



The Legend Of Zelda - Fistful of Rupees
Jumpchain by Cthulhu Fartagn

The Story Thus Far

Things are afoot in the wild west, and a rumour about ultimate power circles the land. Steam and electricity are the name of the game these days, but the old ways still flow through the lands. A tribe of Hylians guard these secrets, but Colonel Ganon and his boys have stumbled across them - and taken them by force. Now the last survivor of the tribe hunts him for vengeance, and wanders into a sleepy little frontier town named Kakariko on his journey. Perhaps it's fate that Ganon should be there, in turn hunting for a man named Sheik.

Whether you're one of those holding a fragment of the map leading to the so-called ultimate power or something else entirely is up to you, but keep this in mind.

It's dangerous to go alone. Take this.

+1000 cp

Origins

Pick one

Stranger

The silent type are we? Well, by all means. It seems you're a Hylian, native to the land of Hyrule and one of the few to still hold some spiritual belief about these lands. Or maybe you're simply not the kind to settle down, moving from place to place looking for something you can't quite name.

Teacher

What's such a civilized individual such as yourself doing out in the frontier lands? I can't imagine the towns that spring up around a rupee rush being of much interest to one such as yourself. Oh sure, there are people to teach, but those that can afford it? Not so much.

Ruffian

Well now, who might you be? A big and mighty military man, here to bring order to this wild neck of the woods? There are certainly enough things not quite right to need a firm hand in charge. But, might you be one of those things? Just something to think about.

Discounts

100 cp perks and items are discounted to half off to the appropriate origins. All others are half off.

Age and Gender

Your age is somewhat irrelevant, but can be anywhere between 20 and 40. Your gender is the same as the last jump, or you can pay 100 cp to choose both age and gender freely.

Perks

Stranger

100 cp - Take This

The modern world is usually a safe place, though it has dark corners here and there. The wild west is another matter - it ain't called 'wild' for nothing after all. Still, with it being so dangerous, it's usually not a very good idea to try and go it alone. With that in mind, should you ever be defenseless, the universe will conspire to give you a weapon of some kind. Maybe it's a gift from a dying man, maybe it's a stick you pulled out of the ground because it looked like it might make a good arrow. It might be a gun with a single bullet, but given who you are, I'm sure you can make that bullet count.

200 cp - Understandable Motivations

A man of few words, the strong and silent type. It's a hard act to live up to and an even harder one to follow, but it turns out you're fairly decent at you. People seem to have an easier time reading you when you're utterly silent, almost as though certain actions you take mean something obvious - even if it's not obvious at all. Still, there's few ways to mistake a man putting some rupees down on the counter in a bar - but there's also something to be said for them knowing exactly which drink you wanted without asking and without you saying.

400 cp - The Old Ways

I told you that it's few and far between who still believe in Hyrules more mysterious past. And fewer still who know much about it. But, it seems that even if you're no magician or sorcerer, you might make for a damn fine knight. Swords and knives, the bow and arrow, even the boomerang and a decent knowledge of straight up brawling, all things you've learned and mastered. But the real surprise here is how your skills with these things manages to even the odds against thugs toting guns. Firearms are the great equalizer... but it seems that falling back on the old ways somehow manages to be just as effective as a supply of gunpowder. Moreso against those relying on it, even.

600 cp - To The Sunset

The stranger came to Kakariko, and once he was done, he left, walking off into the sunset. Who knows what he did with his life afterwards, and most don't even know why he was here to begin with. For you, the act of doing so is just as much a stylish exit as it is a challenge to the darkness. Come and get me, it says. I'll beat you like I beat them, it says. Waiting for the call to adventure must not be your thing, because when you do this, it calls out to adventure and demands another. It's certainly not a boring life, though you might want to stop eventually - maybe settle down with a pretty lady and have some kids? But, as long as you want adventure, you'll be able to find one.

Teacher

100 cp - Not Actually A Princess

But you'll have to forgive people for mistaking you for one since you do have that refined air about you. The kind that makes you seem wise and knowledgeable beyond your years, the kind that takes even a common beauty and makes it seem... Regal. In fact, one might go so far as to say that the more effort you put into becoming wise, the more beautiful you would appear. Failed attempts mean nothing of course, but a few degrees, some successful students, maybe even word of mouth praising your wisdom? All things that will intensify that air.

200 cp - Kicks and Flips

They say that women are weaker than men, and there is some truth to that. A straight punch thrown by a man is stronger, but that doesn't mean that a woman dedicated to physical power can't overcome that gap. You, sadly, are not that kind of person. Instead, you've learned to fight harder, dodging blows before they land, redirecting attacks into other foes, even abusing acrobatics to turn a tumble into the wind up for your next attack. Oh, I doubt that you can take a punch or even put a guy down in a single blow, but if you can land a dozen and then none then that's just as good isn't it?

400 cp - You'll Forgive Me

There's just something about your smile that makes others act foolish around you. A sort of gentle beauty, perhaps? Unluckily for them, it's silk hiding steel. As much as people seem to want your affections, being kind to you in the vain hopes of having your company even for a day, you aren't the kind hearted maiden to return those gestures. If anything, it's child's play for you to turn those notions of your weakness to your advantage. Backstabbing is something they never expect from you, let alone that you might have your own plans after someone 'rescues' you from the monstrous villain.

600 cp - They Need A School

I see why you came to the frontier. You're an idealist, the kind that believes kindness should breed more kindness, that people are genuinely good inside. Well, so long as you intend to work for that goal, I won't gainsay you. And as it turns out, you have something as a shortcut to that goal - education. When you teach, people listen. Not just to the subject matter at hand, but to the hopes and dreams that inspire you to teach at all. I might even go so far as to say that your students will genuinely be better people for having been taught by you. The effect fades with distance, becoming a headmaster isn't as good as a normal teacher, but it also spreads out to the entire school. Balance that carefully, and the future might just be as bright as you want it to be.

Ruffian

100 cp - Scorched Earth Diplomacy

Sometimes you can be kind and gentle, slowly coaxing the trust and goodwill out of someone until they'll simply give you what you need. And other times, you can't do that. Other times, you need to be a bit forceful. At gunpoint, perhaps. Beyond simply being just charismatic enough to 'seduce' the information out of someone, you're also intimidating enough that even someone who has already decided to die might give in. And lastly, you have an unerring sense for when said intimidation was witnessed by some fool with the stupidity to do something about you.

200 cp - Now Say You're Sorry

Who said that evil can't be polite? I'd like to find that man and... have a firm conversation with him. I'm sure he'll see things my way afterwards. Anyways, on to the matter at hand. You, being polite. As it turns out, being polite is a perfectly valid tactic when it comes to achieving your goals. Maybe it's the disconnect between you being evil and being polite, but doing so usually tends to go your way. After all, the one who refuses your apology is probably the only one you actually injured. And the only one you injured was the one you were hunting. And yes, you absolutely can manufacture such a scenario by sending your minions off to cause havoc and then 'forcing' them to apologize.

400 cp - It Was A Valiant Effort

Out in the west, things are a bit rough and tumble. The lawbringers themselves sometimes forget the specifics of their duty. And some refuse to acknowledge them unless some higher power comes down and enforces their own version of the law. With that in mind, you have something about you that makes you... More. Stronger, faster, quicker on the draw. Not by any great amount, barely more than a common man, but if you were already strong and fast? You might just be the best there is in these here parts. In a battle between equals, this would be enough to almost always ensure victory. And of course, while this does rely on the law and your relationship to it to empower you, out here... You are the law.

600 cp - Man of the Military

Perhaps you were a man of war at some point in the past. Maybe you were born into such a family. I can't rightfully say such things, you'll have to decide on them for yourself. But what I can say is that you've an officer's skill at ordering the less important people around to do your bidding. In fact, your minions are loath to disobey a direct order, be it out of some strange sense of loyalty, or sheer abject terror at what disobeying you might mean. Still, this gives you the means to control your men with a tight reign, even if they're a bunch of criminal scum placed under your command by the coins in your hands or the gun in their back. Oh, they're just as likely to backstab each other if they're the lawless sort, but they'll get whatever job you gave them done first.

Items

Stranger

100 cp - Green Cloth

I suppose every stranger needs a distinctive style, so this one must be yours. This deep green poncho is remarkably hardy when it comes to things such as the wind and the rain. You'd think it would only make it worse on a hot day with the sun bearing down on you, but it somehow manages to keep you cool. Magic, perhaps? The poncho also serves to hide your belt from view, giving you a small area where you can hide tools and armor without them being spotted. Getting said gear will be up to you however.

200 cp - A Jar of Something Red

How horrifying, to see the great and mighty health potion reduced to common booze. Have these fools no respect for the Hyrule of old? I guess not. Still, it's of some use to you so I suppose we cannot complain too much. You see, this jar will appear whenever you wake up. From a good night's rest, or even from being knocked unconscious. Sadly, alcohol lacks the healing effects of a potion, but it does help with the lingering pain of your wounds, making them fade away quicker than they ought in order to help you get going faster. Or maybe instead of drinking it, someone is about to splash it on your face because you don't have time to wake up normally. That also works.

400 cp - The First Fragment

One third of a triangular map, with part of a trail and the destination on it, but not enough of the area to actually find it. What a useless thing, am I right? Well, turns out it's not so useless after all. You see, during the course of trying to find the rest of this map, you will find yourself being handed an opportunity. Not the same kind of adventure that wandering off into the sunset brings, but an opportunity to end those adventures on a high note. Sure, you'll save the day in the same way, but there will be a cute girl - or guy, I won't judge - willing to settle down with you. Now that's a good ending to the story, is it not?

600 cp - Silver Bullets

By all accounts this is a weapon that should not exist. If magic was ever real in Hyrule, it's long gone. Legends such as the lone swordsmen, the monster, and the holy maiden is something people barely believe in anymore. But, the lone gunman? You hear about that all the time these days, out in the west. This gun used to be a sword till it rusted over and broke, but some of it's mythical powers still exist. When you're fighting evil your shots become a little more accurate, hit harder, and even your misses tend to be beneficial, kicking up dust into their eyes, or bouncing off something and inconveniencing your target that way. Just be warned, there are only nineteen bullets.

Teacher

100 cp - Firing Blanks

If there's one thing I hate more than anything else, it's people trying to steal my weapon and use it against me. You know what I mean, right? Thankfully, this ornate pistol is somewhat immune to that. When someone else touches it against your will, all the bullets inside of it are transformed into blanks, if they don't flat out vanish. Now mind you, this won't stop them from reloading and using it that way, but someone trying to get the drop on you, using your own gun? Not gonna happen.

200 cp - Smoke and Shadows

Ganon went to Kakariko looking for Sheik, but they'd crossed paths before. Interestingly enough, despite her rather obvious assets, he never cottoned on that she was a she. It must be the result of her disguise, a bandana embroidered with the Sheikah symbol. While wearing this, people have a significantly harder time telling anything about you, from the color of your hair and eyes to, yes, your gender. The second half of this is a few packets of odd yet volatile powder that makes quite a bit of smoke for when you need to get out of dodge.

400 cp - The Second Fragment

One third of a triangular map, with a few notable landmarks and some red lines on it, but no indication where the line ends. It's not enough to actually find what's hidden, but it will get you awfully close to it. Then again, you aren't terribly meant to find it. Instead, the treasure hidden behind the rest of the map is something for you to guard against the machinations of those with impure intentions. You know the sort, big and bad, and convinced that the power hidden inside the treasure is rightfully theirs to do with as they please. Of course, beyond your appointed task of defending the treasure, if you do somehow end up getting your hands on it - presumably after stealing it from the villain - you'll find enough money to accomplish a goal of yours - opening a school, perhaps, or maybe paying off a debt. Just... Don't be over eager to find it, lest you risk someone else ending up with it instead? Of course, you could always rip the map up if you aren't willing to risk it.

600 cp - Modern Day Royalty

Well, just because I said you weren't a princess, that doesn't mean you aren't real damn close. Maybe it's the hard work and ceaseless effort of your parents, or maybe it's your own ingenuity, but you've suddenly come into power that comes quite close. Maybe your family are bankers, specifically belonging to the bank that's been handing out loans to people prospecting for gold and rupees out in the western frontier of Hyrule. If that's the case, perhaps you own one or two of those mining towns, such as Kakariko? Or maybe it's the company that handles the construction of the iron horses and the paths they run on? I'll leave it up to you, but there's actually a second choice to make. Let your parents do the work and receive a fairly large allowance, or do it yourself and have the full might - and responsibilities - of your inheritance.

Ruffian

100 cp - I Got Your Key Right Here

In ye olden days, a man would have to wander around the barren landscape fighting off monsters until he found a key that could open a door or chest. In this more civilized age, you need to do no such thing. After all, there are very few locks modern technology cannot open - and by open, I mean blast to smithereens. Hence this trio of double barreled miniature shotguns that you've acquired. Each one is capable of opening any one lock via the carefully applied force of shooting the damn thing. Unfortunately, it only works once per gun, for a total of three times per jump. Well, not unless you have the level of skill needed to do it with another gun.

200 cp - A Brightly Lit Dungeon

A man of your caliber got to have somewhere to lay low when he's not welcome, but not just anywhere will do. What you have is a small cattle ranching business, sitting smack dab on top of a small network of caves. There are a few entrances scattered about your lands, all hidden and hard to find. Notably the caves are currently mostly empty, though there is a small collection of weapons and a few odds and ends, some of which is contraband. If you had a kingdom then this would be your castle, but for now all it has is land and potential.

400 cp - The Third Fragment

The best laid plans can often go astray when something unexpected happens - or someone unexpected interferes. This map might lead you on a treasure hunt, but since you only have part of it, you should know going in that those with the rest will also want it. With that said, actually searching for this treasure will draw you into conflict with at least two individuals - one brave fool and one clever girl. If you manage to defeat them, then that's two individuals who would normally take umbrage to your plans that will be too dead to do anything once you really get going. And of course, the treasure itself.

600 cp - Former Colonel

Now i'm not actually sure if you quit after your tour or were just kicked out, but you now have deep connections to the local military that come from your years of distinguished service. As a man of the law, I would recommend enforcing that law instead of breaking it, but so long as no one who outranks you catches you in the act you should be good to abuse your authority and resources however you like. In addition to that ability to requisition supplies from your former colleagues, you can also requisition men from them. A handful of soldiers here, a cowboy or two there, a chef from over there - and more importantly, you can freely call the imprisoned and jailed as your own personal army and have them be handed over into your care without a single word. Well, so long as you can control that army.

Companions

100 cp - Friends, For Now

Allies, friends, teammates, there are a dozen words to describe the relationship between two people, some close and emotional, some merely in passing and never to actually speak to the other. Luckily for you, you've managed to forge a bond with someone that surpasses almost all others. Maybe you shot at each other a few times before being forced to team up and shoot at someone else? Still, you can now choose to companion someone from this world and take them with you. Perhaps you could even show them Old Hyrule in its glory days... or New Hyrule, in days yet to come?

100 cp - Hey Listen!

Bonds forged in fire are the strongest in the world, but perhaps you'd rather rely on people you know are trustworthy than to risk it all on someone you've never met? If you're so inclined as to be untrusting, then you can import a single companion of yours into the jump with each purchase of this option. They get 600 cp to buy perks and items with and cannot take drawbacks or more companions.

Drawbacks

No Limit

+0 cp - Legends of Old

It's not very clear what old Hyrule was like, as the stories are fuzzy at best. Perhaps it was once gripped in the embers of twilight, maybe the king of old was once advised by a wise sorcerer that ended plagues wrought upon the land, or even the old is more recent than some recall and the land was shackled by the tracks of progress and steam engines kept an ancient evil at bay. Whatever the case if you've been to Hyrule before you know what it's like, since you've been here before, as this toggle allows you to have this jump take place in continuity with any other adventure you've had to the land of Hyrule. This won't have much of an effect on its own, perhaps aside from a few remarks that you resemble someone from a fairytale, but if the magic of old ever returns expect any foes you've met before to remember you and know a few of your tricks...

+100 cp - Pig!

Is there something on your face? Did you eat ever so slightly too much and get a bit of a gut? Well, whatever happened, it seems that people can't ever stop comparing you to certain animals. Boar, sometimes, and pig far more often. Honestly though, it's just about any animal so long as it's also an insult. And they don't ever stop. Day in and day out, it's never ending insults, even from the people who know that you can and will shoot them in the face for opening their mouths one more time.

+100 cp - Nobody

Speak up brat, I can't hear you like this. Oh wait, you can't talk. Well, sucks to be you. Maybe you're straight up mute, or maybe your tongue has been cut out for one reason or another. Hell, you could have taken a vow of silence and stumbled across the one bit of magic that still works, thus enforcing that vow. Either way, you won't be saying much of anything to anybody during your time here. You can grunt and make other various noises, but words and anything approaching words is beyond your grasp.

+100 cp - The Vociferous One

The hero always has help, but it's not always the help he wants or needs. And in your case, you apparently have a tendency to find yourself attached to various children - and by that, I mean that they latch onto you and won't let go. In and of itself this isn't a problem, but those kids are apparently some real smart alics because they never shut up unless someone is actually shooting at you, and sometimes not even then. That said, they do have some useful skills. It's just their personality that you can't get away from.

+200 cp - Octo Rock

The days of Old Hyrule are long past, but remnants of its existence can be seen everywhere you turn. Octo Rock, a landmark so named for a fearsome foe of yesteryear... Or so they say. Still, this naming scheme is something that does horrible things to you, constantly confusing you with the old names of things and the names yet to come. Don't even bother looking at a map, as those will all but shift between being current and up to date, thousands of years old, and flat out from the future. The ground itself won't change, but the only way to get places is on your own two feet - or perhaps on a horse?

+200 cp - Just A Flesh Wound

Some wounds you can just walk off. A slap, a punch, most injuries dealt by human hands. Blades too, if they're shallow enough. But once you throw any level of skill in there, maybe a gun? Sorry, but taking wounds that you can't walk off is far too easy. The good news is, you aren't any more likely to get hurt that way. The bad news is, you can't seem to get into a fight without taking at least one minor yet extremely painful injury. Shot lightly in the arm - if such a thing exists, stabbed somewhere non-fatal, maybe punched in the gut and cracks one of your ribs. They'll slow you down, aye, but they won't take you out of the fight unless you let them build up.

+300 cp - The Demise of Magic

Old Hyrule is old. That much should be obvious. What may not be so clear is that the magic that Hyrule was so famed for, spells and items that lasted thousands of years, have all but faded away as well. And with the death of magic comes the freedom of all the various demons, monsters, and demon lords that were sealed away over the ages. Oh sure, most of them died at some point, but when has that ever stopped them? Hell, even Ganondorf the thrice dead is here, albeit as a mostly normal man. But the rest? Fresh out of captivity, and with energy to burn? You have no such luck on that front. Now, prepare yourself as best you are able - the old days have come to play, and the only threat left to them... Is you.

The End

Go Home
Stay Here
Move On

Q - Where the hell does this go on the Zelda timeline?

A - I have absolutely no idea. Somewhere after Spirit Tracks I guess?

Q - Who is coming for me in The Demise of Magic?

A - Vaati, probably. Beyond that, just pick two or three other bosses and go from there.