



The Legend of Zelda - Skyward Sword
Jumpchain by Cthulhu Fartagn

The Story Thus Far

Long ago, the world was created by three goddesses. For a time there was a golden era, with various spirits and minor deities watching over parts of the land on behalf of the goddesses. But it was not meant to last, and a great evil rose up from the shadows, a demon by the name of Demise. Thanks to the actions of a lesser goddess, Hylia, and a mortal champion of hers, Demise was sealed away. However, his sword had a unique trait to it - it had a spirit. Calling itself Ghirahim, it began to continue the conquest Demise had started, and so Hylia lifted a portion of the land into the sky, giving it the name Skyloft, and saving the race she had been tasked with watching, the humans.

Two thousand years later, the residents of Skyloft live in relative peace and harmony, with nary a worry in their everyday lives. An impenetrable layer of clouds floats far below them, with a mythical 'surface' below even that. Most no longer believe in it. However, Ghirahim still lurks below and is gathering power. In fact, that power is so much more than he is supposed to have that he's managed to... Inconvenience one of the four great dragons that guard the world on Hylia's behalf, the wind fish Levias.

Today, the day you enter the jump, is the day before what the humans call the 'Wing Ceremony', a race between various students of the knights academy to determine who will graduate a year and who will not. If things move according to Hylia's plan, a young knight in training by the name of Zelda will soon be taken down to the surface by Levias to begin a plan that will kill Demise once and for all. Unfortunately, if things go according to Ghirahim's plan, Zelda will fall out of the sky tomorrow, struck down by a great hurricane... And Levias is currently missing.

From there, if you know anything about this land, a young boy by the name of Link will rush after her to save her. Whether or not that is a good thing for you... I leave up to you. Take care of yourself over the next ten years, and take these.

+1000 cp

Origins

Pick one

Drop In

I hate to break it to you Jumper, but it would seem that you aren't actually all that important in the grand scheme of things. You're kind of a background character with this. I suppose you could make yourself mildly noticable if the hero were to have need of a specific skill that you had, but unless he comes knocking around for some assistance you aren't likely to see much action. On the other hand, that implies you actually want to see any. Do you?

Knight

Or perhaps Knight in Training might be a better way to phrase it? Regardless, you are now one of the students of the Knight's Academy, training to be someone who guards skyloft. Why does skyloft need guards? Well, recently there have been some monsters roaming around after dark, and there's always a need for people to watch for someone tripping and falling off of Skyloft itself. You'd think people would be more careful of that, but nope.

Divinity

In all likelihood you are not a god in full, but there is something about you. Hylia's own hand having shaped some small part of your life... Or all of it. You might even be a great dragon, charged by Hylia to maintain balance... More on that later. Regardless, you're far closer to the goddess than anyone else alive bar someone who actually met her, a claim only a few can make. Oddly enough, it's also something all of the current divinities can claim, a result of them being quite old.

Spirit Blade

Maybe you were specifically forged by the Goddess to assist the reincarnated soul of her chosen hero. Or you could be a weapon simply so soaked in blood and misery that you grew a taste for it. Either way, you are a sword. As in, literally a sword, albeit a really cool one. Regardless of why you are alive, you do technically exist in order to assist someone else. The aforementioned hero, Demise the king of demons... Or maybe you aren't, and are just a sentient sword that exists because reasons.

Demon

In ancient times, a great crack formed in the land, and a tide of demons flowed forth bringing destruction, despair, and of course, Demise. Maybe you are a monster on par with him. Or perhaps you're a lowly Bokoblin, forced to obey that utterly flamboyant beings command. Either way, you're going to be up to no good in the following years. If you're lucky, maybe you're powerful enough to break into Skyloft, that supposed heavenly place?

Age and Gender

Your age is $2d8+10$, while your gender is the same as your last jump. You may change either of these freely for a small price of 50 cp.

Discounts

100 cp perks and items discount to free, while the remainder are half off to the appropriate origin. Gear has two discounts per rank.

On Races

The various races of these lands, for the sake of simplicity, are divided into two categories. Those allied with the Goddess Hylia, the Good races, and those allied to Demise, the Evil races. Those of the Drop In, Knight, or Divinity origins may choose any Good race, while the Demon origin has their pick of the Evil races. Dividing the two 'factions' of races even further, you may spend or earn cp based on the general power level of the race in question.

+100 cp - Mook

A Red Bokoblin, Chu Chu, Keese, or even an Arach, would all be valid options for an Evil race. The weakest of the weak. On the side of good, a mining class Ancient Robot and the Parella would fall here, on account of their utter lack of defensive options, and the drawbacks inherent to the race - reliance on Timeshift Stones and being unable to leave Lake Floria respectively. Additionally, a Remlitt or a Loftwing would fall here, should you wish to be one.

Free - Standard

This is where the vast majority of the races of Good will fall. The Skyloftians, the Goron, the Mogma, the Kikwi, a young Sheikah, or a guardian class Ancient Robot such as Armos, Beamos, or Sentrobe are all available to you. For the Evil races, a Blue or Green Moblin, a Stalfos or Lizalfos, or a Shield Moblin would fall into this category. Alternately, you may take an elemental variation of a Mook race, such a Cursed Bokoblin, a Fire Chu Chu, or a Lightning Keese.

200 cp - Miniboss

The second most powerful and second smallest category for the forces of good this category is composed solely of a combat class Ancient Robot, such as Scervo and Dreadfuse, or an elder Sheikah. On the side of Evil, you have a Stalmaster or a Metal Shield Moblin. Scaldera, Bilocyte, and Moldarach also fall here.

Free and Mandatory - Spirit of the Blade

The only exception to the above divide is the Sword Spirits, as they technically lack a race, instead finding themselves bound to a weapon of some kind. Your true form, as much as you have one, is in the form of a simple crystal, usually bound into the hilt of your weapon. By default, you'll receive an ordinary blade to be attached to by default, though you may Import a previous weapon or buy a new one via later options.

Location

You may choose to start off in any location that makes sense for your race. The Kikwi would start in Faron Woods, the Skyloftians in Skyloft, and so forth. A Spirit Blade may choose between the Temple of Hylia if following in Fi's footsteps, or anywhere on the surface if you choose to be like Ghirahim.

Drop In

100 cp - Aha, A Customer!

If you've decided to become a merchant, then chances are this is a skill you're going to need. The ability to just smile and wave at all the people who pass you by and don't buy. How painful it must be to see such a full wallet simply walk away. But no need to fear, for you can smile through your breaking heart. Well, prose aside you're quite good at customer service, putting on a smile and being friendly, gently pushing them towards a purchase without coming off as too pushy. What's more, you can treat this customer oriented language and acting as an accent of sorts, allowing you to go back to a more normal state of mind at the drop of a hat.

100 cp - I Can't Sell You That!

On the other hand, some days you may have too many customers, or perhaps some unruly kid pretending he has the money to buy something he shouldn't have. On days like those, it's best to drop the Mr. Nice Guy act and simply boot them out of your shop. Whether you're refusing to sell on account of them being unprepared to own, or activating the trap door as vengeance for them yanking your chain, people will surprisingly not hold a grudge over your change in attitude and actions. If they're particularly insistent or stupid, they might come right back in to do it again, but they seem to understand that it's just business. Uh, that said, if for some reason a demon king were to walk into your shop and you refused him service, you might be in danger if you actually have something he wants.

200 cp - Oh, You're Hooked!

In Skyloft, there are some people who don't sell a product so much as they sell an experience. Minigames, in other words. Skydiving, tree cutting, shooting pumpkins out of the air, hunting or a specific kind of bug... even digging for bombs or racing minecarts, down on the surface. You have to pay to play, and it's not always easy to do so. You've gotten quite good at upselling your little game, selling them all the reasons why they want to play and waste their money on you. And of course, you know when to throw in the mention of the sweet prizes they could win. If they actually win. These games aren't exactly addicting, but you can get them coming back long after they should have called it quits. Just be careful they don't figure out the secret and take all your money, yeah?

200 cp - Treasure Collection

I mentioned prizes, didn't I? Now wherever did you think those might come from? Well, for the most part they come from the very small amount of monsters that have been popping up recently, maybe one or two of the islands just barely visible from Skyloft. Now, you're no monster hunter, or even much of a warrior. One of the knights could carve up a monster or two in no time, and that kid with the crimson loftwing could carve up a dozen. But when it comes to carving up the corpse to get useful parts off them? Maybe even doing that midbattle? Trust me, there's no one better than you. The knights might put them down faster, but they can't carve off a horn or a tooth with anywhere near your speed and skill.

400 cp - I Need A Favor

Paying for things is something other people do. Specifically, it's something they do to you. Spending money yourself is just urg. Now, some people will buy things from those willing to go out and do all the footwork, but then they turn around and sell it for even more. So what are you going to do when you need to cough up some money for something you don't want to pay for? Why, offer a discount instead! Well, mechanically it's more like a line of credit than anything else. You (don't) spend twenty rupees a day at the nearby bar for your meals, and after five days, they can buy a small seed satchel from you for "free". It's a great deal, all things considered. But, for some people that isn't enough. Or maybe you simply want to earn some goodwill by giving them an amazing deal? On those occasions, you could simply offer them a flat discount rate - though preferably on just one item, not on all of them.

400 cp - What These Eyes Behold

What big eyes you have, all the better to gaze into your crystal ball and see the future with! And yes, that is actually a thing that you can do, this isn't some sort of insane salesman ability. Given an appropriate medium to channel your (probably limited) supply of magical energy through, you can turn such methods from fiction to fact. Maybe you're helping someone find their lost lover, informing a treasure hunter of the most valuable place to dig, or advising someone on what kind of shield to take into battle based on the enemies your visions reveal. Interestingly enough, the clarity of the vision - or the ease of reading the other methods - rises the more often you search for the future of a specific individual.

600 cp - Scrapworker

Skyloft is a floating island. By all rights the nation on top of it should have died off a long time ago on account of running out of resources. Then again, this is the promised land provided by the Goddess Hylia, so I suppose it makes sense that it simply wouldn't. With that said, the people of Skyloft have gotten amazingly good at recycling resources, using the same thing over and over again. That's why you're now a rival to Gondo and his scrap shop, able to turn broken gear, weapons, armor, heck, even furniture back into useable things with only a minor influx of new materials. And if for some reason something is really and truly damaged beyond repair? Well, if you were to combine two broken ones that's more than enough material for you to get a whole one back out of it, with some left over to boot. On the other hand, if you were to go above and beyond, and actually spend resources on this? You could probably push it past 110% with relative ease.

600 cp - Gotta Get Geared Up

Well, not you specifically, but your customers. And where on earth are they going to get that gear if not from you? Actually, where on earth are you going to get that gear from? Well apparently you're going to make it with your own two hands. Take some scraps from exploded bomb flowers to make a bag to carry them, fragments of shell from deku nuts to make a bag to carry those, cut down a bamboo tree to make a quiver and some arrows to fill it, mash up a handful of bugs to make a potion, take that hunk of metal the kid in green gave you and beat it into a fireproof shield. You're a hell of a craftsman, though admittedly a master of none. And as with the above perk, you're also surprisingly good at making great gear out of way less material than most people would use, and without compromising the quality of your products. As a small bonus, making something with a specific person in mind will let you temporarily bypass your own limitations - you could be a devil of some kind and you'd still end up making a holy shield for the goddesses chosen hero.

Knight

100 cp - Precise Bladework

Being a knight is about a lot of different things. Protecting the people, aiding them in whatever way you can, simply be the best you possible. And one of the so called requirements for being a knight is swordsmanship. Fortunately for you I've bent the rules slightly so that you can get away with any weapons, not just the blade. That said, acquiring anything other than an ordinary blade will be up to you. To balance that out some, the level of control you have over your weapon of choice is truly ridiculous, to the point you could use it for something else entirely. Swing your blade just so that you turn a block of wood into a carving of a bird after a few smacks, or shoot some arrows so that they slice and dice your veggies. The tip of your blade will go exactly where you want it to.

100 cp - Inherit The Sky

And on the other side, if you don't have a Loftwing to call your own then you simply aren't going to make it as a Knight. Graduating requires you to win an airborne race after all. But anyways, you now have an ever so slight empathic bond with an animal of choice, by default your Loftwing. The two of you are now attentive to each others needs, them knowing that you're about to throw yourself off a cliff and are in need of a ride almost before you make that decision, and you become an expert on how to care for them in short order to the point of knowing exactly how they like to be stroked even if you've only just met.

200 cp - Late and Useless

It's easy to go with the flow, to do whatever you want to do and ignore any responsibilities you may have. It's not so easy to man up when you screw up, or when someone needs your help and you aren't sure you can deliver. But, as it turns out, the harsh jeering of the crowds, the scolding lectures of your teachers, or even the not so gentle let down by the pretty girl... All of these things only serve as the exact motivation to prove them wrong. If you're useless on your own, gather an army! If you're late to save the girl, move faster! If you've no legendary weapon with which to smite demons, build your own hammer to bring down the wrath of *YOU*. If you need a more simple explanation, the more inadequate they try to make you feel, the easier it becomes to git gud.

200 cp - Brave Bird

If you take care of your Loftwing, it will take care of you. But, is that really all there is to it? As it turns out, no, it isn't. See, you are no casual rider, no civilian. You are a knight in training, and you sit upon the back of you Loftwing and watch as the world falls below you. With that in mind, these two techniques that only trained Knights are supposed to know are now yours to command. The first is Spiral Charge, a union of man and bird and the weaponization of that same union. The second is far more simple but just as useful - the ability to fly at night. You see, Loftwings simply won't do it under normal circumstances. Thanks to the bond between the two of you however, they'll be willing to brave the night sky, if only for a while.

400 cp - Divine Chaser

As much of a pain as it is, it seems that Link spent most of his journey one step behind Zelda, even when she wasn't in danger. That may or may not have been the Goddesses plan, since said plan started a tad bit earlier than was intended. Either way, Link got quite good at tracking down his wayward girlfriend. With that in mind, when following in the footsteps of another, be they your lover or your foe, you begin to move faster and fight harder in order to catch up to them. If you had magic spells they too would be more effective, as would most everything else if only by a small amount. Of course, if you knowingly and willingly stop for some reason, then all of this built up energy and determination is wasted. You have no time for sidequests, your princess is in danger.

400 cp - Bring Out The Groosenator

I'll be honest, if the Knights Academy had classes on this kind of thing I both would and would not be surprised by that revelation. On the one hand, I thought they only taught about flying and fighting... And at the same time, they technically have a higher level of technology than anywhere else bar the Sheikah so maybe they would teach about it? Regardless, you're now competent enough at architecture, mechanical design, and engineering to turn a handful of trees into a mobile catapult complete with makeshift rail system to help it move. Oh, and you're doing it inside of a week. What? Skyloftian crafting specializes in low resource usage, when given an abundance like this you can speed up dramatically. On a less violent note, you could probably bang a small town together in short order as well if you really needed to.

600 cp - Shield? What Shield?

A shield is a wonderful tool, meant to prevent you from taking hits and in the hands of an expert can even be used to deflect ranged attacks. That said, it's also not entirely necessary for doing any of those things since you can do basically all of them with a sword instead. I wish I was kidding, but I'm not. Anyways, you are now a masterful defender, able to block, parry, deflect, and even reflect with naught but a sword. You could cut a dagger thrown at you out of the air, or launch a rock thrown at you back at them. With a bit of practice you could even do several of them at once. The only thing a shield can do that you can't with a sword is bash someone in the face, and you have stabbing for that.

600 cp - Hello Again, Boy

For all that Ghirahim had ruled over the surface for thousands of years, it would seem that he didn't wisen up at all during that time. From the first time he clashed with the Hero, still wielded by Demise, to his first clash with Link after having claimed the name of 'Demon Lord' for himself, he changed not at all. More specifically, when he was toying with Link, he fought a certain way. When he fought Link somewhat seriously, he fought almost the same way. When he was practically invulnerable, he still failed to seriously change his fighting style. Much like Link in this situation, your opponents have a bad habit of constantly underestimating you, thinking that since they were holding back the first time, they'll be able to squash you like a bug next time. And as a result, they will only add minor variations to their fighting style, something you can exploit quite easily.

Divinity

100 cp - I... Suppose...

If we're telling the whole truth and nothing but the truth, I suppose it's maybe a little bit likely that the Goddess Hylia was a tad bit vain. Just a tad. After all, Zelda is stunningly beautiful to the point of reducing lesser men to babbling nonsense when they get too close to her. It's almost like everything about her was hand crafted to the specifications of a goddess who wanted her to be beautiful. I'd say that's crazy, but it's also maybe possible. Anyways, your own looks are similar, leaving you with a soft grace or a chiseled chest that simply can't be natural. Good genetics, maybe?

100 cp - The Long Way Round

The world that Hylia watches over is one where vast sums of time seem to occur between any two important events. The time between the sealing of Demise and his actual death is almost two thousand years, a timeframe that Ghirahim, Impa, and technically Zelda herself simply waited through. Specifically, Impa sat in the Sealed Temple for two thousand years as she waited for the sleeping Zelda to wake back up. Maybe it's sleeping, maybe it's strength of will. Maybe it's throwing yourself into your work of re-conquering the world. Either way, you're functionally immune to the boredom of waiting forever, or the social isolation that might cause. Additionally, while it isn't quite long enough to pull that wait off, your natural lifespan is now much larger - a few hundred at minimum, and likely longer.

200 cp - Zelda's Lullaby

You may not think that such a simple skill could ever be of use to a god or someone chosen by a god, but as it turns out, music is something favored by them as a password of sorts. As such, you are now a half decent composer and musician, able to play damn near any song after hearing it only once or twice, as well as write your own with minimal difficulty. But, even more importantly, you're able to use that music as a channel to cast magic, or to cast a spell on a delay such that it would wait a thousand years for someone to finish the song before activating properly. Using a song in such a manner requires quite a bit of magic, something you have now, but you won't be doing this on any regular basis.

200 cp - Spirit Warrior

Or perhaps a more traditional usage of magic might appeal to you more than the fancier methods above? However it came about, you've managed to learn a handful of magical techniques. Three of them, to be precise. The first is a barrier, a defensive technique meant to defend. The strength of the shield depends on how much magic you use, meaning it can potentially stand up to the Demon Lord himself, if only for a time. The second is a simple 'bomb' technique, creating a ball of energy that explodes with a great deal of force after a moment or two - or a second or two. The last is a Sheikah technique, using magical power to enhance one's physical strength. Punch harder to make your foes go down... Or run away faster. And of course to power these you have a modicum of magical energy, though not enough for prolonged combat.

400 cp - Guardian Of The World

I feel I must apologize, because up until now I've been assuming you were a normal person. But instead it seems that you are a dragon - perhaps one of the three that guard the surface world, or a wind fish like Levias, the guardian of skyloft? Well, beyond the fact that you are simply a giant dragon, you now have a great deal of skill at elemental magic of your choice. Fire, lightning, and water are the three I would recommend as they correspond to one of the already existing dragons, or perhaps wind like Levias? If you truly wish for it you could also take 'dream' magic, but that would take tens of thousands of years to become actually useful, a level of skill you do not have. It should be noted that choosing to be a dragon still leaves you with hands, while Levias is much bigger but is basically a whale. Or you could forsake the form of a dragon, and simply take the associated skill and power.

400 cp - Walk In Like You Own The Place

I'm not quite sure how you're doing this, but it would seem that technology that you design and build is loath to be used against you. Weapons will be less effective, armor less durable, swords will dull midswing, and so forth. But more importantly, that deathtrap of a maze your previous incarnation designed will simply turn itself off and let you stroll right through every single trap as though they weren't there. Even the bits that are corrupted and taken over by monsters won't inconvenience you too badly. For anyone else, they'd have a hell of a time slogging through, but for you? Easy as pie, even if you don't actually remember a single detail about the building process.

600 cp - That's Why It's The Legend of *Zelda*

Speaking of those deathtraps of a maze, you're apparently quite good at building them. Part of that is due to your skill at design and ability to create devices to test certain methods of fighting or even a personality trait. The other half is a completely overpowered precognition that allows you to see anyone and everyone who will be using - or even interacting with - your technology for the next several thousand years, invading monsters, plucky treasure hunters, and young heroes alike. Like seriously, you could set your next dungeon up so that not only does it not fall apart for thousands of years, but when a single itty bitty crack in it's defenses show up, that a single specific monster will show up and break in, only for that monster to grow up to be the 'boss' of the dungeon, and a part of the challenge for the hero to overcome.

600 cp - Ancient Technology

But, skill at design aside, you do actually need to know how this stuff works do you not? It's not as though there's anybody left in this day and age to do the building for you. Or perhaps it might be better to say that all the ancient technology, the robots of Lanayru and the mining facility, need a source. You. Or whoever taught you this stuff, because it's been fading away for the last two thousand years. Anyways, you have the scientific skills to create the Ancient Robots, all the way from the lowly mining robots to the mighty Koloktos. And of course, to work with the Timeshift stones that power them. Time, as a solid object, makes for a great building material. Unless a certain stimulus is triggered, something built out of them would literally last forever. It's really quite useful when designing dungeons meant to last a thousand years or more.

Spirit Blade

100 cp - The Masters Sword

Being a sentient blade comes with several benefits, and just as many downsides. To help alleviate one of those, the ability for just anyone to simply pick you up and go to town with your amazing powers, you now have the wonderful ability of being picky with your wielders. Maybe only those with a pure heart can lift the sword, or only the rightful king can draw you from the stone. Or maybe you'd simply prefer to bind yourself to a single individual, for better or for worse. Regardless, you can now set such conditions to the usage of your powers. May only the chosen one receive your blessing. If you happen to not be a Spirit Blade this is barely of use, so you can also add these restrictions to any weapon you make.

100 cp - Allow Me To Introduce Myself

A talking sword is all well and good, but you'd probably prefer to be at least a little independent of your wielder, would you not? Perhaps you can pretend to be an old wise woman who judges those worthy of even attempting to draw your blade form. Either way, you now have a form of astral projection, allowing you to create a ghostly avatar of sorts. This is limited to a small area around your blade proper - or rather, the gem that is now your 'heart'. You may make this projection visible to only your wielder, or to everyone around - or to anyone who fits one of the criteria set by the previous perk.

200 cp - From One Machine To Another

The Ancient Robots have a hierarchy of sorts, one set by the usefulness of the particular robots. The powerful yet dumb guardian class are on the bottom, and the deity class 'ancient automaton' Koloktos is on the top, with special exceptions based on the age/efficiency of the robot in question. While you may not exactly be a machine, you are still a piece of living steel, and as a result command a level of respect from the Ancient Robots and other machine life. As long as you aren't trying to make them specifically break something they're ordered to defend, or to defend someone they were ordered to attack, you should be able to commandeer their assistance fairly easily.

200 cp - Skyward Strike

Right here and right now is the first tipping point that you will see. Are you like Fi, a weapon forged by the goddess from the fragments of her own blade and given to the Hero? Or are you like Ghirahim, a blade quenched in the blood of thousands? Regardless of which you choose, you have the ability to launch beams of energy from your blade. Holy or Demonic, they both function the same. Point yourself skyward and wait a moment to charge, then unleash a burst of your masters energy. Yes, your masters. You can power these yourself obviously, or you could draw on your wielders magic, or even from a god or goddess that had previously given you a blessing.

400 cp - High Probability

While Ghirahim only has these abilities out of Demise's spite towards the Goddess, Fi was specifically designed to assist the Hero and as such has a host of abilities to help in that task. Primarily this manifests itself in two ways, the cold calculations of a machine and an ability to detect traces of magical energy. Unlike your own ability to manifest your image, this sensory ability covers miles and miles, allowing you to search out items and individuals of whom you have even the slightest sample of their aura. Similarly, your machine mind allows you to extract what is and isn't your target from even a random sample of energy, or to do a much more in depth scan in order to determine the weak points of a structure... or an enemy. As a small boon to supplement these, your voice manages to not be too distracting if you happen to be delivering your report mid combat.

400 cp - A Shadow of Yourself

While Ghirahim's sensory abilities were weaker than Fi's own, he compensated by being much more combat oriented, something that his arms were an indication of. Specifically, he has them, whereas Fi does not. Anyways, as a result of your more weaponized construction, you share Ghirahim's ability to summon weaker copies of your blade, such a miniature you's in the form of daggers, or even larger ones in the form of a broadsword. If you were willing to devote a great deal of energy into the process, or had a powerful enough wielder or patron deity, you could summon enough metal to create a whole body for yourself, allowing you to walk and talk and masquerade as a normalish person made out of metal and not a sentient sword. There's no real limit to how many blades you can summon at once, just on how much energy you have.

600 cp - A Prison For The Damned

One of Fi's trump cards was not her ability to support link, but rather the fact that within herself existed a sort of... space. Not quite a pocket dimension, but close. A jail cell for all the dark and nasty creatures that she slayed while being wielded by Link, and eventually for Demise himself. Holding onto a spirit is as simple as killing them, assuming they have no tricks of their own to survive or resist such a thing after they've already died. And once you have them, you have two choices. If their affinity is in opposition to your own, you can very slowly purify, reduce, or even outright destroy them. Doing this is an insanely slow process, and will weaken your own affinity while it's active. On the other hand, if you have an affinity in common with them, you can spend a decent chunk of energy and affinity to bring them back as your loyal slave.

600 cp - Blood Red String of Fate

How odd, it seems that the two of you are destined to be together. Whom am I referring to? Well, I guess that's up to you. Upon interacting with someone, you can tie your fates together, at least in part. From then on out, you'll find chance meetings bringing you back together, perhaps one of you in need of a certain skill only the other possesses. If you were to wait two thousand years, you might find their reincarnation wandering towards your resting place in an attempt to draw you once more. Or... You could do something far more evil. Your fates are drawn together, and that only makes it that much easier for you to hunt them down. Even more, your attacks will practically be drawn towards them, as your fate of being together turns into a rather nifty aiming technique. Be joined together for all of time... or for what little time they have left.

Demon

100 cp - You Screwed Up!

As with many things, the Era of Sky was one of the greatest. The light shone the brightest, but so too were the shadows deeper. Even the weakest of Mooks in this era were better trained than those found practically anywhere else. I might go so far as to say that every enemy was a puzzle boss. In that regard, some young fool simply coming in and swinging wildly is likely to do nothing at all to you. Not only do you have a rather sturdy block - your weapon will break long before you lower your guard - but you also have an instinctive ability to punish fools for overextending or even tricking them into harming themselves by attacking from the wrong angle.

100 cp - Visage of Terror

While the surface world has somewhat grown used to the presence of demons and their ilk, the residents of Skyloft barely even remember the days of old when they too were within the reach of the darkness. As a result, they've gone... soft, to an extent. As a result, you have a small ability of sorts. When you wish it, you can emphasize all your more terrifying traits, the drip of blood from your blade, the sharp curve of your horns, that dark gleam in your eye. But, you can also take this in the other direction if you wish. Instead of being terrifying, you can seem more normal. Just another bloke living among the clouds, instead of a monster come to tear down their everything.

200 cp - I Feel Immense Gratitude!

A demon is a demon, will always be a demon, and that's the end of things. Or is it? You see, the people of Skyloft can produce an odd material, a crystal that seems to be the physical form of gratitude. You'd think a demon would have no use of this, but with enough of these crystals you can invert your affinity for darkness and your evil nature. In effect, you could become human, possibly with some small skill at light magic. But, it doesn't end there. Rage, sorrow, and despair, also have a physical form now, and you can imagine what you could do with those. With that said, it should be noted that only those pure of heart - pure good or pure evil, both will work - can see and interact with these crystals. Finding gratitude crystals as a black hearted demon is not actually a task you can complete yourself, and only barely as a peaceful one.

200 cp - It's Not Safe Outside At Night

In recent times, the citizens of Skyloft have begun to learn why they feared the night. The animals that live in Skyloft, the Remlit, have started to go feral as the sun falls from the sky. Even more, Keese and Chu Chus, the weakest of the weak monsters, have begun to form. This is a result of a tiny crack in the cloud sea that defends them from the dark below. Two monsters slipped through, and with their presence the shadows turned to darkness, and came to life. In short, if you are dark enough, your mere presence will cause monsters to fade into existence, drawn into being from leftover Malice and wisps of energy. The more powerful you are, the faster they will form and the more powerful they will be. Or if you wish, you can suppress this power, not that you would ever need to.

400 cp - Night Falls Upon The Golden Land

The cloud barrier should have kept them safe, it was supposed to last forever. And yet it fell all the same, like all other things. The sealing spike should have kept the imprisoned, well, imprisoned, but it was able to force the spike out of its skull no less than three times, and to gather more energy each time. In short, barriers meant to keep you out, seals meant to keep you in... Given enough time, these things will fall. It may take a short eternity, but so long as you continue to push against them, they won't hold forever. Two thousand years of being stuck under the same seal, and that thing is so fragile you could simply stand up and walk away. That said, do you actually have enough power left over to walk far enough away that they don't shove you back under?

400 cp - What A Horrible Night For A Curse

Truth be told, the only demon worth slaying is the king of demons. Anything else will simply return to life sooner or later, brought back by the full moon or the snap of the demon king's fingers. Some of them overflow with his Malice to the point that they come back right away, the 'Stal' monsters. If they have even more, they'll come back cursed. Or rather, so soaked in Malice that they practically breathe the stuff, a dark mist made of raw hatred. When a normal person comes into contact with this cursed mist, it tends to shut down their abilities and powers. Light magic cannot be cast, a holy sword loses its luster, some people will even find themselves unable to find the strength or courage to even draw their blade. Unfortunately this cursed mist will only last for a few moments, returning the victim to normal in a short period of time. For now, there are three ways to use this 'Curse' element. As a defensive aura of sorts, as a breath weapon, or to simply soak the air so heavily there's more curse than air.

600 cp - Demon Tribesman

Well now, it seems you're no ordinary demon. Not a monster created by the king, or something left to fester in the dark places. Instead, you're the same as Demise, a true and proper Demon. In truth, you're a minor deity like the dragons, though one that stole power to ascend instead of being given it. As a result, you're now a source of Malice, of hate and anger, rage and jealousy, and all those other deliciously dark and deviant emotions. This has a few uses that I've already mentioned, assisting in the casting of curses, reviving monsters, even turning weak fools into monsters or corrupting machinery to go from defender to destroyer. But as I said, you're now a source of Malice. No relying on your king to bring you back or hiding away in the dark places until you grow powerful enough to step into the light. You have the raw hate to take the world by force.

600 cp - My Hate Will Cycle And Will Soon Be Born Anew

Maybe he was never meant to fill a role, or maybe he broke away from it and stole more and more power. Either way, Demise managed to acquire divinity on par with Hylia's own, something that made him the one and only threat to her. Unfortunately for Demise, the prize he sought, the Triforce, could not be used by the gods, and so in the end he followed in Hylia's footsteps and threw away the vast majority of his power, his godhood, to play the long game. That power floated aimlessly for a time, only to be reclaimed by his reincarnation, Ganondorf. You may now select as many or as few of your perks and powers as you like and bundle them up into a mantle of sorts, a crown jewel for anyone who calls themselves the Demon King. Wear it yourself, or hand it off to another. The mantle will ensure that whatever role you assign it is always filled, and by someone loyal to you and your goals. Death will simply transfer it to someone else after a time, and it will grow ever larger as it feeds on their life.

General

50 cp - The Sickest Of 'Dos

It would seem that much like Goose, you happen to have a very distinctive hairstyle. Maybe it's not his bright red pompadour, but I assure you it's no less magnificent a crest to bear atop your head. To help with that, you will find your hair requiring little to no care to remain in it's magnificent state, with only someone or something straight up trying to ruin it being able to deface your hairstyle. Without that, your brilliant plumage will simply stay brilliant.

100 cp - Ballad of the Goddess

Once a year, on the day of the Wing Ceremony, a certain song is played. The name of that song is the Ballad of the Goddess. A simple hymn, with it's core being a simple three notes repeated over and over. But for you, this simply means that you can at any time cue up a mental playlist of songs, melodies, or even full on orchestral performances drawn from the Legend of Zelda, in particular the Era of Sky. But, the Ballad of the Goddess is a song that will survive long after Hyrules own downfall, and so this does not simply end there. On occasion, you will find new songs or remixes of older songs being added to your list, ranging from simply the main theme of a world or character to a dozen new variations of songs you already had.

200 cp - Boundary Break

You what now? Where did you even get this? And how? And why?!? Uh, well, moving on I guess? You've somehow gained the ability to disconnect your vision from your actual eyeballs. Almost like you were putting things into third person perspective, except you didn't actually have to look at yourself while doing it. I mean, it's probably a good idea so that you can keep functioning without going blind, but if you wanted to look behind you while the 'camera' was set to be halfway inside someone's skull, you could theoretically do that.

Items

All Origins receive a +200 cp stipend for items only.

Drop In

100 cp - Pumpkin Harvest

For a flying island, you'd think that the place would eventually become barren. Crops pull nutrients out of the ground, and with skyloft disconnected from the rest of the world, they would have no way to draw in more. Maybe they're amazing at fertilization, maybe it's magic. They do have a waterfall that is still falling after two thousand years after all. Anyways, you now have a decently sized patch of ground that seems to grow pumpkins at an absolutely astounding rate. Simply throw down a handful of seeds and by the end of the week your garden will be full to bursting with pumpkins - more than enough to feed a dozen people for the week it took to grow them. Sadly, this place can only grow pumpkins. Don't ask me why, I guess they're Hylia's favorite fruit or something?

200 cp - A Stall In The Bazaar / Personal Island

If you're buying this then you're probably a merchant of some kind. Either way, you now have a small space set aside for you in the Bazaar on Skyloft. Not a terribly big shop, but it comes with a few tools for whatever trade you're attempting to ply and will keep itself clean. Alternately, if you feel you need more space - or aren't a merchant at all, then you can instead claim one of the many smaller islands floating around Skyloft for yourself. Maybe you're trying to run a minigame, like with Peater and his bamboo cutting challenge?

400 cp - Scrapper

In ages past, before Skyloft was anything more than a patch of dirt stuck fast to the surface, the people of Skyloft lived in harmony with the other races of the world. When the demons came, and Skyloft began to fly, there was only a single being that wasn't human on the island, an Ancient Robot by the name of Scrapper. He assisted the citizens for hundreds of years, flying down to the surface to retrieve all manner of goods, finding new things or reclaiming lost ones, but eventually he broke down. By chance or design, it would seem you're descended from his prior 'owners', and so you've inherited the hunk of junk that he's since become. Thankfully, you've also found an emergency bottle of ancient flower oil, which is just the thing you need to get him up and running again.

600 cp - Isle In The Sky

Well aren't you an overachiever, going from owning a small island where you had your games set up to owning the entire island of Skyloft. The main island is enough to house a small village and a decent amount of farmland with space left over. Currently that space is taken up by the Bazaar and the Knights Academy, but you could replace those with something else if you wanted too. Additionally, there's a smaller secondary island with the statue of the goddess and the Temple of Hylia on it. You may choose to have a position within the community - the owner of the bazaar, perhaps, or maybe you'll replace Gaepora as the headmaster of the Knights Academy.

If you did choose to buy the Personal Island earlier, you'll also receive a number of outlying islands such as the Lumpy Pumpkin or the other minigames.

Knight

100 cp - Loftwing

I know what you might be thinking right now. What on earth is a Kikwi or a Mogma going to do with a Loftwing? The Kikwi would be far too scared to fly, and the Momga are subterranean creatures. Well, I don't actually know, but you get a bird. One of the signs of Hylia's blessing to the citizens of Skyloft, the Loftwings are a part of the divine promise of her protection. Strictly speaking, every single one of her chosen people has one. They're also an absolute necessity for traveling around Skyloft, or between Skyloft and the Surface. It's not like you can just walk, you know? Luckily for you, this also comes with most of the materials you'll need to care for and house your Loftwing, such as a supply of bird food, a small amount of medicine in case of emergency, and tools for grooming and whatnot.

200 cp - Sky Armor

What, you didn't think the clothes that the Knights and Recruits wear is entirely for show did you? Sorry, but it's just not so. This outfit is heavily enchanted, though mostly in breadth of options and not the depth of their ability. Resistant to the wind and the rain, using a fragment of air magic to ensure you can actually breath at such high altitudes, preventing the sheer speed of the fancier maneuvers from knocking you unconscious. I'd call it a flight suit, but it's also a decently protective suit of armor. Not to mention decently stylish.

400 cp - The Knights Academy

I must have misjudged you, it seems you're not a student or a recently recruited knight, but rather a fully fledged member of the knights of Skyloft - and possibly more importantly, a teacher at the Knights Academy. The school excels at the teaching of the sky as you might imagine, training man and bird into a deadly pair via such methods as the Sky Dash or a Spiral Charge, alongside more intellectual skills such as the basics of engineering and sword based combat. Each jump this school will recruit a small class of perhaps a dozen to teach the ways of Skyloft, though you may choose to swap out the standard 'gimmick' for something more suitable to the current setting if you wish. Additionally, there is a small collection of ancient legends stories in the headmasters office.

600 cp - Silent Realm

In each of the three provinces below the clouds, and on the isle of Skyloft, there exist a total of four hidden dais, each opening a portal into a silent echo of their respective areas. While inside this realm, you have no gear, no weapons, no defenses but your wit and your legs. To make matters worse, there are watchers and guardians in this place, ones that will happily hunt you down and shatter your spirit. Somewhat literally, since you're here in spirit and not body. Don't worry too much, getting caught only kicks you out. That said, you only get one shot per area, so do be careful. In the event that you win, each realm will cough up an item, weapon, piece of gear, or perhaps even a simple spell that will allow you to push past your limits somehow. Maybe literally, in the event that it gives you something that increases your strength, or maybe more metaphorically, giving you an item to help explore a new area. For now there's only four areas, though later jumps may have more or less depending on the world.

Divinity

100 cp - Goddess's Harp

This golden harp - well, technically it's a lyre and not a harp - was supposedly used by the Goddess Hylia at some point in the distant past. Whether that is true or not, it's currently in the hands of her reincarnation, which I suppose makes it true no matter how you look at it. Maybe this is a copy, or maybe she threw it at you as an apology for not having time to talk. Unfortunately, this harp seems to lack much of anything in the way of magical powers. It's only real power is your inability to lose it, as the harp will always make its way back to you. Perhaps some kid pulls it from the bottom of a ravine, sells it to a merchant, and you'll see it a few days later in the local market, or perhaps as the prize in a minigame. You might have to work for it in the last step, but the harp will make its way back to you - or your kids - given enough time.

200 cp - Sacred Fruit and Waters

With Ghirahim doing his level best to snuff out the last bits of light on the surface, it makes sense that he would start by killing the protectors of the surface world, the dragons. Lanayru fell ill and Faron was struck down with a grievous wound. Thankfully, both of them had a method prepared to recover from their ill health. Unfortunately, the methods weren't quite enough, mostly due to a failure in the supply chain. With that said, you now have a supply of both methods, a fruit from the Tree of Life which can cure damn near any illness or wound, but takes thousands of years to flower properly, and two bottles of Sacred Water, able to heal and soothe all but the deepest of wounds.

400 cp - Heaven and Earth

When Hylia descended from the heavens to become Zelda, she cast away much of what she was, her powers and skills, even her memories. The Skyview and Earth Temples both contain sacred springs, statues of the goddess, and a small cache of equipment for the Hero to use. But, for a divinity such as yourself, none of that matters. Instead, what matters is that these two temples act as a method of cleansing the soul - the sky - and the body - the earth - to enhance, amplify, or recover holy power. This can also be used on memories of past lives, or on stolen powers to forcibly reclaim them - but only twice. Beyond that, a few bottles of Sacred Water can be taken from the Skyview Temple each year without impacting its ability to serve its primary purpose.

600 cp - Temple of Time

Time. One would think it was a linear progression of events, A followed by B, followed by C. But I suspect that much in the same way that each of the three Golden Goddesses seem to be associated with a specific element, life and nature for Farore, water and wind for Nayru, and fire and earth for Din, Hylia herself is associated with Time. Well, right now Farore is associated with water and Nayru with Lighting, oddly enough, but I digress. Deep inside the Temple of Time is a pillar made of a black material, and covered in strange markings. This is the Gate of Time, a device of Hylia's own creation, and a method of traveling back in time, up to several thousand years if you so wish. Additionally, thanks to the plans within plans that Hylia seems to be running, once per jump you can go back in time, seal yourself away until the present day returns, and then use the energy you generated over that time to accomplish a task of some sort, like smacking the demon king in the face.

Spirit Blade

100 cp - Sheath

You are a living sword, of course your free item would be a sheath. Well, it doesn't actually have to be a sheath, it could be a stone pedestal hidden deep in the woods, or maybe a statue pointing you into the sky dramatically. Or, yes, it could be an actual sheath. What's more important is what this 'sheath' of yours actually does. Specifically, so long as you are in your sheath, you heal, repair, regenerate your magical reserves, or otherwise regain power far faster than you normally would, a little over three times as fast. Also of note is that a less mobile sheath would pair well with your ability to decide who can and cannot wield you, creating a decent excalibur impersonation. Lastly, the 'sheath' can create an illusion of you being rusted over or covered in vines if you wish for it to do so.

200 cp - Spare Blade

By default, your new body, that of a sword, is a rather ordinary weapon. With this option however, you can import a weapon of your own into the position of your 'body'. Being a jumper, I'm sure that you have a sword of terrible power, a wand of wonder and ruin, maybe even a shield to hold back any who might try to harm you. And if you wish, it is now you. For those not of the Spirit Blade origin, this instead acts as a companion option, granting your weapon of choice a fledgeling spirit. With 600 cp to spend on Spirit Blade perks and items, it's not quite as powerful as Fi and Ghirahim, but it should be close.

400 cp - Support System

While Fi is the goddess blade, she is also an assistant, meant to help Link on his journey. She can offer advice, and search out energy readings, but she also acts as a key to several fragments of ancient technology. With that in mind, you now have access to a number of non stabbing options with which to help them. The first are Goddess Cubes and Goddess Chests, a set of chests that are connected to the cubes, and are unlocked by striking an associated cube, earning you a handful of helpful items such as ammunition bags, rare treasure, or a great deal of money. Second is a Goddess Wall, a small cache of various items that will spit out bombs, hearts, rupees, arrows, basically anything. They can be found by a trio of Blessed Butterflies floating about. Third, a set of unusual rocks known as Sheikah Stones can be found, and will offer advice or riddles that are supposed to help you on your journey - some are more straightforward than others. Lastly, you have a pair of Watchers and Guardians, one each of Sky and Earth, for your personal use in driving off would be wielders incapable of acknowledging their own failure.

600 cp - Path to the Sacred Flames

Unfortunately, the power that dwells within Fi is not all it could be, and not all it once was. It will take some effort to restore her to being a blade that is fully Holy... Or to grant you that same effect. These three dungeons, the Ancient Cistern, the Sandship, and the Fire Sanctuary, all contain a flame. A sacred flame that you will need to bathe yourself in to acquire your new holy abilities. Now, these flames will eventually go out, and your powers will fade away once more. Granted, that's over the course of thousands of years, but I digress. So these dungeons come with two extra effects. One, once per jump you can take any such blessing, from the flames granted here to something else entirely, and through the process of solving the dungeons, can make that blessing permanent. Alternately, you can simply solve the dungeons to create a holy weapon and build up a collection.

Demon

100 cp - Bokoblin Gear

The Bokoblins are scavengers, swarming to every corner of the world and grabbing the nearest sharp stick, pointy rock, or anything even vaguely weaponlike and twisting it all together into something sharp and stabby. Obviously some of these things are of higher quality than the others, but I digress. You now have a small collection of gear belonging to basically every Bokoblin variant. A cleaver or a sword, a hammer, a shoddily made bow and some arrows, and a salvaged piece of ancient tech that is basically a taser sword. Don't expect any of that to last very long since it's so shoddily made, but the variety should be good for now.

200 cp - Deku Baba Seeds

Sometimes you need an army to fight off the hero. And sometimes you just need to slow him down a little bit. That's where these come in. This bag of seeds contains a few fragmented parts of a Deku Baba, and just a touch of dark magic. All you have to do is throw the seeds down - or throw them up, in some cases - and wherever the seed lands, a Deku Baba will spring up in just a few seconds. And the bag will start to refill itself basically as soon as one of the ones you planted dies. Threatening? Only in large quantities. Annoying? Oh so much.

400 cp - Pirate Stronghold

I wonder what it takes for a race of beings made to serve to revolt, to turn from producers to thieves. Probably something to do with the Timeshift Stones starting to run out. Or maybe it's part of Ghirahim's ability to control Malice and a result of him just mucking around and getting bored. Either way, you now have a fortified location full of traps and puzzles to call your base, and a small army of monsters to staff the place. Your choice on whether this is the robotic pirate crew run by Scervo or a more generic army of bokoblins and the occasional lizalfos or moblin.

600 cp - The Surface

I must wonder if Ghirahim has been sleeping for the last few hundred years, because the surface world that he claims to rule over seems pretty unruly over by the forces of darkness. Or perhaps the guardian dragons have been doing a superb job of keeping him at bay? Unfortunately for them, you're here now, which means between the two of you, they're long dead. In a time yet to come, there would be a kingdom named Hyrule to occupy this land, but for now it's got nothing but the sand, the woods, and the molten earth, overrun by all sorts of monsters, all of whom answer to you. I sincerely hope you have the power to back up that authority. Anyways, the natives are also yours to play about with, so you can slaughter them as many times as you want with no one to stop you!

For those to whom a blasted wasteland does not appeal, you can take it in a more normal version, the guardian dragons weak but not dead - though still not present in later jumps - and the respect if not loyalty of the races of Hylia.

General

50 cp - Remlit

Skyloft is a refuge for the human race, but they aren't alone up there. There are all sorts of birds, both large and small, and plenty of insects. But, there are also the Remlit, a curious creature that is halfway between a cat and a racoon. People have a tendency to keep them as pets, though in recent years this hasn't been such a good idea, mostly due to their sudden aggressive tendencies. And though you might not have guessed it, they can also fly for very short distances via their overly large ears. It certainly explains why they are still here if they all but can't fall off.

100 cp - Moonlight Merchant

Well now, we have a very special Sheikah Stone here. This one seems to be sitting atop a collection of rare treasures. Or... something to do with sacrificing your money to the goddess? I'm not quite sure how it's doing it if I'm being honest. But I digress. On nights when the moon is shining bright, this statue will come to life and offer to sell you rare materials and other hard to find treasures. However, he can only sell you one item per night. Also, he's incredibly expensive. The Hero is supposed to earn these through combat, not cheat with his wallet after all.

200 cp - Unusual Fruits

Scattered throughout Skyloft and the surface alike you'll find a number of strange and unusual plants. Flowers that have hearts atop them that heal you, glowing green fruit that replenishes your stamina, and even exploding bomb flowers. These three bags of seed contain a small supply of those same three plants. Be warned, they rarely grow exactly where you want them to, and they do take some time to fully bloom, but once they do they'll regrow from that spot fairly quickly. You can get more seeds, but you'll need to uproot and thoroughly destroy the previous lot.

300 cp - Timeshift Orbs

The Ancient Robots used this strange material to somehow generate the electricity they need to live. A deep blue crystal that when struck, opens a sliver of a portal into the past - or perhaps drags the past forward would be a better way to phrase it? Either way, these particularly shiny rocks are the basis for pretty much every bit of tech in this day and age. If only they hadn't over-mined them to the point they ran out. Luckily for you, the thousand years or so they've been out of use for is more than enough time for them to regenerate, leaving you with a nice supply of them to experiment with. Or use to rebuild the robots, up to you.

Gear

All Origins receive a +300 cp stipend for Gear only.

Upgraded items may be obtained by purchasing the item twice.
Extra ammunition / storage can be found under the 'Extra Bag' item.

100 cp - Trainee Sword

Nothing special here, just a nice simple blade meant for the Knights to use and the Recruits to practice with. It's sharp, make no mistake, but it just can't compete with some of the more specialized tools. Much like Link, you've been given special permission to have this if you aren't already a Knight.

100 cp - Adventuring Pouch

The adventuring pouch is a Knights best friend, able to carry all manner of things without inconveniencing the wearer at all. Four slots for a wallet, four more for any other gear you might have, and up to eight for equipment. Also, a truly massive pouch that's bigger on the inside for insects you catch or other miscellaneous items.

100 cp - Slingshot

Baby's first ranged weapon, coming right up! This slingshot is designed to let you launch Deku nuts into your enemies faces, an act that usually stuns them for a brief moment. Though, that's more to do with the nuts exploding than anything else. On the surface, ammunition is easy to find - not so much on Skyloft, though it does exist.

100 cp - Bug Net

I did mention that the Adventuring Pouch had a spot for insects, did I not? Well, here's how you're going to catch those insects, with the Bug Net. Some can be caught without one, mostly the ones that hang to walls that you can smack into, stun, and simply pick up, but for the rest you're going to need this.

100 cp - Wooden Shield

Every piece of equipment has a time and a place, and this shield is no different. It's small enough to use with one hand, but heavy enough to still be useful. It's also highly resistant to electricity based attacks, at the cost of burning up at the slightest touch of fire - or lava, if you're fool enough to fall in.

200 cp - Beetle

A wonderful piece of gear found on the surface. It used to be that everybody had one, but times change and these things break down. Anyways, this mechanical insect is able to fly itself according to your directions, has a slight cutting edge on the front, and can pick up and carry small items.

200 cp - Bomb Bag

Bomb Flowers are a wonderful thing, but they're also volatile as all get out. Merely plucking one is enough to set it off. That's where this bag comes in. It's made from cast off scraps of the petals, so it tricks the bomb into thinking it shouldn't detonate just yet.

200 cp - Digging Mitts

The Digging Mitts are a Mogma creation, gloves made in the image of a Mogma's own hands. In the hands of the other races, it allows for speedy excavation of buried items. It won't quite let you tunnel underground the way a Mogma can though, it'll rip itself to pieces first.

200 cp - Extra Bag

Do you not have enough ammunition? Run out of bombs, arrows, Deku nuts, or anything else you might be trying to fling into your enemies faces? Well, with this handy dandy bag - or it might be a quiver - you can store some extra ammo for day to day use. Refilling might be an issue, but that implies you're going to run out any time soon.

200 cp - Iron Shield

This Iron Shield is more or less the exact opposite of the wooden one. Instead of being destroyed by fire, it resists it. Instead of resisting electricity, it helps channel it right into you. The only real difference is how much harder it is to destroy - very hard, by the way.

300 cp - Gust Bellows

This rather ornate jar seems to hold an endless amount of air inside of it - or maybe that's the suction device on the other end. Either way, it sucks up air and spits out out with quite a bit of force. You can even blow some enemies off their feet, not to mention debris.

300 cp - Whip

A golden handle with a glowing blue cord attached to it, the whip is primarily used for hitting things at mid range. Much like the Beetle you can use it to grab items, and much like the Slingshot it can stun weaker enemies. In addition to that, you can use it to grab on to various other things, and if they're still moving, go for a ride.

300 cp - Bow and Arrows

To be perfectly honest, this is all but a straight up better version of the Slingshot. While it can't stun opponents the same way, it trades that bit out for way more damage - or rather, any damage - and significantly more range. Additionally, depending on what you're aiming at - or who's aiming at you - it's possible to reclaim some of the arrows.

300 cp - Potion Set

Five bottles, though I think you'll find that these bottles are not empty. Instead, the bottles are all filled up with one of the five potions available at the potion shop. Your standard red heart potion, the green stamina potion, the health and shield repairing purple potion, the durability increasing rainbow potion, and the don't drown while swimming blue potion. They all refill once a month.

300 cp - Sacred Shield

You'd think that as the third shield on offer, this would be better than both the wooden and iron ones. Well, you're half right. It's resistant to fire, lightning, and even curse attacks, but it's way, way, WAY less durable than even the wooden shield. On the other hand, thanks to the goddesses blessing, it can actually repair itself given a bit of time.

400 cp - Water Dragon Scale

This thing is exactly what it says it is. A scale from the water dragon, Faron. While you have this charm on you, you'll find yourself able to move in water with ease. So much so that you could stay down there for hours on end, and move about not unlike a fish yourself. It'll even convert air bubbles into more air for you to breath.

400 cp - Fireshield Earrings

And in the opposite direction, we have a pair of earrings made from one of Eldin's scales, and that grant a great deal of resistance to fire and heat. They won't make you immune, and a wooden shield will still burn, but they'll vastly reduce the damage taken from getting smacked in the face by a fireball.

400 cp - Clawshots

Oddly enough, Lanayru's artifact is the only one not made from a scale. Instead, you have a pair of claw like weapons that are clearly ancient tech. The claws shoot out on a chain rope, which you can then use to drag yourself across chasms, gaps, and that's actually about it. Pure movement here, though second to none in its speciality

400 cp - Medal Collection

This one's a bit odd. Instead of any specific item, it's a group of them. Life, Bug, Heart, Rupee, Treasure, Potion, and Cursed. Increasing your life by about 1/6th, the ability to track insect, more hearts showing up, more rupees showing up, more treasures showing up, potion effects lasting longer, and the Heart, Rupee, and Treasure medals but you can't use any items beyond your sword. It's a lot, I know, but they're pretty much all useful.

400 cp - Hylian Shield

Right, now this is going to sound really bad. But this item is actually really boring. It's extremely resistant to fire and lightning, like the Sacred Shield, but that's all it really has going for it. Oh, and it's completely unbreakable since it's a literal miracle of Ancient Technology. That said, this thing does one thing, and it does it very well. Be really study.

Companions

Free - The Man Himself

You don't know who this is? How is that even possible! I thought everybody knew about the sickest pompadour in all of Skyloft? Well, anyways, this man here is the main character in the adventure known as 'The Legend of Groose'. ...Jokes aside, while he might start off as a somewhat typical jock, he's actually got a heart of gold and will throw his entire self into helping you anyway he can.

50 cp / 300 cp - Companion Import

Link may have spent his entire adventure with only Fi at his side, but in the end he had the assistance of way more people than just her. The Bazaar folk, the dragons and their charges, it's easy to lose track of all the folk that lent a helping hand. Sorry, got sidetracked. For a simple 50 cp for each person you can import a companion into the world of Skyward Sword, or you can take a slight discount and import a full eight for 300 cp. Each companion gets 600 cp to play with, a stipend of 100 cp for items and 200 cp for gear, and cannot buy more companions or take drawbacks.

50 cp - Canon Companion

Or maybe instead of relying on those you already know, you might be interested in making friends with new people? Well, now you can. Any one person, from the lowly Kikwi to Ghirahim himself may be taken as a companion for each purchase of this option. The only exceptions are Hylia and Demise, as they are not available for purchase.

Drawbacks

Power requires Courage... and Wisdom

+0 cp - Hero of the Golden Era

With this being one of the first known Eras of history, you'd think there would be nothing predating this world. You would also be wrong. If you've any interest in it, the world will remember you during your previous visit to the world, something that will likely have drastic consequences to Hylia's plan to finally kill Demise. That said, there is only one place to predate this, so you likely won't need this option at all.

+0 cp - Hero of the Sky (Requires Knight origin)

O child wearing green, there is a destiny laid out for you, if you wish to take it up. The death of Demise awaits at the end of your journey, but I assure you it will not be an easy road. For a simpler explanation, if you've got the guts to take up the task, you have the option of being Link - and Demise needs killing.

+100 cp - The Limitations of a Disk

Your standard disk can only hold so much information on it. In truth, certain... mechanics, were nothing more than a second best attempt at pulling off what the developers really wanted out of their game. With that said, I hope you weren't in a hurry, because everything is BIGGER now. The knights academy is a twelve story building that takes up the entirety of what Skyloft used to be, Skyloft itself is a floating country instead of just one village, though it's still not in one piece. This isn't much of a minor inconvenience on it's own, but it also has the effect of making you always be late somehow. With that much extra ground to tread, it makes sense you'd fall behind, especially since the world is still moving as though that extra space doesn't exist.

+100 cp - The Legend of Goose

Everyone in the world is Goose. Goose is of course, Goose. Zelda is crossdressing Goose. Cawlin and Stirch are Goose with slightly less fabulous hair. The old woman is old Goose, and Impa is ninja Goose. The three dragons are giant Goose's. Need I go on? And of course, with all this Goose going about, the non stop praise of the other Goose from the various Goose will get real annoying real fast. The only one who isn't Goose is you, so they'll all be taking as many dunks on you as possible.

+100 cp - You Know What Comes Next, Right?

Look, I'm not saying that you're afraid of heights. But, maybe you should be. See, what comes next is you getting pushed off a cliff. Or a statue. Or a giant tree, or anything else mildly tall. You have absolutely no ability to stay on top of tall things, either through bad luck, coincidence, or your girlfriend shoving you off of said cliff/statue/tree. If you live in Skyloft, stay away from the edges, those count as well.

+100 cp - Would You Shut Up Already

You know what's really not fun? Being told something you already knew in a nagging voice while you're surrounded by monsters. It's even more annoying when they keep telling you the batteries are low! From here on out, all of your tools, equipment, and gear, are all haunted in some way, shape, or form, and will attempt to offer you advice whenever you start trying to actually use them, in an incredibly grating voice to boot.

+200 cp - A Distinct Lack Of Courage

Everyone is flawed somehow, and if one looks at certain overarching themes, it becomes abundantly clear these flaws are shared. The Kikwi, residents of the Faron region, lack Courage. The Mogma, residents of the Eldin region, lack Power. The Ancient Robots, residents of the Lanayru region, lack Wisdom. Go ahead and pick one of these flaws, because that one is now yours. A coward, a weakling, or an idiot. The exact nature of your weakness isn't set in stone, but it's enough that you flat out can't solve problems relating to it on your own.

+200 cp - Sleep Till Morning

Jumper. Jumper. Wake up, Jumper. WAKE UP JUMPER. There you are, sleepy head! Were you trying to do stuff at night again? You know you can't do that, you turn into a lethargic narcoleptic the instant the sun goes down. And given that I'm having to wake you up halfway through the day, you probably remember that trying to stay up anyways makes you oversleep. By a lot. Now get up and go, the thing you absolutely can't be late for started ten minutes ago!

+200 cp - Bearing a Cursed Medallion

Remember how I said that one of the Medals prevented you from using any items but your sword in exchange for doubling as two or three others? Well, you've got the curse and none of the beneficial effects. You can only use your sword. No shield, no potions, no slingshot or bow, nothing but stabby mcslash. Good luck with that, because you're going to need it.

+200 cp - You Should Have Given Her Paper

Under normal circumstances, a class of enemy known as the Wallmaster and the Floormaster would come into existence far in the future. Worse still, a shadowy creature known as Bongo Bongo, and one more known as a Dead Hand, both trapped beneath a well until a sliver of Demise's power broke them free. These enemies, Bongo Bongo, the Dead Hands, the swarms of Wallmasters and Floormasters, have one thing in common. They are, mostly or in part, disembodied hands. And they are coming for you. From out of the walls, from the tiniest of cracks in the floor, even from your own shadow. And they will not stop until you find and slay Bongo Bongo somewhere in the world. Good luck finding him.

+300 cp - I Promised You What?!?

It seems that the previous version of you had a really bad habit of some sort. Or maybe they had a plan. They probably thought it was a good plan, but now that you've gone and reincarnated thousands of years later and forgotten it, you think it sucks. Either way, your past self has somehow got you stuck in a situation that's basically so stupid it hurts. In effect, it's effortless for people to blackmail you into doing basically anything, and since your past self is enforcing these 'contracts', they're basically impossible to get out of.

+300 cp - Dra-Gone / Dr-Again

This one's actually two drawbacks at once, though you can't take them both at the same time. If you happen to have allied yourself with Demise, the dragon guardians seem to have been given an upgrade of some kind. Faron has never been more alive and seems to know all your secrets. Eldin has control over the elements of all four seasons, not just fire, and hits with more power than a mountain being thrown at you. Lanayru must have eaten a bunch of time stones, because he keeps warping in Ancient Robots from ages past with devastating effect on your forces. Link himself is smarter, stronger, and seems to have forgotten the meaning of the word fear, because he is apparently starting off at his normal endgame levels and is still getting stronger. Worse than all of that, you actually have to win. If Demise is not freed and stays free with the forces of light crushed under your heel, you fail the jump.

In the other direction, if you happen to be aligned with the forces of light, then Ghirahim has successfully killed the three dragons, leaving the surface at his whims with no one to stand against him. Don't expect help from the various races, because a good portion of them are dead. Worse, the Imprisoned is missing, nowhere to be found. What you would have done with the help of dozens of small favors from your fellow men and those you'd helped or saved, you must now do utterly alone. Even Fi will not speak, though her blade is still sharp. Your task, through all this misery, is to save the day, defeat the demon king, and maybe, just maybe, live happily ever after.

In exchange for the sheer magnitude of difficulty this drawback induces into the world, you may take Demise or Hylia as a companion for free, assuming you sided with them, they still live, and they agree to go with you

The End

Stay Here

Move On

Go Home

Notes

Q - How does Treasure Collection work?

A - It's kind of based on Monster Hunter? You know where/how to smash to get good loot.

Q - Am I stuck choosing between the Dragons and Levias for Guardian of the World

A - You can borrow a shape from another zelda game, but you can't be bigger than Levias

Q - What rules does Ballad of the Goddess update according to?

A - If it's a Zelda jump, you'd get everything. Anywhere else, only one or two songs.

Q - Can I use 'The Limitations of a Disk' to get a bigger / concept art Skyloft?

A - Yes, you can.

Q - Doesn't 'Everyone is Goose' ruin any plans to companion someone?

A - They'll go back to normal after the jump ends, so you still have a shot to get them.

Q - Do my companions not count towards the scenario?

A - They do, but the scenario is written with the assumption that you didn't import any. Twas easier.

SCENARIO - The Origin of 'Princess'

After all is said and done, Ghirahim and Demise are defeated, and the world peaceful for another thousand years, there is still work to be done. The floating island of Skyloft is slowly sinking, thanks to the reason for its existence having been erased. Parts of it, the Isle of the Goddess in particular, have already come to ground. And with those sinking parts of Skyloft have come bits and pieces of its population. Link and Zelda sent their loftwings back to the sky, no longer needing them. Others, such as Zelda's father and a few trainees at the Knights Academy, will decide to join them. Sooner or later everyone will, but for now only a brave few will do so.

This handful of souls and the settlement they will build will soon become the nation of Hyrule, a name you should be well familiar with. It's a nation that will stand the test of time, lasting ten thousand years or more even with various demons and monsters coming to try and conquer or destroy. It's also a kingdom that would take hundreds of years to fully establish. Well, as a kingdom at least - I'm sure a simple but comfortable village is only the work of a year or two. Regardless, that simply won't do.

Your mission, should you choose to accept it, is to elevate the nation of Hyrule far faster than Link and Zelda would have. Not that they did anything wrong in particular, but surely with your help you can make this go significantly faster? Unfortunately, there are a number of issues with this proposed plan. For starters, you have at most six people, including yourself. Secondly, you have the stragglers from an army of demons still roaming around. Thirdly, your new neighbors. The robots are all but extinct, but the kikwi, the Mogma, the Goron, the Parella, and of course the Sheikah.

Each of them has a resource of some kind that you will be able to use for yourself, if only they would be so kind as to share. Link and Zelda, over the course of their travels will have left a good impression, but that's on an individual basis and possibly thousands of years ago - not enough to assist a burgeoning nation. The only group you can truly count on for assistance are the Sheikah, as they are actually sworn to serve the goddess, and more importantly her mortal incarnation, Zelda. That said, they are also loath to simply hand over advanced technology to what amounts to random nobodies. Yes, this even applies to Zelda as she is likely to have no idea how any of their tech actually works despite being able to use it.

You may use as many or as few of these as you want, or can afford to use.

The kikwi are cowards, and as a result the thing they want most from you will be for you to deal with any and all monsters that come near their lands. Link already cut them down once and so you won't need to undergo a trial or some nonsense to prove that you're up to the task. That said, you're still going to need to set someone - Maybe Link, maybe Cawlin or Strich - to the task of guarding the Faron Woods for at least a year or two. If you feel like being more proactive, I would suggest sending the three of them after the horde itself to cut the flow of monsters at its source. It's not a perfect solution however, as any who sneak past you would pillage and burn the same crops you're attempting to trade for. Speaking of - in exchange for a dedicated defender or a full on assault, the kikwi will do their utmost to share nature's bounty with your burgeoning nation. The more monsters you slay, the more

food you receive in return. That's one basic concern out of the way, and arguably one of the more important ones.

The Goron of this day and age seem to mostly be archaeologists of some sort, obsessed with finding more out about Skyloft and the veritable utopia that they believe to be the Land of the Goddess. As a result, you will need to share information with them, the culture of skyloft, how daily life goes about, how one becomes a knight, so on and so forth. In exchange, the Goron will provide you with their races speciality, blacksmithing. Iron tools of any kind you think you might need - or at least, any kind you can afford. But, this goes a bit farther than just that. The archeologists are not the full might of the goron race, and so you have another path to take. You see, the Goron eat rocks. But not just any rock will do, ordinary stone is bland and tasteless - they prefer a higher quality of earth, such as various gemstones. While I doubt you have any of those, you do have something they've never seen before. Skystone, the very foundation of Skyloft, a stone that reeks of the open air. More than that, you have a small supply of Goddess metal, the material that the goddess cubes and part of the temples and sanctuaries are built from. Your supply is limited, but for now the two materials are a delicacy they've never even dreamt of before. Trading information with one or two Goron got you basic blacksmithing - trading with a nation will have some of the best craftsmen around trying to build you a damn castle. With all that said, while they're more than happy to do all the heavy lifting in this arrangement, you're going to have to supply most of the materials yourself. And that could be an issue.

The Mogma are primarily treasure hunters, always looking for a way to get rich quickly, usually through finding something rare or valuable underground and selling it off to the highest bidder. In other words, they're very mercenary. What that means for you is that you can flat out hire them to go find you things, or to search out materials for you. Make no mistake, the Mogma are expensive. Worse still, one or two of them might cut and run with whatever they've collected if they think someone else will pay more. It might be better if you had them focus on mass collection of more common materials and did the rarer stuff yourself. That said, they're probably going to be the most straightforward of the tribes to deal with, assuming you have the Rupees to pay them with of course. Still, it's far more convenient to drop a hot thousand or two on them pretending to be a quarry than to do even a fraction of it yourself. As long as your wallet holds out you'll have all the raw resources you could ever need. Or, as before, if you trust them - or pay even more - you might be able to get them to search out the rarer stuff without getting greedy.

The Parella are an interesting lot in that you don't particularly have anything they want. They have fish, some meat to pair with the Kikwi's fruits and veggies, but getting those from them is going to be interesting. Luckily for you, the water dragon Faron is a snob. Unluckily for you, she's an arrogant snob. Giving the Parella - and by extension, Faron - some ancient artifact or piece of technology should sate her ego, thus getting her to give you permission to trade with the Parella. That's still up to you, by the way. But, if you actually want anything major out of her, you'll have to give Faron the one thing she truly desires, an empty Faron Woods. That's right, Faron wants the Humans, the Goron, the Bokoblins and Chu Chu, even the Kikwi, out of her damn forest. If by some insane feat of diplomacy and combat you actually manage to pull this off, Faron will take her power over water and 'bless' you and yours with good weather and fertile harvest for the rest of the scenario. Crazy useful, but also crazy lady.

The Sheikah are interesting in that they are less interested in what you have to offer them and more in you proving your worthiness. By that metric, the thing you will be giving them is proof that you deserve their technology, primarily in the form of successfully trading with the other tribes. For every tribe you successfully forge relations with, the Sheikah will gift you some small token of approval that will be of use to you. Successfully trading with the kikwi for a share of their crops would earn you some basic farming tools and information to farm more effectively. Alongside the Goron's supply of arms and armor, the Sheikah would give you the knowledge to forge more complex metals, such as bronze and steel, and even Goddess Metal if you still have any. A fair business deal with the Mogma for rarer materials would result in you receiving certain surveying and mining techniques, to help you find where the best place to look for those materials would be. If you can sense the theme here, the Sheikah will give you what you need to grow independent from each bargain that you strike, though of course it's up to you to act on this information. Beyond that, you can assume that you will be given at least one of those for 'free' if Zelda was to get on her hands and knees and beg for assistance. Given that would ruin your reputation with the Sheikah, I don't suggest doing that.

With all of those introductions given, allow me to point out one major glaring flaw in any plan you may be thinking of forming. You only have five people. Link, Zelda, Stritch, Cawlin, and Gaepora. And yourself, assuming that you haven't somehow become one of the above individuals. With only six people, creating a nation inside ten years - well, more like eight or nine since this takes place after the plot is over and done with - with only five people is literally impossible. Lucky you then, that you have reserves. See, you can also bargain with Skyloft itself for resources and assistance, and will likely get it. Beyond that, each year at least one or two of the smaller islands will slowly fall out of the sky, containing a random assortment of resources and likely a person or two. Who exactly comes down is somewhat based on your own actions. Spend a 'turn' ripping apart a temple for the mechanical resources and Gondo the repairman who managed to fix an ancient robot might be drawn down. Spend a 'turn' on nothing but diplomacy and trading and Peater, who claims to have been the most charismatic man in all of skyloft in his youth, might try to lend his skills to your cause.

At this point, I should probably explain what a 'turn' is. Simply put, a 'turn' is a year-long period in which you try to achieve a goal, plus or minus how many people you assign to the task. Assuming Link completed most of the sidequests, he should have a mostly full Tycoon Wallet. As a result, you could have him spend a good portion of money on the Mogma to obtain a supply of raw resources. Simultaneously, Stritch and Cawlin are defending Faron Woods and the kikwi from roaming monsters. Lastly, Zelda and Gaepora are dismantling a temple in order to pay the Goron to use the materials from the Mogma to build a small town for the lot of you. Or maybe Zelda alone is doing the dismantling, while Gaepora attempts to recruit more assistance from Skyloft. So on and so forth.

I won't go much deeper into mechanics than that, you have eight 'turns', you start with five actions per 'turn', and some people are better at one thing than at another. Beyond that, simply use your best judgement to determine what needs to be done, how often, and in what order.

Strictly speaking, there's only one way to fail the scenario, which would be to fail to establish so much as a village of any sort, let alone a kingdom. Beyond that, whatever you manage to build is yours to keep, from the nation of Hyrule led by Link and Zelda, to Grooseland led by Goose... Or even a blasted wasteland filled with hordes of moblins, if I was wrong all along and you were on Demise's side the whole time. If you only manage a small village, then that's what you'll receive in this jump and all jumps afterwards. You could grow it manually, or combine it with something else, but the final size you reach in the jump is the default size of your new 'nation' once you're done. Additionally, while not strictly necessary, I would push to be king yourself. Otherwise it wouldn't particularly be YOUR nation instead of one you are allied with.