude is applied.* Fear can be the ultimate killer in combat. You are able to keep your cool and not give into fear or panic when faced with stressful situations such as combat, and you won't flinch or hesitate when on the attack.

Defensive Fighter [200 CP, 100 CP to Warrior]: *100 CP if the floating discount from Warrior Aptitude is applied. Free if both discounts are applied.* You are very skilled at keeping yourself in one piece when fighting. You can dodge quickly and regain your stance in an instant, even when thrown, and when an attack is going to land, you are very skilled at getting a shield or weapon in the way to try and deflect the force of the blow.

Furious Attacker [400 CP, 200 CP to Warrior]: *200 CP if the floating discount from Warrior Aptitude is applied. 100 CP if both discounts are applied.* When you are in combat, you are able to enter the state known as 'Flurry Rush' practically at will. Time will seem to slow, allowing you to unleash dozens of blows before the enemy is able to react. This will be draining on your stamina, and you will have to spend some time recovering between rushes. Even better, no weapon will break for you in the middle of a rush, and the damage they will take to their durability will be only a fraction of what it should be.

Scout Perks

Scout Aptitude: Your training and talent for being a Scout.

[100 CP, Free to Scout]: Your senses are a fair bit sharper than most, leading to your ranged attacks being a bit more accurate. You also have a talent for moving across rough terrain, including an ability to scale cliffs with relative ease.

[200 CP, 100 CP to Scout]: You are capable of 'zooming in' your senses, viewing distant objects as if they were closer, and picking individual noises out of a louder background. Your ranged attacks fly farther and hit harder than normal, and you use less stamina when running and climbing.

[400 CP, 200 CP to Scout]: You are so in tune with the land around you that you can extend your senses around corners and through thin barriers to determine what lies beyond direct line of sight. You can make casual snapshots with greater accuracy than most can get while aiming, and you can cling to surfaces even if they are sheer or slick with water.

Longfaller [100 CP, Free to Scout]: *Free if the floating discount from Scout Aptitude is applied.* Exploring can often lead to some nasty falls. Luckily, you have a talent for landing from great heights and walking away unscathed. This could save you if you dove like a javelin from a sky island, but if you made an effort while falling to slow your descent, you could most likely land without a bruise.

Mapping Sense [200 CP, 100 CP to Scout]: *100 CP if the floating discount from Scout Aptitude is applied. Free if both discounts are applied.* You can maintain a perfect mental map of areas that you have explored or viewed, and you are able to project this mental map onto physical or digital maps that you handle to update them.

Hunting Shot [400 CP, 200 CP to Scout]: *200 CP if the floating discount from Scout Aptitude is applied. 100 CP if both discounts are applied.* Any ranged attacks you make seem to have Keese Eyes attached to them, capable of twisting and turning in midair to strike at weakpoints, and even better, if your shots did not need to adjust to hit a weakpoint, the attack will deal massively greater damage than it already would have.

Spy Perks

Spy Aptitude: Your training and talent for being a Spy.

[100 CP, Free to Spy]: You have a basic amount of training in moving quietly and avoiding notice. When you attack from a position of stealth, your initial attack will also be significantly stronger.

[200 CP, 100 CP to Spy]: You are capable of moving in complete silence and can flit quickly from shadow to shadow without drawing attention. You know how to make a wide array of poisons and other sabotage techniques that you can apply to enemy targets.

[400 CP, 200 CP to Spy]: You are stealthy enough that you could sneak up on even beings with supernatural senses, and your sneak attacks deal incredible levels of damage, with a decent chance at instantly killing even very strong foes if striking a weak point.

Secret Keeper [100 CP, Free to Spy]: *Free if the floating discount from Spy Aptitude is applied.* Just as important as discovering others' secrets is protecting your own. Now, you will never accidentally blurt out or reference a secret that you know unless you deliberately intended to reveal it.

Seamless Disguise [200 CP, 100 CP to Spy]: *100 CP if the floating discount from Spy Aptitude is applied. Free if both discounts are applied.* You are able to instantly alter your appearance, including clothing, voice, gender, and even apparent race. This is only a disguise, so it won't grant you abilities or knowledge you don't already possess, but it is complete enough to fool even tactile inspection.

Thought and Memory [400 CP, 200 CP to Spy]: *200 CP if the floating discount from Spy Aptitude is applied. 100 CP if both discounts are applied.* You are so sneaky that you are able to sneak a peek inside people's heads. You can focus on a target within line-of-sight and a few hundred feet of you, and listen in to their current thoughts or view their recent memories. This is far easier, faster, and more complete if they do not notice your presence.

Leader Perks

Leader Aptitude: Your training and talent for being a Leader.

[100 CP, Free to Leader]: You have a decent mastery of small squad tactics, allowing you to lead groups of half a dozen or so in effective formations and maneuvers. You are also somewhat more charismatic than average, making those you are leading more willing to listen to you.

[200 CP, 100 CP to Leader]: You have a high mastery of battlefield tactics, allowing you to lead a few dozen individuals split into several squads, and arrange them to make the best use of their individual capabilities. You can easily adapt your tactics on the fly to account for changing conditions, and you can convey complex orders with just a few words and gestures and have them be understood perfectly.

[400 CP, 200 CP to Leader]: You are a master strategist, capable of melding large-scale strategy with small-scale tactics to come up with flexible plans that can accomplish multiple goals at once. You are extremely charismatic, capable of inspiring weary armies such that they can continue to fight effectively, even when on the edge of exhaustion.

Royal Bearing [100 CP, Free to Leader]: *Free if the floating discount from Leader Aptitude is applied.* A leader must look the part, and you are a particularly impressive specimen. You are incredibly attractive, and are able to look amazing, even when covered in dirt and ash from the battlefield, and you can make all of your actions appear dramatic and portentous without sacrificing effectiveness.

Rallying Cry [200 CP, 100 CP to Leader]: *100 CP if the floating discount from Leader Aptitude is applied. Free if both discounts are applied.* You can emit a loud shout, calling back your soldiers and allies that may have been scattered across the field, and they will come rushing back to your side, gaining a supernatural ability to avoid attacks and disengage from melee as they do so, returning to you without taking any further damage. This effect will last until they arrive at your position or actively stop trying to return.

In The Fray [400 CP, 200 CP to Leader]: *200 CP if the floating discount from Leader Aptitude is applied. 100 CP if both discounts are applied.* You do not lead from the rear. When you are leading your followers and actively working alongside them, whether in combat or in more constructive pursuits, you are able to bolster their strength with your own, and also share skills and strength among those working with you. No one individual will ever be the weak link in your group, with all of them capable of both drawing and contributing strength synergistically to the group overall.

Engineer Perks

Engineer Aptitude: Your training and talent for being an Engineer.

[100 CP, Free to Engineer]: You have a decent grasp for physical design, capable of building sturdy and balanced structures and functional mechanical devices, with basic integrated Zonai tech.

[200 CP, 100 CP to Engineer]: Your creations are both stylish and more efficient. Buildings you make are sturdier and can involve more complex architectural structures, and your mechanical devices can include more advanced interactions between different pieces of Zonai tech.

[400 CP, 200 CP to Engineer]: You are an inspired and novel engineer, capable of forging your own path in what you build. This is especially apparent in your use of Zonai tech, allowing you to break down devices and integrate all of their pieces throughout a structure and even modifying how they function to facilitate specific usages.

Built To Last [100 CP, Free to Engineer]: *Free if the floating discount from Engineer Aptitude is applied.* Everything that you make is far more resistant to general wear and the passing of time, capable of being stored for hundreds or thousands of years and then picked up off a shelf and functioning perfectly.

Recycler [200 CP, 100 CP to Engineer]: *100 CP if the floating discount from Engineer Aptitude is applied. Free if both discounts are applied.* You can break down processed or combined materials and get back 100% of what went into them, even to the point of 'unmixing' alloys or other refined materials into their raw state if you wish.

Intelligent Devices [400 CP, 200 CP to Engineer]: *200 CP if the floating discount from Engineer Aptitude is applied. 100 CP if both discounts are applied.* You are able to imbue intelligence into your creations, as well as including a pool of energy they can use to run or move themselves. This doesn't grant movement options they wouldn't otherwise have, so a house couldn't pick itself up and fly away, but they can otherwise move and act as they would normally, only directed by the intelligence. They will be loyal to you, and more time and effort on your part when imbuing them will provide greater intelligence and larger pools of energy for them to use. Human level flexibility and intelligence could require several exhausting days of effort to imbue. Their energy pool can recharge over time when they 'rest'. If they are broken and then repaired, the same intelligence can be restored.

Cook Perks

Cook Aptitude: Your training and talent for being a Cook.

[100 CP, Free to Cook]: You have a decently large array of recipes for meals and elixirs and can easily learn more. You also have a basic mastery of most common cooking and distillation techniques.

[200 CP, 100 CP to Cook]: You know techniques that can allow you to draw more potential out of the ingredients that you use, allowing you to imbue stronger magical effects into your cooking.

[400 CP, 200 CP to Cook]: You are able to squeeze every bit of potential out of your ingredients, and you are also able to speed up your cooking dramatically, cooking full meals in minutes that should have taken hours of preparation. You can even mix magical effects with your cooking, rather than having one effect overpower the rest.

Tasteful Pairings [100 CP, Free to Cook]: *Free if the floating discount from Cook Aptitude is applied.* When gathering ingredients, you are able to take a small taste of them and instantly gain multiple ideas for what would pair best with that ingredient to draw out the most potential of the pair.

Anything Can Be An Ingredient [200 CP, 100 CP to Cook]: *100 CP if the floating discount from Cook Aptitude is applied. Free if both discounts are applied.* You are able to use literally anything as an ingredient in a meal or elixir and have the result be edible to anyone. Ores, swords, literal poison, you can include it and have the end result be tasty, nutritious, and beneficial to the one consuming it.

Bonus Techniques [400 CP, 200 CP to Cook]: *200 CP if the floating discount from Cook Aptitude is applied. 100 CP if both discounts are applied.* You know of multiple factors and techniques that can be applied to your cooking to increase the chance of a 'Critical Success', which will dramatically improve the quality of the resulting dish. These factors can range from time of day, phase of the moon, humidity, presence of nearby animals, song you hum while singing, and more. If you stack enough factors up, it is even possible to have multiple 'Critical Successes' and thereby raise the quality of the dish to new heights.

Smith Perks

Smith Aptitude: Your training and talent for being a Smith.

[100 CP, Free to Smith]: You have a moderate amount of skill working with wood, metal, and cloth, enough that you could replicate most of the most common weapons and armors found throughout the land.

[200 CP, 100 CP to Smith]: You are one of the greatest craftsmen in the land, capable of replicating enchanted arms and armors of the various races, and creating items of similar potency.

[400 CP, 200 CP to Smith]: You are a smith straight out of legend. Your best works can stand on par with the most legendary weapons that have been crafted in this world.

Fashionista [100 CP, Free to Smith]: *Free if the floating discount from Smith Aptitude is applied.* Your creations are not only functional, but also stylish. You can increase the aesthetic appeal of any item you work with, and know how to apply dyes to any material to get the look you want.

Anti-Corrosive [200 CP, 100 CP to Smith]: *100 CP if the floating discount from Smith Aptitude is applied. Free if both discounts are applied.* Your works are extremely resistant to corruption and corroding, with a bit of maintenance on your part being able to easily deal with any issues that do manage to creep in. Even better, you know of treatments to reverse both mundane and mystical corrosion, allowing you to cleanse and restore most items with time and effort.

Fairy Weaver [400 CP, 200 CP to Smith]: *200 CP if the floating discount from Smith Aptitude is applied. 100 CP if both discounts are applied.* You have learned the secrets of enchantment from the Great Fairies, allowing you to take various mundane and mystical materials, and use them to imbue power and protection within armors or clothing. You can even extend this to enhancing weapons and tools with the right materials, and your connections to your own works will allow you to enhance them even beyond what the Great Fairies could accomplish.

Excavator Perks

Excavator Aptitude: Your training and talent for being an Excavator.

[100 CP, Free to Excavator]: You have a fair bit more strength and stamina than average members of your race, and you have a knowledge of geology that can help you study the earth and determine where veins of precious ores and such are most likely to occur.

[200 CP, 100 CP to Excavator]: You could mine for hours on end before needing to take a break, and you have a literal nose for detecting ores and gems, capable of smelling them even through multiple tons of rock. You are also luckier when striking nodes and veins, with a higher chance of rare materials appearing.

[400 CP, 200 CP to Excavator]: You could spend days mining without taking a break, and are tough and strong enough you could use your bare hands to break down stone if you needed to.. You can enter a meditative state, allowing you to map out the contents of the earth for miles around you, allowing you to pinpoint buried ruins, veins of ore and crystals, and whatever other secrets the earth might hold. Finally, all ore veins and nodes just produce more material when you are the one mining them.

Tough Tools [100 CP, Free to Excavator]: *Free if the floating discount from Excavator Aptitude is applied.* Mining can be rough on your tools, but items in your hands are now far tougher than normal, to the point where you could use a tree branch in place of a proper hammer. This effect is present, but less potent, in activities outside of mining.

Archeological Digger [200 CP, 100 CP to Excavator]: *100 CP if the floating discount from Excavator Aptitude is applied. Free if both discounts are applied.* When ancient ruins have been buried and need uncovering, it can be tricky to dig them out without breaking them. However, for you, you are able to prevent spillover or damage from misplaced blows. A pickaxe you are wielding could cut through a piece of stone, and then stop dead without breaking the piece of pottery stuck in the rock. This could prevent collateral damage in other areas as well.

Explosive Blow [400 CP, 200 CP to Excavator]: *200 CP if the floating discount from Excavator Aptitude is applied. 100 CP if both discounts are applied.* Mining can take a long time, but it is faster with explosions! You can now charge blows you make with explosive power, up to the point where after a few seconds, you could blow apart a large chunk of a cavern wall in a single strike. You and your items won't be damaged by these explosions.

Merchant Perks

Merchant Aptitude: Your training and talent for being a Merchant.

[100 CP, Free to Merchant]: You are a shrewd haggler, allowing you to pretty much always ensure you will get a fair deal, if you can't secure a favorable one. You have a keen sense for value, both in accurately determining the selling points of items, and in judging the important desires of a potential customer.

[200 CP, 100 CP to Merchant]: You are a master haggler, ensuring that you will come out on top on any deal you make. You have a firm grasp of market trends, allowing you to predict which goods are becoming valuable, as well as which ones are starting to wane in popularity, to keep yourself ahead of the curve.

[400 CP, 200 CP to Merchant]: You have a silver tongue for making gold, enough that you could sell a sword to an armless man, or sell fresh sand to a Gerudo. You have a talent for taking many small pieces of information, and pulling them together to predict changes in the market weeks or even months in advance.

Road Safety [100 CP, Free to Merchant]: *Free if the floating discount from Merchant Aptitude is applied.* Being a merchant in Hyrule involves a lot of travel, which can lead to many merchants getting ambushed on the road. Now, when you are planning your route, you can get strong impressions of safety and danger. This won't tell you what specific dangers you will face or where, but it can help you work out which routes will be safer for you overall.

Rupee Maker [200 CP, 100 CP to Merchant]: *100 CP if the floating discount from Merchant Aptitude is applied. Free if both discounts are applied.* Who can say it is hard to make money, when rupees seem to be everywhere? You seem to be able to find at least a few rupees everywhere you look. If you are harvesting plants or chopping down trees, you'll likely find a rupee or two when you do so. If you take down a monster, it will almost certainly drop some rupees as well as any other loot. This can shift to other forms of currency in future Jumps.

Steady Supply [400 CP, 200 CP to Merchant]: *200 CP if the floating discount from Merchant Aptitude is applied. 100 CP if both discounts are applied.* You have a steady supply of specific goods that you can offer for sale. You can choose up to a dozen different common items, such as pieces of fruit, bundles of arrows, harvested meat, or captured insects. You will gain a few dozen of each of these items, and these items will restock within a couple of days of you selling them, giving you a steady income. You can try to apply this to rarer items, such as gems or pieces of armor, but in that case, it can be weeks or months before they restock. And if you use your stock yourself rather than selling it, it will likewise increase the restock time several times over. Nonetheless, your goods will eventually restock.

Researcher Perks

Researcher Aptitude: Your training and talent for being a Researcher.

[100 CP, Free to Researcher]: You have a decent amount of knowledge about a particular topic, such as biology or mythology, and you can learn things related to that topic several times faster than normal.

[200 CP, 100 CP to Researcher]: You have a broad and deep knowledge on several interrelated topics, such as metallurgy, geology, geography, and Goron culture. Your learning speed in general has also increased, even in areas not covered by your expertise.

[400 CP, 200 CP to Researcher]: You have a masterful knowledge of dozens of fields of study, and can pick up new fields in incredibly short amounts of time. You also have a general talent of synergizing your knowledge, finding inspiration in one area that can help you with a breakthrough in another.

Fresh Perspective [100 CP, Free to Researcher]: *Free if the floating discount from Researcher Aptitude is applied.* It can be frustrating to spend days or weeks trying to study a topic and make little to no progress. Now, you can always mentally take a step back and allow your thinking to 'reset', allowing you to approach a problem as if you were examining it for the first time, freeing yourself from any ruts your thinking might have gotten stuck in.

Scraps and Fragments [200 CP, 100 CP to Researcher]: *100 CP if the floating discount from Researcher Aptitude is applied. Free if both discounts are applied.* Sometimes, especially when you are studying things from the mists of history, you can end up with only a few minor pieces of data to study. You have a talent for filling in the gaps, and using minor bits of information to come to amazingly accurate conclusions. For example, a few shards of a worn and heavily symbolic mosaic could grant you deep insights into the culture of its makers and locations of importance to them.

Pooling Knowledge [400 CP, 200 CP to Researcher]: *200 CP if the floating discount from Researcher Aptitude is applied. 100 CP if both discounts are applied.* Collaboration is the key to innovation, and you have a particular talent for it. Specifically, you have the amazing ability to both gather and share knowledge via mere proximity. When you are collaborating with someone, you can both gain knowledge from them just by working nearby, and share your own knowledge with them even without direct explanations. This can even work at a distance, such that insights or revelations gained by individuals who are working to study something for you even miles away can lead to you gaining some of that knowledge before they even return, and vice versa.

Caster Perks

Caster Aptitude: Your training and talent for being a Caster.

[100 CP, Free to Caster]: You have a decent capacity to use magic, mainly tied up in a particularly strong affinity for a specific element, such as wind or water or fire. You also have a general sense for magic, especially in determining whether a given type of magic is hostile or benign.

[200 CP, 100 CP to Caster]: You have a very strong ability to use magic, with your affinity expanding to encompass associated elements to a lesser degree, such as one wielding water to also have a bit of a talent for manipulating ice. Your ability to sense magic has a broader range and is more discerning about what sensed magic can do.

[400 CP, 200 CP to Caster]: You would have been a shoe-in for being a Sage in the time of the Zonai. You have an incredible capacity for magic, strongest within your affinity but you are at least capable in all elements, and in non-elemental magic like healing or defensive barriers. Just witnessing a given piece of magic being performed once could be enough for you to replicate it.

Awareness of Self [100 CP, Free to Caster]: *Free if the floating discount from Caster Aptitude is applied.* Safe practice of magic requires a deep knowledge of one's self. You are able to analyze yourself in great detail, quickly spotting any issues either physical, mental, or spiritual. This can aid you greatly in fighting off a possession or repairing damage to your soul.

Counter Casting [200 CP, 100 CP to Caster]: *100 CP if the floating discount from Caster Aptitude is applied. Free if both discounts are applied.* You have a talent for using magic to cancel out other magic, from snuffing out magical flames, to weakening defenses to attack a foe, to pushing away a curse that is eating away at you.

Unusual Magical Foci [400 CP, 200 CP to Caster]: *200 CP if the floating discount from Caster Aptitude is applied. 100 CP if both discounts are applied.* Any user of magic can use things like gemstones as magical focuses, but you are able to use just about anything and draw out some sort of magical response. Apples might give you healing magic, a restless cricket might give a burst of sound, and so on. Weaker materials can give out after channeling too much magic, but you also know how to make magical wands and staves which can house magical focuses, both traditional and non, and help to blunt the strain that the focus takes from channeling your magic.

Animal Tamer Perks

Animal Tamer Aptitude: Your training and talent for being an Animal Tamer.

[100 CP, Free to Animal Tamer]: You have a talent for working with animals, and can quickly and easily form bonds of loyalty and care with more docile or domesticable animals, such as dogs or horses.

[200 CP, 100 CP to Animal Tamer]: You can tame and train most mundane animals, even wild ones like boars or bears. Animals you train will be generally willing to fight alongside you if needed, and when tending to them, you can vastly increase their recovery time if they are injured.

[400 CP, 200 CP to Animal Tamer]: You are a master tamer, capable of even taming animalistic monsters such as aerocuda or octoroks, and with determination and effort, you could potentially even tame mighty beasts such as molduga or gleeoks. Any of those you train, animals or monsters, will get smarter as you work with them.

Beast Speaking [100 CP, Free to Animal Tamer]: *Free if the floating discount from Animal Tamer Aptitude is applied.* Working with animals is easier with mutual understanding. You are now able to 'hear' the meaning behind animal cries and body language, and can communicate back to them in a similar way.

Calling Whistle [200 CP, 100 CP to Animal Tamer]: *100 CP if the floating discount from Animal Tamer Aptitude is applied. Free if both discounts are applied.* You are able to let out a distinctive whistle while thinking of any creature you have tamed and formed a strong bond with, and if they are within a hundred miles or so of your position, they will simply arrive nearby instantly. It must be a location they would be capable of reaching on their own, so a horse can not simply teleport to you on a sky island.

Blessing of the Satori [400 CP, 200 CP to Animal Tamer]: *200 CP if the floating discount from Animal Tamer Aptitude is applied. 100 CP if both discounts are applied.* You are a true friend of nature. Even animals that are not tamed by you will not try to attack or harm you, and when you are in wild areas, your senses are vastly expanded, allowing you to see sparkling lines that can lead you to hidden treasures, both natural or man-made and forgotten. You and those you have tamed will heal and recover far faster when out in the wilds as well.

Gloom Sorcerer Perks

Gloom Sorcerer Aptitude: Your training and talent for being a Gloom Sorcerer.

[100 CP, Free to Gloom Sorcerer]: You have gained a strong resistance to the effects of Gloom, and an ability to manipulate and attack with it in its raw form. This could take the form of thrown spheres, streams of black fog, a lashing liquid whip, and more.

[200 CP, 100 CP to Gloom Sorcerer]: You can generate much more Gloom at once, enough to cover a stadium floor, and are immune to the effects of regular environmental Gloom. You can also concentrate your Gloom to form your own monsters. You can have ten or so common monsters summoned at once, or a single elite monster, such as a Hinox or Talus.

[400 CP, 200 CP to Gloom Sorcerer]: You can generate far more Gloom, allowing you to summon a few dozen common monsters at once, a handful of elite monsters, or a singular large boss monster. With effort, you can even come up with your own twists on various monster forms.

Darksight [100 CP, Free to Gloom Sorcerer]: *Free if the floating discount from Gloom Sorcerer Aptitude is applied.* You are able to 'invert' your vision with a thought, meaning that darker shadows now appear to be brightly lit to you, while lit areas appear dark.

Infesting Shadows [200 CP, 100 CP to Gloom Sorcerer]: *100 CP if the floating discount from Gloom Sorcerer Aptitude is applied. Free if both discounts are applied.* You can manipulate a particularly thin and gaseous form of Gloom, which can seep into living targets and manipulate their thoughts and minds. Creatures like monsters that are heavily driven by instinct will put up little to no resistance, but more intelligent and willful beings can require greater concentration and focus for you to manipulate and control.

Raise Your Hands [400 CP, 200 CP to Gloom Sorcerer]: *200 CP if the floating discount from Gloom Sorcerer Aptitude is applied. 100 CP if both discounts are applied.* Your shadow is now infested with Gloom Hands, which can emerge at your command and are under your full control. The sight from the eye embedded in their palm is shared with you. You can manifest up to three at once, replacing them easily if destroyed, or you can choose to sink into your own shadow, allowing for a full six Gloom Hands to manifest and move around to attack your enemies.

Items

You have seven floating discounts for Items. Each Item can only have one such discount applied to them, with 100 CP Items being discounted to free, and the rest discounted 50%. You also have one floating discount specifically for amiibo items and one floating discount specifically for well items. If you choose to purchase a given Item multiple times, you will need to apply floating discounts to each purchase separately. Unless otherwise specified, items that break will be restored within three days.

Purah Pad [Free to All]: Your very own Purah Pad. One of the few pieces of Sheikah technology that has survived through the end of Calamity Ganon. It comes with several in-built features, and can be upgraded with more.

Map [Free]: A map of Hyrule. It can be filled in by using the Skyview Towers or downloading the results after Link uses them. Your map will also partially fill out when you find the various teleportation points linked to Shrines and Lightroots throughout the world. It can instantly teleport you between those points as well.

Camera [Free]: A camera linked to a scanning compendium. When you take a picture of an item or creature, it will scan and provide some info about them in the compendium.

Notes [Free]: A note-taking application that will automatically record notes about people that you meet and quests that you agree to undertake.

Sensor++ [100]: A sensor system that hooks into both your camera and map functions. It allows you to select up to three targets that you have in your compendium, and it will beep and add a small marker onto your map when it detects the presence of a targeted item. The marker will give a more precise location as you get closer to the target.

Travel Medallion [100]: A system that allows you to deploy your own teleportation markers. You start out with three deployable markers, which will cause a glowing circle only you can perceive to appear under your feet when deployed, and you will gain one additional marker every two weeks. The number of markers resets each Jump.

Legacy Runes [200]: Your pad has been loaded with the four runes previously available on the Sheikah Slate: Bomb, Magnesis, Stasis, and Cryonis. All of them are fully upgraded and retain all prior functionality.

Energy Cell [Free to All]: An ancient Zonai item that is used to power other Zonai devices. It has spaces for eight sets of three energy wells to be installed, and starts out with two of those spaces filled. It can be upgraded with additional energy wells made out of concentrated Zoanite. It can also substitute for power needs from electrical and other such devices in future Jumps.

Supercharger [100]: Your Energy Cell now starts out with all eight spaces filled, and it will recharge 25% faster than normal.

Overcharger [200]: Your Energy Cell now starts out with all eight spaces filled and upgraded, will recharge 50% faster, and you can spend energy at up to triple the normal rate to improve performance of the attached Devices by up to 75%.

Paraglider [Free to All]: A construct of wood and fabric that you can instantly call to your hands when in the air, allowing you to glide freely for as long as your stamina lasts.

Pristine Weapon [100]: A melee weapon untouched by the corrosion of the Gloom. You can choose any 'non-Master Sword' melee weapon for this. The resulting weapon is extremely durable, and when it does 'break' it will simply vanish, and then reappear after an hour or so.

Pristine Bow [100]: A bow untouched by the corrosion of the Gloom. You can choose any bow for this. This also comes with a quiver that has a dozen arrows in it. If it ever falls below a dozen arrows, it will refill to that point after five minutes.

Pristine Shield [100]: A shield untouched by the corrosion of the Gloom. You can choose any shield for this.

Armor Set [100]: You can choose any 'non-Ancient Hero's Aspect' armor set for this. The armor set you choose will have the equivalent of two upgrades applied to it.

Belt of Pouches [200]: A belt with half a dozen pouches on it, saturated with Korok blessings. Each pouch can hold several hundred pounds worth of items in it, and you can set a specific pouch to automatically collect unclaimed items that fall to the ground near you. You can mentally pull up a list of what items are in which pouch, and pull them out with a thought. All items will be held in stasis while in your pouches, emerging just as fresh as when they were put in.

Fairy Bottle [200]: A bottle with a potent fairy inside. In the event that you are struck with a mortal wound or otherwise die, the fairy will revive you, healing up any injuries to the point where you are capable of defending yourself again, and then vanish. A new fairy will appear in the bottle after two weeks. This bottle can be handed to someone else to protect them.

Sage Ring [400]: An ornate looking ring, which can act as a link between you and those you have developed a close bond with, who have sworn to fight at your side. With this ring, you can summon up the shade of an individual you have bonded with, who can aid you in combat. They possess the skills and powers of the original, but lack true intelligence. Even individuals you have met and bonded with in previous Jumps can be summoned by this. You can choose to shift to another individual, but it will take five minutes for the ring to fully switch over.

Secret Stone [400]: A glowing teardrop shaped stone. It is a tremendously potent focus of magical abilities, amplifying any magic you use several times over as well as helping to strengthen your control. However, its most potent ability is the ability to turn you into an immortal dragon. When you swallow the stone, it will transform you into a massive dragon, hundreds of feet long and extremely powerful. Unlike normal, this transformation will not destroy your mind and is not permanent. It can be canceled at any time, and can last for up to one month. Once it ends, you will revert to your normal form, and the secret stone will reappear. It will take a week before the stone can be used as a focus again, and a year before it can be used to transform. As a dragon, you are nigh-impossible to harm, and any harm you do suffer will reverse within moments. You can manipulate the weather and air around yourself, and can summon large homing spheres of elemental energy to attack your foes.

Amiibos

Each of the following Amiibos will allow you to summon a random assortment of items of a given type to a point on the ground near you three times per day. On the first summoning each day, you can choose to give up the other two summonings to gain a slightly smaller amount than normal, that is all one specific type of a given item (I.E. you can summon a pile of different random fish three times per day, or a slightly smaller pile of just Hearty Salmon once in a day).

Cleaver [100]: Summons a small pile of a few dozen cuts of quality meat from various sources.

Fishing Pole [100]: Summons a small pile of a few dozen fish or other sea creatures. They can either be stunned or dead when summoned.

Bug Net [100]: Summons a small pile of a few dozen insects, frogs, lizards, and other small critters. They can either be stunned or dead when summoned.

Watering Can [100]: Summons a small pile of a few dozen harvested plants, fruits, vegetables, or mushrooms.

Chest [100]: Summons a small wooden chest that contains a random weapon or tool, such as a sword, bow, or shield.

Pickaxe [200]: Summons a small pile of various ore chunks, interspersed with a few precious gems.

Wooden Mallet [200]: Summons a couple of large pallets, loaded with construction supplies such as wooden beams or stone slabs.

Zonai Dispenser [200]: Summons a dozen or so Zonai capsules.

Mounted Skull [400]: Summons a small pile of a few dozen harvested monster parts from monsters that you have slain in the past.

Coiled Dragon [400]: Summons a small pile of half a dozen dragon parts (scales, horns, claws, etc.). These can be from one of the four canonical dragons, or from unknown dragons of different elemental alignments.

Wells

Each of the following wells takes the form of a palm sized stone disk, which you can set on the ground and tap to cause it to expand into a full-sized well with a ladder leading down into it. Each well has a different type of contents, and can be returned to the disk size by you tapping the top of the well. You can choose to have wells you've purchased be combined into a single disc with all the purchased features in the space it contains, if you wish.

Hideaway [100]: A space set up for living, featuring a cooking area, beds, desks, tables, and various other furnishings.

Underground Farm [100]: A space set up for growing crops, with several brightblooms to provide illumination.

Shrine Statues [100]: A space with three statues: A goddess statue that can aid you in purifying / empowering yourself, a bargainer statue that can sell you things in exchange for you guiding goes to it, and a forbidden horned statue that can help you trade around physical stats for a price.

Bone Pit [100]: A space lined with bones, which, at your command, can come together to form replicas of enemies you have fought in the past that you can train against.

Chasm Entrance [200]: A space centered around an entrance to the Depths. This entrance is not surrounded by Gloom, and will link up to whatever area of the Depths is below you. In future Jumps, it can either link to underground realms if they exist, or to a randomized version of the Depths you can explore.

Goron Mine [200]: A space with several corridors lined with various ore nodes, as well as a forge that could be used to craft items and gear from what you harvest.

Misko's Gauntlet [200]: A space containing a series of chambers with various puzzles and enemies to fight. At the end lies a chest that will have a piece of clothing in it, generally something enchanted and always fashionable. The harder the challenges you overcome, the better the prize. It resets with a new challenge and prize every couple of weeks.

Zonai Mine [400]: A space filled with a replica of a typical Zonai mining facility. Zonaite nodes line the edges, and the inner space has forges for turning zonaite into charges or energy cells or even devices.

Fairy Lake [400]: A space with a large peaceful lake in the center, and several fairies flying around. If caught, the fairies will agree to aid you as powerful healers. As long as you cling to life, these fairies can help to heal up virtually any wound you suffer. More fairies will appear here each day, though their numbers will diminish if you mistreat those that came along with you.

DLC Scenarios

The following scenarios are optional 'side quests' that you can try to complete while you are here, gaining a prize for any of them you succeed in completing. Some of them may be difficult or impossible to complete simultaneously, but you are welcome to attempt it.

Trials of the Hero

You may seek to face trials set by the Goddess to prove yourself worthy of the title of Hero. You must find your way through the Lost Woods and speak to the Deku Tree, who will grant you entrance to the trials. There are three trials you must face, which you can do in any order you wish, though only one trial can be challenged each day. The Trial of Wisdom will have you face a large dungeon full of traps and puzzles that you will have to work your way through. It will require a great deal of skill and ingenuity, and it will be very easy for you to end up messing up and trapping yourself in a corner, which will force you to concede and leave the trial. The Trial of Power will have you face several grueling back-to-back battles against powerful foes. The Trial of Courage will strip you of your items, including CP-backed items, forcing you to rely on your skills and whatever you can scrounge up from your surroundings, as you traverse a large arena filled with varied terrain to reach various checkpoints that will light up one after another. All of the challenges will adapt to incorporate your powers while still providing you with a challenge, but you do not need to fear death or failure. Should you fall in any of the trials, you will simply be kicked out, and will have to return the following day to try again.

Prize: The Sword That Seals The Darkness - Upon completion of your third trial, you will gain your very own copy of the legendary Master Sword. Bathed in holy power, this blade is quite strong at its base, incredibly sharp and capable of firing off powerful sword-beams with every swing. When in the presence of evil, it will glow, and the light it gives off will weaken the strength of any evil beings in its vicinity. The greater the evil, the brighter it will shine, and the more potent the weakening effect will be. Direct strikes made against evil foes can seal portions of their power, weakening them until a final blow can seal their evil for good.

Sheikah Revival

The technology of the Ancient Sheikah has died and largely vanished from the land in the aftermath of the fall of the Calamity, but it hasn't entirely disappeared. A great deal of it has been repurposed by Purah and Robbie to make things such as the Purah Pad and Skyview Towers. However, more traces of it still exist, and you can seek to rebuild it. The first step for this will be to discover why it failed in the first place. Perhaps the technology was just old, held together by blessings of the Goddess or the malice of the Calamity, and thus it fell apart when no longer supported. Maybe the technology relied on the support of the monks in the various shrines to function, and it failed when they passed on, their tasks all fulfilled. Perhaps the use of the Divine Beasts gathered all the power of the technology and burned it out when they were unleashed against Calamity Ganon. Perhaps something shifted in the background magic of the world to simply cause the energy of the technology to fail. Perhaps it is some combination of these factors, or some other explanation entirely. Regardless, you will need to research and uncover the reason behind the failure, and account for it, and then work around it to build up a functioning tech base of Sheikah Technology. The ultimate test of your success in this will be to build a Guardian out of raw materials (no repurposed pieces that you found laying around), using construction tools you made yourself, and have it function without immediately breaking down for at least a week or two.

Prize: Living Ancient Knowledge - Upon completion of your test Guardian, you will find the knowledge you have built up about Sheikah technology filling itself out, gaps you didn't even realize were there filling in as you gain a complete knowledge of the tech base of the Ancient Sheikah. In all of your future Jumps, you will be able to choose to have the Ancient Sheikah, and their technology, be integrated with the world and its history. This could take the form of them being mere myths, with a few pieces of failed tech the only real trace, or a civilization of ancient wonder that has survived and thrived in various forms down to the present day.

Heal The Land

For over a century, the land of Hyrule was ravaged by the monsters and twisted Guardians under the control of Calamity Ganon. The once-united kingdom fractured until only distant, separated villages remained. The non-Hylian races retreated to strongholds, giving up the former territories they held. And now, once the Calamity was defeated and the various peoples of Hyrule had a chance to rebuild, the Upheaval occurred, shattering their peace once again. Your task for this scenario will be to lead the land of Hyrule in rebuilding itself. Naturally, for any chance of this to happen, the Demon King and the monsters he leads must be defeated. The threat of further sky islands plummeting to the ground and crushing those below must be dealt with. And further, roads and bridges must be rebuilt. Economies and trade between various settlements and races must be reestablished beyond the wandering of various traveling merchants. Housing and infrastructure must be rebuilt, so that people are not simply squatting in repurposed ruins or ramshackle huts. In short, Hyrule must be rebuilt into the sort of thriving nation it was before the Calamity arrived. To aid in your quest to assist with this, you will have a mental gauge in your head that will display how 'rebuilt' Hyrule is. All of the above actions will aid in filling the gauge, while things like strongholds of monsters threatening major trade routes or large beasts swooping in from the wilds to attack a town will cause the gauge to decrease. Your task will be complete once the gauge is completely filled. You can choose to delay your departure from this Jump by up to an additional ten years to aid in accomplishing this Scenario, but doing so won't increase deadlines imposed by certain drawbacks.

Prize: A Chosen Land - You will be able to keep the gauge, and it will gain additional nuance, helping you to detect 'threats to civilization' in whatever lands you might be in. In addition, the land of Hyrule itself will be able to follow you and appear in future Jumps, along with the various races that call it home. They will not follow you as Companions unless you have taken them as such, but familiar faces, perhaps in slightly different roles, can appear in future worlds as Hyrule and its history integrates with the history of the wider world.

Long Live The King

You must defeat the Demon King. Not because you wish to free the lands from his clutches. No, it is because you cannot stand any competition. You wish to usurp Ganondorf's place as the Demon King. Doing so will not be as simple as using a Secret Stone, however. You will need to travel to distant corners of the land, to vast temples that lay sealed beneath the three great Labyrinths, deeper even than the Depths. Force your way through the seals that have locked away these temples, and make your way through their darkened halls. In the center of each you will find a brazier, on which you must light a dark flame via a sacrifice, the nature of which is outlined in glyphs on the altar itself. In addition to lighting these three fires, there are two other tasks you must perform. You must defeat Ganondorf, as mentioned, casting him down from his position (or waiting for a certain hero to do it), and then you must likewise defeat the hero Link. Or, perhaps, convince him to join you and aid you. Would it really be so terrible for you to rule?

Prize: A King's Physique - Once you have completed all of your tasks here, your body will be reforged, becoming incredibly durable and unaging. You will naturally emit massive quantities of your own personal form of demonic energy, which is distinct from either Gloom or Malice. There are numerous ways that you could learn to use this energy, matching many of the greatest feats of Ganondorf or Calamity Ganon. Crafting weapons of darkness is one of the most simple, as is manipulating and directing 'evil' creatures such as the monsters connected to the Blood Moon.

Companions

Import/Create [100/300]: You can create / import two companions per purchase. For 300 CP, you can create / import a full set of eight. Each of these companions gains 600 CP to spend on Races, Perks, and Items, gaining the same floating discounts you do. They will each also gain one-third of whatever CP you gain from drawbacks, if any, rounded up to the nearest hundred.

Blank Amiibo Bases [100, First Set Free]: A set of three blank circles. If you get someone to accept an offer to come with you after you leave here, you can have them touch one of the circles, causing a figurine of them to appear on it. When holding these figurines, you can summon the person depicted by the figurine to your side once per day, and they will accompany you along your Chain as a Companion.

Construct Squad [100]: A set of four Zonai Stewards, four Zonai Soldiers, and two Zonai captains. They are all programmed to obey your orders, and count as a single collective Companion, with any of them that breaks reviving within a week.

Drawbacks

You can choose as many drawbacks as you wish to gain extra CP.

Some drawbacks have a **Red Title**, which indicates that they are the result of a particular Gloom corruption that you have contracted upon arriving. By completing Shrines and gaining the Blessings of Light from each of them, you can use a Goddess Statue to reduce and eventually remove these Drawbacks. **The section in gold in each of these drawbacks will tell you how many Blessings of Light are needed to fully remove them.** Don't worry, Shrines are instanced, meaning that you solving one will not prevent Link from activating and completing it. If more than the canon 152 Shrines are needed to be able to fully restore yourself, more will exist. Finally, any of these Gloom Drawbacks can have the CP they grant doubled, in exchange for them being unhealable while you are here. Either way, they will be removed at the end of the Jump like normal drawbacks.

Toggles

Tearful Breath [+0]: Have you been here before? You can select this toggle to allow any adventures you might have had visiting here during the events of Breath of the Wild to be historical canon for your time here. This toggle can also allow for events in other Zelda game Jumps that you have previously visited to be referenced in history or myth while you are here.

Bootleg Copy [+0]: It seems that the version of events that you are entering is not quite canon. It could be quite close, or wildly divergent, but you can take this toggle to enter the events of a fanfiction based on Tears of the Kingdom.

Ancient Adventure [+0]: You will not be arriving in the present day aftermath of the Upheaval. Instead, if you select this toggle, you will be arriving alongside Princess Zelda in the distant past. This will alter how a few of the Drawbacks you can take will function. A full description of how this toggle will interact with various Drawbacks can be found in the Notes section at the end of this document. Also, note that taking this Toggle will prevent you from being able to accomplish any of the Scenarios except for the Trials of the Hero scenario.

Drawbacks

You Are Link [+200]: You awaken to find yourself in a tangle of wooden roots, being spoken to by the voice of the first king of Hyrule, Rauru. You have taken the place of Link, and will be bound to his task of helping to aid the people of the land in the aftermath of the Upheaval, and defeating the revived Demon King once and for all. If this is taken with a Race other than Hylian, then your race can either be the result of a transformation to save your life by Rauru, or this particular timeline could be one where Link was of a different race all along.

The Final Battle [+100]: You will not be able to leave this Jump until the Demon King is defeated for good. Once he is defeated, you can leave the Jump early if you wish.

Non-Verbal [+100]: Hup hup hyah! You are not able to speak beyond grunts or wordless yells. You cannot write either. You will have to make do with body language.

Who Are You Again? [+100]: People seem to forget you and what you do for them very quickly. At least, they forget the positive things. If you do something like steal from them or step on their precious flowers, they won't forget any time soon.

Vertigo [+100]: You have a bit of trouble with heights. Looking down at the ground from high up will make you incredibly dizzy and nauseous. Hope you can glide or dive safely with your eyes closed.

Sunburn [+100]: Your skin burns incredibly easily. Being out in even partially clouded sunlight for a half hour can leave any exposed skin bright red. Good luck healing from Gloom sickness when the sun can hurt you almost as badly.

Memelord [+100]: You really should be doing something productive, but instead you get side-tracked building a pair of mecha stilts out of wooden logs and Zonai cooking pots, or trying to lure a Hinox onto a large catapult to try and yeet them into the ocean, or just whiling away an afternoon tormenting a pile of Koroks. You are, in short, totally in it for the memes, especially when whatever you are doing is an over-the-top and ultimately rather pointless spectacle.

Shortcircuit [+100]: Zonai devices take more energy than they should when you are using them, causing whatever batteries you are using to power them to drain several times faster than normal, and they also have a chance to simply break that rises the longer they are run continuously.

Bananas for Bananas [+100]: Are you a member of the Yiga clan? Maybe, or maybe not, but you certainly share their love for bananas. Anytime you see a bunch of bananas, you will drop everything to go and eat them. Even if you are in the middle of combat. You better hope that none of your more intelligent enemies figure out your fruity weakness.

Weakened Body [+100]: Your physical health and stamina is a mere fraction of what it should be, causing you to get tired far more easily and take more damage from attacks and injuries. It will take 50 Blessings of Light, delivered to the Goddess Statues in batches of five, to completely remove this Drawback. Each delivered batch will reduce the effect of the drawback somewhat.

Shadowed Heart [+100]: You are plagued with night terrors, panic attacks, sudden depression, sudden bouts of sourceless anger, and other terrible maladies of the mind and spirit. It will take 50 Blessings of Light, delivered to the Goddess Statues in batches of five, to completely remove this Drawback. Each delivered batch will reduce the effect of the drawback somewhat.

Savage Hunger [+100]: Your stomach is like a bottomless pit, requiring you to eat an order of magnitude more than you normally would just to stave off the hunger pains, much less actually feel satiated. It will take 50 Blessings of Light, delivered to the Goddess Statues in batches of five, to completely remove this Drawback. Each delivered batch will reduce the effect of the drawback somewhat.

Lurelin Revisited [+200]: The invasion of Lurelin Village by monster pirates was not an isolated occurrence. Any and every major settlement will be facing such invasions repeatedly during the course of your stay here, and such invasions will tend to happen most often when you are visiting said settlements, leading to you being drafted to assist in the settlements defense.

Poe Magnet [+200]: Poes, faded remnants of the dead, are drawn to you. Ordinarily found only in the darkened Depths, poes can manifest and drift towards you even on the surface, albeit only at night. This may seem like a good thing, as you can collect them and trade them to the Bargainer Statues, but the issue is that the more poes you have with you at a given time, the more the fragments of their former personalities will begin to leak into you. It will start harmlessly, with things like minor cravings or flashes of déjà vu, but it can quickly escalate to full memories, secondary personalities, and even full-on possession. Best unload at Bargainer Statues often.

Ambush Target [+200]: It could be Yiga foot soldiers jumping out of the bushes, Evermeans uprooting themselves to take a swing at you, Chuchus or Stal'blins crawling out of the ground, or even crazed Zonai Soldiers suddenly dropping out of the sky. Not a day will go by where you won't get hit with a sudden ambush or three.

Doppelganger [+200]: Apparently, there is someone who looks just like you running around, and they are up to no good. Attacking settlements with monsters, tricking people into entering dangerous ruins, giving people nonsensical and contradictory orders. Whatever they are doing, it is things you wouldn't approve of and which will make life difficult for you. And worst of all, those around you will have an incredibly hard time distinguishing between you and your doppelganger, if they even believe you about there being a doppelganger in the first place, and so you will almost certainly end up getting blamed for your doppelganger's actions. And, of course, you'll never quite manage to catch up to them.

Arena Champion [+200]: Once per year while you are here, you will find yourself teleported to a large arena hidden somewhere in the Depths, and you will be unable to leave or teleport away until you have defeated several waves of enemies. During your first bout, only some common and weak enemies will be brought out, such as Bokoblins and Chuchus. Each subsequent year, the battles will get harder, until during your final bout, you will be facing paired boss-level monsters in each wave. Those you have imported or recruited as Companions can accompany you during these fights. At the end, you will be teleported back to where you were taken from with a significant Rupee prize.

Ravaged Limbs [+200]: Two of your limbs (arms, legs, wings, tail if you have a dextrous one) have been ravaged by Gloom, rendering them scarred and stiff and extremely painful to try to use. It will take 80 Blessings of Light, delivered to the Goddess Statues in batches of five, to completely remove this Drawback, 40 for each limb. Each delivered batch can be applied to a specific limb, and will reduce the effect of the drawback somewhat. You could take this Drawback twice, picking two different limbs the second time. The cost to remove it will increase appropriately.

Touch of Decay [+200]: Items that you use will degrade over time, even when you are just holding them. A pristine weapon could be corroded to the point of uselessness within a couple of days, faster if used in serious combat. Even CP-backed items can be affected by this, albeit slower and it will take them a week, at least, to come back if they do break. Even your armor can be affected by this, losing enhancements over time and needing to be re-enhanced, or repaired if worn for too long without any enhancements. It will take 80 Blessings of Light, delivered to the Goddess Statues in batches of five, to completely remove this Drawback. Each delivered batch will reduce the effect of the drawback somewhat.

Vanished like the Sheikah [+300]: All evidence of your previous Jumps has vanished for now. You lose all Perks, Items, Warehouse Access, and other purchases from prior Jumps, and cannot import any Companions from them either.

The Land is Broken [+300]: The world is not just split into three discrete levels, with plenty of separation between them. Instead, the entire land has been utterly shattered by the Upheaval. Bits of Hyrule have been thrown up and floating in massive debris clouds in the sky, and large chunks have also fallen down into the Depths, leading to sheer cliffs falling into the darkness and twisting caves between underground pockets. Navigating this mess will be extremely difficult.

Red Moon Rising [+300]: The Blood Moon is rising every night, respawning the monsters that plague the land with every repetition. And there is a chance that any of these Blood Moons could instead be a Blood Eclipse, supercharging the power of the various monsters during the following day.

Sealed Purchases [+300]: You are not starting out with all of the purchases you make here. Only the purchases that you gain for free, and any Companion purchases, will be given to you. The rest have been sealed, and will need to be unsealed. It will take a varying amount of Blessings of Light, delivered to the Goddesses Statues in the following batch sizes, to completely remove this Drawback. A batch of four will restore a purchase with a base CP cost of 100. A batch of ten will restore a purchase with a base CP cost of 200. A batch of twenty five will restore a purchase with a base CP cost of 400.

Four Sealed Evils Adventure [+400]: It turns out that Ganondorf was not the only evil sealed away in Hyrule's ancient past. Three more evils, equal in might to the Demon King, will also be arising, each of them with their own army of monsters they are commanding. The various evils may squabble between each other, seeking to carve out their own territories and sabotaging their rivals, but their attacks will devastate the land if something is not done. And you are bound to help with the three extra evils, even if you haven't taken the Final Battle to bind you to aid in Ganondorf's defeat.

They Came From The Skies [+400]: It turns out that Rauru and Mineru were rebels among the Zonai for wanting to aid Hyrule and its people. The rest who left the world did so to go and prepare a massive invasion fleet, which is now approaching the planet. Large warships, filled with pristine Zonai tech, will be filling the skies starting sometime in the later half of your time here. They are seeking to invade, and so will be hovering low while sending down waves of constructs to try and end resistance, leaving them open to a counter-invasion if you are careful. And you will need to drive them off before the end of your Jump, or you fail.

Notes

Changelog

Version 1.0 - WIP Release

Version 1.1 - Added the DLC Scenario section. Added the Bootleg Copy toggle. Added the Bananas for Bananas drawback. Added the possibility to forego a profession and gain Enhanced Arm Discounts for the Zonai Race. Edited text of Belt of Pouches Item. Edited text of the Ancient Adventure Toggle. Edited text of The Final Battle Drawback.

Version 1.2 - Added the Leader, Merchant, and Researcher Professions and Perks. Added the Wizzrobe and Boss Bokoblin Racial Options. Updated the various races with new Profession options, including increasing the Lizalfos origin to 200 CP due to gaining the Spy Profession, and explicitly gaining the ability to be elementally-aligned. Added the Memelord Drawback.

Version 1.2.1 - Added Age and Gender selection and a Location section. Added the Paraglider Item.

FAQ

Q. I don't understand how the profession discounts work.

A. [Here](#) is a chart, because I'm obsessive like that.

Q. If I have the Caster Aptitude perks, can I have Gloom as my chosen element?

A. No, you need the Gloom Sorcerer Aptitude to manipulate Gloom.

Q. Why should I bother getting the Fairy Bottle, when I can get a bunch of fairies from the Fairy Lake?

A. Because the difference in their descriptions isn't just flavor text. The Fairy Bottle is a 1-Up that will revive you from any sort of death once every two weeks. The fairies from the Fairy Lake are powerful healers, but can only help you so long as you 'cling to life' and focus on one wound at a time.

Q. If I'm evil, can I just team up with my doppelganger?

A. No. If you are evil, your doppelganger will be doing things that will foil any schemes you might have, or help others to overcome you, like letting slip plans you wanted to keep secret.

Q. How does the Ancient Adventure toggle affect the various drawbacks?

A. As follows. Any drawback not listed here is unchanged.

Gloom Based Drawbacks = Shrines will exist in the past that you can use to try and purge these drawbacks. Light-based healing from Zelda or Rauru can substitute for up to five blessings for one Drawback, but will not be effective after that.

You Are Link = You are replacing Zelda, rather than Link.

The Final Battle = You will be required to help with sealing away Ganondorf (or killing him / preventing him from rising, if you can avoid the paradoxes of doing so) before your time here ends.

Lurelin Revisited = Gerudo under Ganondorf can be part of the invading forces.

The Land Is Broken = The breaking of the land is due to your arrival, rather than the Upheaval. Thus, the land is more intact, but temporal anomalies and hazards are everywhere.

Four Sealed Evils Adventure = Three more beings, on par with Ganondorf, have attained Secret Stones and are seeking to use them to conquer. You will need to seal or kill them.

They Came From The Skies = The invasion forces are coming specifically to punish Rauru and Mineru for aiding their 'lessers'.