The Legend of Zelda - Echoes of Wisdom
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The Story Thus Far

It is a tale I'm sure you've heard many times before. The once-king of the Gerudo, who was transformed into a monster by his eternal quest for power beyond power, has returned to menace Hyrule once again. This time, mysterious rifts have been opening throughout the land, like cracks in the world that lead to a dark purple void. From these cracks come a swarm of monsters, lead by a blue pig-like monster wielding a double sided trident. Ganon. He has kidnapped the princess for some unfathomable reason, and imprisoned her within an old set of ruins.

With the princess captured and the army still tied up with the monster, what will become of our beloved princess? The answer comes in the form of a young boy in green, one of precious few people who have been inside a rift and come back out - though it did steal his voice in the process. What happened and why it closed back up are unknown, but he has a sword and willpower in spades. He will fight Ganon and free the princess, and - fall… back into a rift that opens under their feet?

At this point you'd think things were coming to a close, but no, this is just the beginning. With Link stuck inside of a rift, and the rifts staying open despite Ganon's defeat, it becomes apparent that things are not what they seem. And so it will fall upon Princess Zelda to pick up his sword and continue to fight the good fight, and find the real source of the rifts with a little help from her new friend, an odd yellow spirit named Tri

And you? You're in there, somewhere. Hopefully not in a rift, that would be quite unpleasant. Though all things considered, you'll probably end up in one sooner or later. Let's just hope that Link or Zelda are around to save you if things do get that bad. In any event, go ahead and take these to help you get set up for the next ten years.

+1000 cp

Origins
Choose One

Citizen / Drop In
Just an average everyday person who lives in the world of Hyrule. Perhaps you're a shopkeeper selling groceries, a castle guard who keeps the monsters away, or a business minded fellow who likes to be trendy. Either way, while you might stand out somewhat if you go out of your way to do so, I can't truly say that you're special. Leave the epic showdowns of ultimate destiny to the heroes of legend. You? You just keep yourself intact, and maybe try to make sure everyone gets fed.

Survivor
Not everyone gets the opportunity to sit on the sidelines. Sometimes destiny comes knocking on your door when some asshole kidnaps every child in the kingdom, looking for the one kid with a special power who can fight back. You've been marked by evil, and it's inspired you to kick evil's ass. Monsters? Villains? Holes in reality that ate your neighbor? You're gonna beat the shit out of every last one of them so that we can all live happily ever after.

Priestess
Hyrule is a land of plenty, and no small part of that is the fact that, in a divine sense, Hyrule is the seat of power for numerous gods. Mount Lanayru, Eldin Volcano, the Faron Wetlands are so named for three great dragons that once served as the heralds of the Golden Goddesses. And of course, the kingdom of Hyrule itself, so named for Hylia. You are, if not outright a priestess that venerates them, someone who is oddly close to the more spiritual parts of the world. Such as a princess.

Spirit
Look and behold, the world that the Golden Goddesses have created. At least some small part of it is nominally 'yours', if only to watch over and protect, much like Jabu Jabu and the Jabul Waters where the Zora live. Or… perhaps it isn't just part of the world you watch over. Perhaps it is all of it. The Tri Spirits, despite being a relatively 'new' species in terms of what has made it into the history books, are set to become remarkably important. …Or. If you wish. You could always be an echo of something or someone - a dark echo, most likely.

Age and Gender
I care not at all, so long as things make sense. A ten thousand year old spirit is fine.
A ten thousand year old Hylian is pushing it.

Discounts
50 cp and 100 cp perks and items are free when discounted.
The remaining perks are half off as appropriate.

Race
Choose one

Free - Normal Race
It should come as no surprise that, in a kingdom named Hyrule, watched over by the goddess Hylia, that the race of beings known as Hylians are the dominant species. With that said, they do not inhabit this world alone. They have several neighboring kingdoms and civilizations, most of whom have their own strengths and weaknesses, and some with just strengths. For no cost at all, you may be a Hylian or a Gerudo, as they are the most normal of all the races. You may also be a Deku Scrub if you wish, which have an exceptional ability for stealth by burrowing into the ground and pretending to be a bush, but are otherwise physically weaker than most other races.

100 cp - Minor Advantage
To the north-west of the kingdom of Hyrule lies Eldin Mountain, the home of the Goron. To the East lies Jabul Waters, the home of the Zora. And somewhere in there lies the home of the Sheikah - traditionally it's Kakariko, to the west, but it doesn't seem to have any right now. In any event, these races all hold some minor advantage over the more normal races, and are thus slightly pricier. The Goron have a remarkable resistance to fire and the ability to curl into balls and use themselves as projectiles, while the two Zora tribes both possess unparalleled mastery of the aquatic environment. The Sheikah, lastly and perhaps most boringly, are merely absurdly long lived.

300 cp - Major Advantage
While all are equal in the eyes of the gods, not all of them are created equal - some of them are given grand tasks the gods expect them to complete, and they are usually capable of them. Things like the lesser Fae and the Great Fairies of the world, who manage the energy flow of the earth and the health of the world. Or the Tri Spirits, who ensure that we don't all fall back into the primordial void from whence we came. As a Fairy, you have the power to heal and a more nebulous ability to improve things with enough offerings. As a Spirit… the ability to weave the world is elsewhere for certain reasons, but you would be invisible to most and intangible to all, with the ability to fly as you pleased.

Variable - Monster
There are many, many, many monsters that plague the land of Hyrule. From the lowliest of Moblins and Keese, to the mighty Lynel, every single one of them seems to have no greater desire than to be a pain in the ass to the nation as a whole. But, if you wish to be one of them, then I shall enable your own desires. The rule for pricing is fairly simple - Tri can create copies of most monsters in Hyrule for a certain number of ▼. The price to be a monster is 100 cp for each ▼ beyond the first. In this regard, a Moblin or a Keese is free, while a Lynel costs 500 cp. Boss monsters, if you wish to be one of them, are a flat 600 cp.

Perks

Citizen

100 cp - Nuts About Nuts

The people of Hyrule are a nice bunch, but some of them can be rather odd. There's a very ugly but rather nice man with an obsession with automatons, some ninjas hanging around, that one guy who just loves stamps... Look, they're quirky, alright? And now so are you. If you want to be, at least. So go ahead and pick something, and you'll find yourself even more of a fan of that thing than you were to begin with. Maybe you can make a self inking stamp, or have remarkable aim when throwing acorns. This talent isn't much, but it is the result of nothing more than sheer enthusiasm, so feel free to go wild with it.

100 cp - The History Of Hyrule.

That blue skinned guy who is obviously causing the rifts... you and I know him as Ganon, or Ganondorf, but in this day and age nobody in Hyrule has a clue who he is. He's ancient history, the bygone that was left behind. But there are legends. And there are stories. And you? You're a researcher. You've studied Hyrules past in your youth, be it for fun or on the job, and know quite a few myths and legends as a result. If there's even the slightest thread for you to pull on to unravel a mystery, I'm sure you'll either already have a vague clue as to the answer or at least an idea on where to find one.

200 cp - Go Stamp Rally

How did that guy even get up on top of Mount Lanayru... and where is he parachuting down from? There isn't anywhere higher to jump off of! But, well, you've got to hand it to the Stamp Guy, he really loves stamps and isn't afraid to show it. You've got a talent for getting into places you probably shouldn't. Top of a mountain? Excellent place for a stamp stand. Active volcano? Even better! Middle of a camp of monsters? Sounds like a great place to play Acorn Gatherer! I don't know how you do it, but as long as it's for the sake of your obsession, you can end up in some pretty silly locations without too much trouble.

200 cp - Automated Minions

There is no design in the works of man that did not first exist in nature. The earth itself is, after all, the ultimate inspiration for any and all works you might wish to accomplish. See, you've got some skill at mechanics. Clockwork, wind up toys, not quite the makings of a miniature industrial revolution, but something close to it. But your best works are something that occur when you're modeling it after things found in nature. For example, by using a monster or two as an inspiration for your creations, you can make something that's a lot more dangerous that it has any right to be.

400 cp - Mango To The Groove

Let me ask you something - what kind of food grows best in a desert? It needs to be hearty, something that can resist the intense heat. Cacti does this by having lots of water, but we need something more than that. You're somewhere between a minor magician and a scientist, because you've learned how to use your magical talent to interfere with certain things. Specifically, the growth of plants. You could kill off a plant by forcing it to stop growing or even reverse, or you could make something grow in no time at all. Just be aware that the further you push things, the weirder things can get - forcing a plant to grow quickly is fine, but a plant that grows quickly, is exceptionally nutritious, and lasts for a long time? You might find yourself harvesting bombs instead of fruit every so often.

400 cp - Ninja Tricks
The Sheikah clan has long since served as retainers and bodyguards to the royalty of Hyrule. Most often their queens and princesses, but to kings and princes as well on occasion. You are now one of them, a member of the ancient clan of ninjas that have served Hylia since before Hyrule's founding. Suitably, you're quite powerful in a fight, able to move with blinding speed and strike with extreme force. It would take a dozen knights to match you, and even more to defeat you. But that isn't all you have. At the same time, the Sheikah are also quite often the custodians of ancient technology - things like radio or electric lights. You could fairly easily build any number of sensors that were designed to detect different forms of magic, or perhaps a device to infuse magical energy into things to make them more.

600 cp - Power Napping
In the town of Kakariko there is an exceptionally strange dojo that teaches its students... to take naps? Yes, that's right. Naps. The Slumber Dojo is somewhat backwards in that it cannot train your body, but its master is exceptionally skilled at training the mind. You see, somehow he has gained power over dreams. Perhaps it is simply a kind of hypnosis. Perhaps it is something... fishier. Still, he, and now you, may lull people into a slumber in moments, at which point they will dream of combat. While they dream you may shape their thoughts into any number of scenarios, meant to train one skill or another, or to allow them to challenge exceptionally mighty foes again to test their skills. Of course, this does nothing for physical conditioning, and might even make it slightly worse, so make sure not to skip leg day.

600 cp - Those Worthy of Might
In eons gone by there was a great desert where a blue and purple stone was mined by a robotic workforce. That material was named Timeshift Stone, and it was a critical component in machinery that altered the flow of time. Might Crystals… may have nothing to do with them. Or they could be a similar material, made from mended space rather than distorted time. Working with these crystals, however, takes a steady hand and more than a good chunk of lost knowledge. Thankfully, you have studied the ancient ways for years on end, because you know how to work with it. While you bear no divine appointment, you are the blacksmith of the gods, the one to whom heroes entreat for a weapon worthy of the task they face. Whether you wish to form these chunks of solidified spacetime into the shape of a blade, or rip the energy out of it that makes it special and infuse it into another weapon, such things are well within your grasp. You merely need the material to work with.

Survivor
100 cp - Never Skip Leg Day
For the average citizen of Hyrule, being able to take the fight to the monsters that occasionally threaten the nation is… unfeasible. That's what the royal knights are for. Still, you don't have to be a knight to be strong. Just being a farm boy can give you a strong body. And you might be one, because you have enough raw might to challenge said knights even if you were several years their junior. Heck, you can jump almost your entire height with relative ease and lift rocks comparable to you in size, something that I'm sure will come in handy as you travel about Hyrule and the Still World. Being this strong is by no means enough, but it's a start.

100 cp - Sacrifice Of Sound
When our would be Hero fought his way out of the rifts as a child, it cost him dearly to do. Spending too much time inside the rifts without something to protect you causes people to… degrade. Link lost his voice during that time, as did the other children he saved. Thankfully it hasn't slowed him down at all. Much like him, you are particularly adept at communicating with people, even if you don't or can't say a word to do it. This isn't something as simple as being good at body language - people just sort of understand you anyways. A panicked look, a hand on your sword, and a shake of your head can tell an entire story about an army of monsters about to bear down on you.

200 cp - Really Gets Around
It's one thing to be the hometown hero who did something impressive as a kid, it's entirely another for a yeti on top of a mountain to know exactly who you are when someone mentioned you to him. That said, there's a very simple explanation. You helped him out at some point in the past. Now, I'm assuming here that you're going to be wandering the land and doing your best to help everyone out, be it with their chores or trying to close rifts. And when you do, the people you help will pay that assistance forward. They'll help you out in equal measure later, or perhaps they'll end up lending their aid to someone who is trying to save you. What goes around comes around, so go ahead and put some good into the world, alright?

200 cp - Spin And Slash
Alright, now we're getting somewhere. There are certain minimum qualifications needed if you want to be a hero, and being scrappy in a fight is one of them. So. Pick up this sword. And do a little spin with it. Congratulations, you now know how to do a spin attack. Well, in actuality it's a bit more complicated than that, but you've got at least basic sword skills so I'm sure it will be fine. And archery skills, lance skills, club skills, and horse riding… Look, you're pretty handy in a fight. That was the whole point of training you, you know. Whether it's a spin attack, shooting three arrows at once, or piloting a bombchu, you've got the knowledge to really put some hurt on any monster that tries to menace Hyrule while you're around.

400 cp - Just Bonk It
Let me tell you an interesting little tidbit. That blue skinned guy that Link defeated? He's supposed to be a lot more painful to fight. Something about how only this one special sword can hurt him. And the weapon Link killed him with… wasn't that sword. He later went on to smack the physical concept of un-creation with a stick. You must be fucking insane, because you can do something similar. To be clear, you can't bypass immortality or invulnerability with terms and conditions in their entirety. But you can hurt them. After all, even if they're immortal, nobody really enjoys being smacked upside the head with a wooden club. Admittedly, you won't be able to finish a fight like this. At best you can drive them off when they decide they don't want to get bonked anymore. Still, I really would suggest getting an actual legendary sword for cases with irritating means of avoiding damage.

400 cp - One Little Arrow
Null's plan to destroy Hyrule is actually genius. By throwing rifts about at random he can find the fated hero fairly easily on account of the fact that anyone who can fight their way out of a rift isn't normal. It didn't account for Link deciding to throw away his chance at escaping Ganon's trap in order to free the Princess, however. In a similar vein, villains don't seem to be able to properly account for you being a genuinely good person. Which of course means that when you go out of your way to be as heroic as possible, their plans tend to fracture and fall apart. Yes, they planned for you to show up. They did not plan for you to have a specific item because you spent an afternoon helping an old lady mow her lawn. They definitely weren't expecting you to seemingly abandon your survival instincts in order to accomplish your goal of saving the princess. Be overly heroic enough and the villains you fight might be so stupefied that they leave themselves wide open.

600 cp - The World Made Whole
It's extremely rare for the Triforce to be called upon. People fight over its fragments regularly, but for a wish to be made… truly, we live in a blessed era. Or, will. Darn time travel tenses. Regardless, a wish was, or will be made, to empower the tri spirits and undo all of the damage that Null has done, and that wish is something that will follow you. One might say that it will echo throughout your chain. Once per jump, presumably on the eve of victory over a great foe or the overturning of a great tragedy, you may choose to have the consequences of that thing simply disappear like mist before the morning sun. Those slain by the villain will live again. Houses destroyed, fields salted, parts of the world that were erased from existence, stolen fragments of the soul - all of these things will be returned to their proper state. It will be as if the gods themselves decreed that those things had never come to pass - and in some ways, it is. At the same time as this, the villain who perpetrated these things will be utterly smote. They will not rise again, they will not cheat their way out from under some seal, they will not reincarnate, they cannot even be saved from this by the manipulation of time. They are utterly, irrevocably, gone.

600 cp - Through Sheer Willpower
Though it cannot be denied that Link is the courageous hero that the gods have ordained the arrival of, the fact remains that he is, by all known metrics, ordinary. He did not receive wisdom from the Deku Tree. He did not pass trials set forth by the guardians of the land. In fact, it seems as though he didn't even work with a tri spirit. He simply came in swinging and refused to go down, denying the petrification and decay of the Still World through nothing but his own will. And let me tell you, that is a good trick. In another day and age he'd need a triforce fragment and still be turned into a wolf, but through nothing but his own will he resisted the Still Worlds attempts to claim him. And now, so can you. Petrification, the theft of your soul, mind, and body, transmogrification, even something like time being stopped - these things must contest their magic against your will in order to affect you and as such there is a good chance that they will simply fail. You have, after all, absurd reserves of will. Even if they do, you could very well throw them off later should something spark you to resist even harder.

Princess

100 cp - Classically Educated

There are a lot of expectations surrounding royalty. You have to act a certain way, you have to dress a certain way, and ideally you should even walk and talk a certain way as well. And that's all well and good, but when you're out and about it isn't much use. So, you can act like a perfect pretty little princess when you want to. And when you don't, or can't be bothered, you're a dab hand at turning your less useful lessons into something practical. Perhaps some dancing lessons you had some time in the past can be used as the basis for a combat style? Or, perhaps not combat precisely, but something more dodging focused. If someone swings a sword at you, you can use those lessons to twirl your way right out of danger.

100 cp - Puzzle Maniac

When you were a child, did you perhaps love to read? You most certainly picked up at least a couple of intellectual pursuits. Puzzles, perhaps, mind teasers and other brain games? This has served you well, because the end result is that you have a tendency to view the world around you and any problems you have as a puzzle to be solved, approaching them with childish enthusiasm. And, of course, this makes you good at solving puzzles. Would it be better to use a Spear Moblin echo, or a Sword Moblin? Or just call up a swarm of Keese? …No, 'beds' are not the answer to everything related to traversal. I don't care how high up you can get with them.

200 cp - Junior Adventurer

Now, let's be realistic - you were never trained with the sword. You were trained with many things, from horse riding, to agriculture, to the kind of book keeping needed to run a nation, but not to fight. Thankfully you're a quick learner, as you now have at least a middling level of knowledge on how to use a sword, largely drawn from having watched Link go to town on his foes and perhaps some of how the echoes you commanded fought. On top of that, you're a competent commander, able to lead troops in battle… at least, you have the book learning for it. Keeping your wits in the middle of a fight is another thing. At the very least, you won't need to worry about casualties when your forces are ghostly echoes of the same monsters you're fighting. Just, uh. Don't rely only on wave tactics.

200 cp - Happy Accidents

Saving the nation yourself because your fated hero went missing doesn't sound like the funnest thing in the whole world, but if you're gonna see everything then you might as well do some good while you're there. You have a sixth sense for when people need your assistance, specifically for those who are nominally under your rule but also just in general. A Gerudo researching fast growing mangoes who need help harvesting them, a Goron with no sense of direction, maybe even a lost child. From the world's perspective you probably just decided to wander in that direction, only to stumble face first into the opportunity to aid your people. The rewards for this aren't always great, but people knowing you have their back can be its own reward sometimes.

400 cp - Magical Princess

Here's something of an interesting thought for you. Throughout history, wanderers, knights, and other adventurers have had to prove themselves. To their peers, to their foes, to the fairies, to Hyrule itself, for the right to be called Hero. So what about you? Well, as it turns out, you don't. You're not just the princess, but you're touched by something higher, something that seems to serve as a proof of character. Magical beings will often be lenient with you, or be faintly drawn to you. Someone who would normally devise a test to prove your worthiness will simply render you aid without qualms. Lesser fae will jump into your pockets for the chance to render you aid.

400 cp - The Most Stylish
It isn't enough to just be good in a fight, you also have to look good while you do it! When you spin, you shouldn't just knock your foes away, your hair should trail behind you like a flag carried by the wind! Which is to say that you're very pretty and I'm about to make you prettier. See, you have no trouble with fighting in impractical outfits. Dancer outfit? Helps you get into the headspace to spin! Stuffy dress? Hike it up and take a hike yourself. Best of all, all that running around won't result in a drop of sweat or a spec of dirt. Beauty is never tarnished after all. However, it doesn't end here - you're fashionable. You can tell what kind of accessories go with a given outfit to really make your eyes pop. And of course, anything you now wear can potentially have a minor magical effect to help you out.

600 cp - How Do I Sword
Why learn how to use the sword when you can use magic to have the sword use you? Through unknown means you've found a way to connect your heart with others through a physical medium. Specifically, you can connect to competent warriors through their swords. In short, if you borrow a weapon from a wandering adventurer, you'll be able to use the sword with the same level of skill as he would have. Now, there are a few catches - this is exhausting. I doubt you could maintain this state for more than a couple of minutes per day. Secondly, the upper limit depends on how recently they used the weapon, and for how long. The personal blade of an adventurer is good, the sword of legend once wielded by the most perfect swordsman who has been dead for hundreds of years… less so.

600 cp - Priestess of Legend
Hyrule is a land of magic. In some respects, it is the center of the world. When culture and knowledge begin to overflow, it inevitably leads to and eventually flows out of Hyrule. If anyone were to receive a divine blessing, it would be a Hylian. And in some regards, you have. You see, you are the only person in tens of thousands of years whom the Golden Goddesses have deigned to talk to. You are connected to the higher powers in a way that many would envy. For now, this is of limited use - there are only so many blessings the Golden Goddesses are willing to hand out. In future worlds however, you will remain special. Any god you seek out will grant you an audience, and perhaps a blessing with the completion of a task or trial. There is no Fairy that will not bargain with you, there are no Spirits who will turn you away. They may dislike you, but they will listen to you - or perhaps it might be better to say that they will speak to you.

Spirit

100 cp - I'm Feeling Thank You

The Tri Spirits are a strange existence. They have never been seen in Hyrule before because though they may guard the world, they do not live in it. Moreover, most of them do not have names. They are, one and all, Tri. And yet… adventuring. It does the soul good. You're quick to grow, whether it's beyond the normal limits of your species or to become friends with someone. Travel with someone for a month and you could not only forge a friendship that would last for lifetimes, or go from nearly robotic in nature to being able to fully appreciate that friendship. I won't say that you've grown beyond your role, because someone still has to do that, but you might end up better at it for all the strange situations you end up in.

100 cp - Echo Of Another

And here I was thinking that you were going to be a helpful spirit, but no - you're a Tecuum, a dark echo, something created by Null to menace Hyrule. Under normal circumstances this would merely see you given the form of a simple monster with the ability to temporarily turn into a blob of dark energy and fly about. But that's a bit too simple. So instead, let's take inspiration from the King of Hyrule, and his two aids - specifically, the moment they were replaced and tried to have Zelda executed on the grounds of being responsible for the rifts. You may enter this jump as a copy of a given character, be that the heroic Link, our wise princess, or, yes, the King of Hyrule. In future jumps, you may repeat this, taking the form of a single individual. Visually you are a perfect match, but you will lack anything in the way of powers or abilities - you're not so high quality a copy as to fool even a divine blessing.

200 cp - My Friends Shared Their Power

A hero should never go unrewarded, or they might one day decide not to be a hero. That includes the sidekicks, because those can be remarkably important thanks to whatever unique skills they bring to the table. As for you? As you accomplish great deeds of heroism - or support someone else in performing their own deeds, you will find that your own magical powers and related abilities become slightly cheaper to use. You might be able to charge up a light arrow for nine tenths of the cost it did before, or be able to summon an echo for a single ▼ less - a not insubstantial amount, when you only have three or four. This does have some limits, the same ability will never be hit twice by this, but sooner or later you'll be running around with some pretty universal discounts on the stuff you need to help your hero out - which of course, will only enable you to get even more.

200 cp - All You Need Is Kill

At first glance your average monster may seem mindless, simply going about destroying everything they see. So too is Null supposed to be utterly mindless, incapable of speech. Neither of these things are true. Over the years Null has grown, and is very cunning indeed. And through the use of Tecuum, he has even replaced a number of important figures in Hyrule with his loyal minions. They, and you, were given the simple order of causing as much chaos as they could. It's quite easy to arrange for a kingdom to be left undefended and focusing on entirely the wrong things when you've replaced the king, after all. Still, even without such a blatant advantage, you can lie, cheat, steal, and misdirect your way to victory with trivial ease. As a dark echo, such ruination is in your nature after all.

400 cp - Brave The Dark
You are a bastion of light. For as long as Hyrule has stood, other realms have existed and in many unfortunate cases, menaced the nation and its people. Often referred to as the dark realm or the dark world, you exist to stand against such things. More specifically, you somehow know how to navigate such places with great ease. Perhaps there is some strange relation between the world as we know it and the un-real realms, or perhaps you simply have a nature that is compatible with them even as it denies them. In any event, while in such areas of altered space you always seem to know whether there is someone in need of rescuing, and can at least partially defend the people you save - or whomever you are escorting - from that place.

400 cp - Perfect Echo
The tri spirits, and perhaps more relevantly, Null while empowered from consuming a number of them, can create copies of things, known as echoes. With enough power, these copies become so high quality that they can come into existence with the same divine blessings the original was granted, and fool gods into thinking they are that original. You are one such echo. Presuming, of course, that you purchased Echo of Another, you will temporarily gain the powers and abilities of the individual you have chosen to mimic *at the time of entering the jump*. Their memories, talents, and weapons are things you will possess, things they learn or acquire later are not. If you purchase this perk without Echo of Another, it still functions, you simply won't have their appearance or memories, just their powers.

600 cp - A Prime Being
Reality is a lie. Life is a prison. But death is not freedom, for you are not a prisoner. No, you are a warden. You are one of the spirits made from the same energy as the Triforce - the Prime Energy - who would weave the world back together even as Null tried to drag it back into the void. To be clear, you do not create Echoes, because there is nothing temporary about your power. You are effectively channeling the light of the goddesses into the world. In short, you must merely wish for the existence of a new tree, a cat, a farm, a nation. Assuming you do in fact possess enough built up energy to make that wish, and you can fill in the holes in reality with more of the world. But of course building a new farm does nothing for those trapped inside the Still World, and so you can also breathe this energy into existing people and places in order to restore them from the decaying touch of the rifts.

600 cp - Null And Void
Supposedly the villain of this era is Null, the perfect antithesis to all that exists, has ever existed, or could ever exist, and who wants to return the world to the primordial nothingness from whence it came. In other words, he's a primordial demon and reality itself is the prison in which he is sealed. You… are not nearly as powerful as him, but I'll grant you the knowledge of one of his better tricks. Copying. Not in the sense that a tri spirit would. No, Null gained the ability to create echoes by consuming a number of tri spirits and using their power for himself. You may do so as well. As long as you hold them within you, you may wield their powers as your own. Oh, and to aid in that endeavor, you may also have an altform that is visually similar to the tri spirits, if several times the size of a human and somewhat misshapen. More space to hold those you've eaten, you see.

Items

Citizen
50 cp - Thematic Hat
Hyrule is home to a lot of strong personalities, and it would seem that you're no exception to that. To that end, I offer you… a hat. It's *your* hat. Material, color, shape, style, whatever you want. Want a beanie that looks like the crown of an acorn? Or perhaps a safety helmet that looks like a stamp? Or maybe youw just want a good old fashioned Sheikah straw hat, to keep the sun off your face. Whatever you want. You could even take a nice looking green hat if you like… though that might arguably belong to someone else.

100 cp - Minigame Setup
What's life without the opportunity to kick back and relax every now and again? How about you take a break from saving the kingdom to collect some acorns for a bit? Or maybe you'd rather hunt down stamps in remote corners of the region? I know a guy who would love it if you did that. After all, he went through so much effort to set them up. Ah, but I'm backwards - you're not the customer but the proprietor! See, you now have your own little set up. Perhaps an archery range, perhaps a little ship sinking game, or maybe a dance hall would be more your speed? Don't do that, dancing sucks. In any event, you have everything you need to set up shop somewhere. Actually getting there, or getting your stamp podium on top of a mountain… I leave that up to you.

200 cp - Smoothie Supplies
Come one come all, the business Scrubs have set up a new money making opportunity - smoothies! And, as thanks for helping them out ever so much while they were getting set up, they've decided to gift you with your very own quick setup kit for a smoothie branch. Admittedly it's not much more than a bench, a handful of tools, some ingredients, and a whole lotta ice and cups, but it's enough to feed an entire castle. …Assuming you had flavorings. And you do - sort of. You may pick a single ingredient with the exception of golden eggs, and whenever you go to make smoothies you'll find them there ready and waiting. For materials beyond just those… I'm afraid you'll have to source them yourself. But hey, throwing new things into the mix is half the fun!

400 cp - Personal Laboratory
A stall out in the woods is no good! You need more than just that, you need a home! A base! A laboratory, where experiments are performed! What ingredients make the best smoothies? Where on earth is the stamp guy gliding down from? And what are these strange crystals that appear when the rifts are closed? The answers to all these and more are just waiting for you to discover them! …Or, if you prefer, this could merely be a dedicated shop, one that sells potions and perhaps the occasional fashion accessory. But I'll run with the assumption that you're a science type instead of a business type, and as such this place is fully kitted out with ancient tech that the Sheikah have maintained, and can be used to study any number of things. Right now it's kitted out to study Might Crystals, but its focus will shift in future worlds so as to remain useful to you.

600 cp - Center of Civilization
Would it surprise you to know that the Kingdom of Hyrule was not entirely aware of the existence of the Deku Scrubs down in the Faron Wetlands? They may be the center of the world, but they aren't always the most well traveled. And you… might be. Or you might be a homebody, which is something that will be made much easier because you now possess a moderately sized village to call your own. It is largely populated by those of the same race as you - that is, if you are a Zora, then this will be a Zora village and likely be at least partially underwater. Beyond that, it holds a number of guards, merchants, and silly souls. It's not quite a kingdom, but maybe it could grow into one at some point in the future.

Survivor

50 cp - Iconic Cloak

Tell me, what is the most important thing for a hero? Is it a magic sword? Is it a kingdom in need of saving? No - It's standing out from the rabble and being memorable. Luckily, I've got something for that. This stylish cloak is emblazoned with a symbol of your choice - by default the same angular spiral design as Link's own cloak, modeled after the Might Crystals. This cloak is more covering than it appears to be, and as such would make a good disguise if not for the fact that it is extremely memorable. Someone else wearing it would be mistaken for you more than a few times before they cleared things up.

100 cp - Emergency Stick

I know, I know. You were probably expecting a sword. I'll have one later for you, I promise, but in the meantime… It's dangerous to go alone. Take this stick. Is it a legendary stick? No. It's a random branch off a tree that's been banged into the rough shape of a club. It is special though. In how easy it is to replace. See, you can find this stick, or a similar one, basically whenever you want. If you're in a forest, you'll probably trip over it the instant you realize you need it. In short, it's an emergency weapon that will show up more or less whenever you need it. Great for smacking monsters with, less so for actually killing them.

200 cp - Potion Set

A hero cannot always afford to take the time to take proper care of himself. When you get wounded you don't have the time to be laid up in bed for months on end while your broken bones knit themselves back together. You need to be up and about NOW. That's where these come in. A red potion, that restores your health past what the bed can manage. A blue potion, that restores a bit of your energy - perhaps magical, or perhaps something else. You can decide that on a jump by jump basis. And a purple potion, which restores a lesser amount of both. If used, these potions will reappear in a convenient place for you to grab them in three days. Unfortunately, while useful, they aren't very tasty. You'd want a smoothie for that.

400 cp - Support Network

Having dived headfirst into a number of rifts, Link is fairly well known both in his home village and in greater Hyrule. In fact, his heroism managed to spread far enough that a Sheikah researcher went so far as to forge him a anti-rift sword from materials they had managed to gather. You have a minor following of your own - a small town, in which your house is located. Most of the locals owe you for either saving them from a rift or just from regular monsters, and as such are more than happy to help you out when and where they can. They're just ordinary farmers though, so don't expect much. More importantly, you also have a craftsman of remarkable skill and knowledge who will seek to arm you to fight whatever threats might appear.

600 cp - Weapons of Might

Finally, we have a sword. The Sword of Might, in fact, made from an unknown material with anti-monster properties that mysteriously appears in locations where rifts have opened and closed in the past. It can be mined naturally, but is exceedingly rare. Regardless, you have a sword made from the stuff, and while it's no Master Sword, it will get the job done. May or may not be made from a crystalline variant of Timeshift Stone. Also included here are a bow and some bombs that have been enhanced with the stuff, and a fairly sturdy but not actually magical shield. In essence, a complete loadout of adventuring gear to go be a hero with. Enjoy!

Princess

50 cp - Memorial Plaque

After the adventure ends, you'll need to put down all your hard earned gear and gizmos and go back to the boring life of a princess. Without the spirits aiding you, some of them might not even work any more. And yet, because you wielded them, they became special. The kingdom will probably want to treat them like heirlooms. To that end, you now have a number of display cases and such things that would be found in a museum that you may use to display your equipment. They will, amongst other things, list when and where you found them, and perhaps if anyone helped you do so. Something to keep the memory of friends who are now worlds away alive.

100 cp - Royal Bed

What's the point of being rich if you can't spend that money like water to get at the things you'll really enjoy? That's why you have a bed. It's the perfect size for you, your favorite color, and comfy as sin. The kind of thing even a morning person would be happy to oversleep in. You'll always wake up well rested and ready to face the day if this is the bed you sleep in. But that isn't all. It may or may not be magically enchanted to be even more helpful, because resting in it will actively heal you from any small nicks and scratches or aches and pains. It can't, sadly, restore a limb or fully heal a stab wound, but it will accelerate your natural healing by quite a bit.

200 cp - The Other Potion Set

Now, I know what you're thinking - Potions are pretty simple, right? You've got your red, your blue, and your purple. Wonderful things, they can take a man from dying to healthy in a few minutes at most. But, well, no. You don't have those. What you have is something a bit more… gap covering. Or tactical, if you prefer. See, if you take certain monster parts to a smoothie shop and mix them with the right fruit, they can distill the essence of those materials and make a potion that makes you glow, or makes you swim faster, or makes you immune to electric shock for a brief period of time. You have a set of ten such potions, or one of each. If used they will appear in a convenient place for you to grab them in three days.

400 cp - Mechanical Aid

You know. As interesting as it is for the forces of darkness to be fought off with, well, the forces of darkness, don't you feel that's a bit gauche? No wonder Zelda was accused of causing the rifts, when she solved so many of her problems by summoning monsters. So instead, how about I hook you up with something a bit more Hylian? These automatons were made by a rather nice fellow named Dampe in the image of monsters via the clever use of clockwork, but are just as dangerous and powerful as the real thing, if not stronger. Unfortunately they're a bit fragile, and will take three days or a visit to Dampe to repair if they get too busted up.

600 cp - Tri Rod

Ah, here we go. The key to the kingdom. Metaphorically, at least. This is the magic staff given to Zelda by Tri, which was promptly named the Tri Rod. Much like the tri spirits themselves, it has the power to create echoes of things. By drawing in small portions of an object's essence, you can effectively build a spiritual blueprint of a thing and then make as many copies of it as you want. Well, mostly. There is a power limit to it. Most things cost a single 'point' to make, and the limit of what you can manage at one time seems to be six. Monsters or objects that would cost more simply can't be copied. Boss monsters for example, who might be worth seven, or an entire castle. You get the idea. Still, as long as they're below a certain level of complexity, size, and raw power? Go wild.

Spirit

50 cp - Tortilla Chips

Tri Spirits are often accompanied by a series of strange floating triangles made from golden light, fluttering behind them like a scarf in the breeze. Perhaps it's a fashion statement, perhaps it's a strange quirk of their biology. Perhaps it's even a measure of their power, as Zelda's good friend Tri quickly gathered more as time passed and his friends shared their power as reward for freeing them. Strictly speaking, none of that matters. You have a set of very similar triangles that float in the air behind you. They don't do anything, they just look cool. Please do not use them to eat salsa.

100 cp - Stick of Power

Oftentimes, a grand adventure will either begin with, or spend a great deal of time working towards the acquisition of a legendary weapon. For example, the Master Sword. Where is that thing anyways? However, sometimes a legendary weapon may not appear. And as such, you'll have to make one - which you can now do. Sort of. You now have as many rods, staves, and simple weapons as you desire. These weapons are thematically linked to the various powers you possess, such as a staff with a brilliant yellow color that matches a Tri Spirit's own glow. Mind you, these weapons don't actually have any powers. They just look pretty. What they do have going for them is that when handed to another, they make it oddly easy for said person to direct you to use your powers. Almost like a conductor's baton, only instead of directing an orchestra, it's you playing with the fabric of spacetime.

200 cp - Shadow Of A Soul

Floating before you is a shapeless mass of dark energy, a Tecuum. Given time, it will eventually take the shape of a mostly random monster and begin to terrorize the countryside. Or we could get a little funky with it. If you try to grab it, the Tecuum will shrink down to the size of a small ball, quite suitable for throwing. And if you bean someone in the face with this shrunken shadow, it will use their shape as its own and become an echo of them. A dark echo to be precise, all red and black and evil all over. It is still fundamentally a monster after all, though you'll find it to be highly loyal to you. You may already have a power like this, in which case it isn't the most useful thing in the world, but it could still be fun.

400 cp - Still World Fragment

Underneath the world as we know it is another world. The void. Occasionally called a Dark Realm, and currently known as the Still World, it is a strange place that doesn't really exist. What little land is in there is made from the odd pieces of the world that have fallen into it. A tree here, a spot of meadow there, part of a river going upwards over there. It's an interesting place. Gravity doesn't technically exist, so things can get strange if you can't fly. If you have Prime Being, then this place will serve as a testament to your duty, and a lesson on how to use your powers. Erasing what little land exists here will return it to the real world, which will serve to make wherever those bits and pieces end up… stronger. More real. The people inexplicably kinder. Of course, if you have Null and Void, then this place will instead serve as a second stomach to you, and those who become trapped here will be free game for you to use the powers of as your own. Now you just need to trap a few Tri Spirits in here and you'll be really cooking…

600 cp - The Power of Friendship

The Golden Goddesses trapped Null beneath the world - and, perhaps, created another world beneath him as well. More walls to his prison, you see. And as his wardens, the Tri Spirits have been undoing all of his attempts at dragging reality back into the void. Until recently, at least. And you? You are now, somehow, the owner of a few hundred of the creatures. By default they will float just outside reality, doing their utmost to repair reality should it ever become damaged. Should you have Prime Being, you will be able to borrow part of their power and thus increase your own, for whatever use of it you might have. Or, should you have Null and Void… well, you did need a handful of them to trap and consume, so that you might use their powers for your own ends.

General

50 cp - Mix Things Up

Specifically, mix things up into a smoothie! Pick two ingredients that you think will go well in a smoothie together - I suggest either Salt and Milk, or Grapes and Nectar. They make surprisingly good smoothies when combined. In any event, you'll find yourself receiving a small, eh, let's call it an allowance, of ten each of your two ingredients on a monthly basis. Now, unlike the previous option to let you pick an ingredient, you can in fact choose to grab some Golden Eggs here. It's just that doing so will qualify as both of your choices, and you'll only receive a single one a month. Sorry about that, those things are rare and hard to find. As a small bonus, the materials here won't ever go back with age, so you can stock them up as much as you want. Yes, this does include the monster parts, but please don't turn those into a smoothie, nine out of ten times the result is… unfortunate.

50 cp - Gourmet The Cat

From the sandy depths of the Gerudo Desert to the cresting waves of Jabul Waters, from the heights of Holy Mount Lanayru to the dense forests of the Faron Wetlands. To every corner of the land of Hyrule and perhaps a bit father as well. This epicurean has traveled everywhere there is to travel, in search of the tastiest fish and the smoothest of smoothies. Well, maybe. It's hard to get a cat's life story out of it. In any event, he's quite fond of you and as a result if you should ever find yourself down in the dumps or suffering in the slightest, Gourmet will quickly commandeer whatever local heroic types he can find into producing a delightful dish that will cheer you up. Don't ask me how he does it, I don't know. Maybe he stumbled across someone with a cat outfit?

Companions

50 cp / 300 cp - Adventuring Party
I'm sure you know the drill by now, so I'll skip right into things. You've got some friends, and you want them to come with you into the jump. That can be arranged. For 50 cp, you may import a companion into the jump. They receive 600 cp to play with and get access to all the same choices you do, with the notable exception of being able to purchase companions or take drawbacks. Alternatively, for a lump sum of 300 cp, you may instead import eight companions with the same rules. Please treat your friends kindly.

50 cp - Last Call For Adventure
And of course, while remembering your old friends is important, you should never pass up the opportunity to make new friends. For the relatively low price of 50 cp, you may make an offer to one of the locals to come with you on their chain. As long as they agree to come, then you're good to go and they will officially become your companion. Yes, they need to agree. Please don't kidnap people.

Drawbacks

+0 cp - The Princess In Purple (Requires the Priestess origin)
Ah yes, I'm familiar with this story. So you want to be the hero, Link. …Wait, hold on, checking the script. Sorry about that - so you want to be the hero of this story, Zelda! Well, that can be arranged. Assuming you've taken the Priestess origin, then you can choose to replace Zelda in the story. Your choice if you're now her twin sister or just Zelda herself. And I do hope that you bought enough of her things to be as competent as she was, or Hyrule might be in trouble.

If you DO want to be Link, you may also take this drawback in conjunction with the Survivor origin.

+100 cp - Those Who Cannot Save Themselves
Jumper, I am truly sorry. Through a series of events I can only describe as unfortunate, you have previously been the victim of a rift. Though you were saved, most likely by Link, the event has scarred you. More specifically, it has stolen something from you. Perhaps, like Link, it has taken your voice, rendering you mute. Or perhaps it has taken your senses, leaving you unable to smell or taste. To leave you deaf would also be suitably disheartening. You have some level of choice here, but it must be something that will haunt you.

+100 cp - Potatoes Are Banned In Jumpchain
Potato, Rocktato, what's the difference really? How mad people get when you get the name wrong, it seems. You have a slight issue with the name of things, getting them slightly off by some small metric or another which has the result in people getting extremely mad at you for doing so. No, I don't know why everyone gets ballistically angry whenever you mention potatoes, or why you're unable to remember that they're called Rocktatoes. At least other mistakes don't result in so much rage.

+100 cp - The Princess Is Too Valuable To Risk
Jumper, please. We are discussing war. Go back to your tea party. I'm sure you believe that you could be of use, but I would rather trust in the strength of our soldiers than risk you. …You get the idea? For whatever reason you've been firmly entrenched in the minds of those around you as someone to be protected and sheltered, not someone to be relied upon or someone who could accomplish grand things. Given a task of even the slightest difficulty and people will try to shuffle you off back to your nice safe room as they handle it themselves, or don't handle it at all as the case may be. You'll have to really twist their arm in order to get them to let you do something more dangerous than watering the flowers.

+200 cp - I Forgot Bind Existed
Now, I shall begin by being absolutely clear - this is not a power loss drawback. You lose nothing. What you are, however, is extremely forgetful, to the point where you may regularly forget that you have powers from other worlds. Whatever you've bought here is going to be your primary kit that you use to solve 90% of your problems. Only after hours of failure, ripping half your hair out, and probably having a bit of a cry about how stupid you are for not being able to solve this will you finally remember that you have other powers. Like being strong enough to destroy the puzzle in one go, or able to teleport past it, or whatever it is you have. If you *don't* have powers from other worlds, well, you'll forget about some of the ones you bought her. Like Bind.

+200 cp - What Does Thank You Mean?
Oh dear. It would seem that whatever backstory you had planned as you entered the jump has largely been washed away. Perhaps one of the Golden Goddesses decided you didn't need your emotions in order to accomplish your goals, or that things would go better for Hyrule should you be without them. Such things are unknowable, for they aren't likely to explain herself. If it even was them. In any event, your emotions are highly muted to the point where they're mostly gone, and a good chunk of your social skills aren't far behind. You're no doubt going to be absolutely baffled by things like people saying thank you, or feeling happy or sad. But hey, if you manage to make some real friends, I'm sure it will only take you most of the jump to start acting like a real person again.

+200 cp / +400 cp - Kidnapped By Ganon
Well. This is a sticky situation to be in. It seems that someone, either you or one of your companions, has been kidnapped by Ganon. Which, considering that the Ganon currently menacing Hyrule is nothing but an echo, means that you've really been kidnapped by Null. For +200 cp, one of your companions has been kidnapped. This, amongst other things, means that an evil copy of your companion is most likely running around, with the potential for you to have not even noticed that. For +400 cp, you're the one who has been kidnapped. Which means that an evil version of YOU is running around. I sincerely hope that this is either your first jump, or that your companions are moral paragons, because that sounds absolutely terrible for Hyrule.

+400 cp - Ganon Must Have Fallen Into A Rift
Just when I thought things couldn't get worse… As you should know by now, the Tri Spirits work quite hard to prevent Hyrule (and maybe Lorule) from falling into the void where Null would consume it. However, there are some fools who jump in headfirst. And there are worlds who have no such defense. Somehow, a few old enemies of yours have reappeared. At first they'll appear to simply have followed you somehow, but time will reveal that they are echoes, copies made by Null. Expect to need to defeat them multiple times, for there technically isn't anything stopping him from making a dozen of each. Oh, and if you don't have notable enemies from past jumps - or just don't have past jumps, then I know a few fellows who can stand in their place. Their names are Vaati, Malladus, Ghirahim, Zant, and Majora. And because I couldn't possibly have you fight Ganon without her, my personal favorite if not the strongest, Twinrova.

The End

Stay Here
Move On
Go Home

Notes

The powers and abilities granted by Perfect Echo are temporary. You do not get to keep them. I don't care if you trade the perk around or abuse the fuck out of power copying, the instant the jump ends the powers disappear and so does every attempt at keeping them. No, that will not work. That won't work either. Stop looking for loopholes. You can bitch about balance and perks that say you do get to keep them all you want, you don't get to keep them.