



The Legend of Zelda - Skyward Sword - Golden Era
Jumpchain by Cthulhu Fartagn

The Story Thus Far

The land of Hyrule was created by three goddesses. Din, goddess of Power, who created the material realm. Nayru, goddess of Wisdom, who created law. Farore, goddess of Courage, who created life. Together they are known as the golden goddesses.

Creation of the world complete, they created a heaven for them to relax in, and left. As they did, they created a fourth goddess, Hylia, to watch over the world and maintain it. They also each created an artifact in the form of a golden triangle that contained a small portion of their power. You may know them as the Triforce.

You will arrive in this world an indeterminate amount of time afterwards. Long enough for some foolish mortals to have created darkness and left it to grow. What's more important is that one year after your arrival, a knight by the name of Link will be imprisoned by one Lord Dagianis on false charges. Left to himself, the townsfolk and countrymen will release him after the death of Dagianis in four years. What matters is what kills him. See, at about the same time as Link's wrongful imprisonment, a demon will burst forth from the earth in some forgotten corner of the world. An army will shortly follow him, and the people of Hyrule will give him the name Demise.

In theory, and without your intervention, Hylia will create the land known as Skyloft during the fifth year of your ten year stay. For your own safety, I suggest that you be on it lest you be left behind and at the mercy of Demise's demonic army. For the bold and daring, a young girl by the name of Zelda will appear as if from nowhere in the sixth year, and vanish again just as quickly.

+1000 cp

Origin

Hero

The goddess Hylia's chosen knight, and if she had more time and less responsibility, likely her lover. Or more likely you are merely a convincing copy. Regardless, you're a more than competent knight and not a half bad commander. Skills like yours will be extremely useful in the years to come.

If you take the drawback 'Worthiness' or 'Martyr' in conjunction with this origin and the Hylian race, you can choose to be the actual Hero, Link.

Demon

A creature of darkness, created from the folly of man. Or possibly a mistake on behalf of one of the golden goddesses? Regardless, you have a body that would allow you to rip the average hylian in two with relative ease and a thirst for power.

Goddess

Made by Din, Nayru, and Farore to assist Hylia in managing the world, or possibly by Hylia herself to manage one of the other races. Regardless, you've quite a bit of magical power to your name and likely the worship of your race so long as you remain helpful and benevolent to them.

Race

Shortly after the creation of Skyloft, the goddess Hylia will lead the five races of Hyrule into battle against the remnants of Demise's army. The Kikwi, the Parella, the Mogma, the Goron, and even a number of robots. You may choose any of these races to be for the duration of the jump. Additionally, the Sheikah, and of course the Hylians themselves, are an option. They all have their strengths and weaknesses, so please choose wisely.

Drop In

While it doesn't always make sense to me, some people prefer an option such as this. Normally your time in this world would come with a certain amount of memory, a backstory and the like. If you so desire you can forsake these memories and simply pop into existence upon your entry to the world.

Age and Gender

So far as I am aware, there are no ages given at any point in the Skyward Sword manga. As such, I shall allow you to freely choose your own age, within reason. Shall we say anywhere between ten, the youngest Link I know of, and one hundred, the Hero's Shade? Gender is free choice.

Discount Rules

The 100 cp perk of each origin is free to that origin, and the remainder of its perks are half off. For items, it's a tad different. One item of each rank is discounted, although the 100 cp item is still free.

Perks

Hero

100 cp - Wake The Lion

As I believe I mentioned earlier, the goddesses chosen hero would one day be imprisoned on false charges. As it turns out, this was a test from the goddess in order to make him strong enough to fight Demise. For you, I offer a level of immunity to such nonsense. If you are strong enough, wise enough, pure of heart enough, then you can simply bypass such tests. If you aren't, then things proceed as normal and you likely get a quest of some kind that will hopefully invoke character growth and thus make you actually worthy.

200 cp - Give Him Fangs

After being deemed worthy by Hylia, Link would lead the forces of Hyrule into battle against demon king Demise and his army of darkness. If you believe the legends, that battle lasted for seven days and seven nights. The Hylians suffered heavy losses, but Link himself survived and took a good chunk out of the demon army in return. Thus, this gift is twofold. First, you are an absolute monster with a blade. Second, your stamina is, while not without limit, ludicrous in the extreme. Did I mention Link was in chains for four years only a few days ago? If this is him out of shape...

400 cp - Reforged By Human Hands

But of course, between those four years and the seven days was the reforging of the goddess Hylia's own personal blade. Such a weapon wasn't meant to be wielded by human hands after all. And even if it was, the blade was almost as big as Link himself. With that in mind, you are now capable of breaking down and reforging artifacts of almost any kind. Why? Well, to make you capable of wielding them. Whether it's the kind that immolates the unworthy or simply can't be used, or is too dangerous, you can reforge them into something that CAN be wielded by you - or anyone, if necessary. Be wary however, as this process also cuts away some of the weapons power. Not a great deal, but the more strict the weapon was, the weaker it will be afterwards.

600 cp - The Ur Hero

A thousand years from now, a young boy by the name of Link would come to be known as the Hero of Sky. Another thousand will bring us the Hero of Time, and another thousand would bring us the heroes of Twilight and Wind. By that logic the Link in this day and age ought to be called the Hero of Heroes, because he is the golden standard to which all will be held. If you so wish, you may make yourself into such a thing. All who see you will know you to be heroic, acting in the appropriate manner will become as easy as breathing, and your legend will spread far and wide. So far in fact that you may find someone who is strikingly similar in form and deed to you as a major part of future worlds history and or mythology.

Demon

100 cp - Scream, Cry, Run!

The demons are creatures of darkness. While all races in this world are associated with one of the elements to some extent, the darkness is not a part of the original design. As a result, you are appropriately terrifying to behold. Your voice rumbles in a pitch black text, your footsteps echo in unusual manners, your teeth and steel gnash and spark when they should not... you can of course turn this off and become more normal, or you can try to terrify someone on purpose instead of as a routine and make it all so much worse. This may or may not include turning your hair into fire.

200 cp - Scorched Earth

The demon king Demise is so named for that is what he brought with him. Demise. It's not particularly clever as far as names go, but it works. However, you may make this a rather literal thing if you so wish. Just as the lands withered away and burnt to a crisp in Demise's passage, your own presence inspires the lands around you to simply lay down and die. They may even set themselves on fire via spontaneous lava flows. There is no need for you to salt the earth of the lands you conquered - they will die well enough simply for having been conquered. Something of note is that Demise is purely a destroyer - nothing like Ganondorf in the far future, who honestly sought to reign. That said, this power comes with an off switch in case you decide to emulate the thief king instead of the demon king.

400 cp - Divine Ransom

As it turns out, the primary reason that Demise and his demons came to the surface and began to lay waste to Hyrule is that he wanted to get his hands on the Triforce of power. Well, all of it if we're being honest, but mostly power. All he seemed to think he needed to do was defeat Hylia and it would become his. That's... not really how it works. Or at least, for anyone that's not you. When you defeat someone, the world seems to bend over backwards to claim something from them. Laws will be bent to allow some simple theft, a sword so loyal that could fight on it's own would suddenly switch that loyalty to you, and a particularly picky artifact would suddenly deem you worthy for having defeated it's wielder. What is claimed is not always up to you, but rest assured that you never walk away empty handed.

600 cp - Curse of Hatred

Demise is truly powerful, even if he never claimed any of the Triforce fragments for himself. Of note is the fact that he cursed Hylia and Link, and Hyrule itself. And that tens of thousands of years later, that curse still inspires and empowers demons and dark being to make trouble in the lands of Hyrule - and sometimes even into parallel worlds. You are now a master of curses. Pain, weakness, sloth, rage, impotence, defeat, poverty, death. All these and more, with just a drop of magic, can be cast into the world to wreak havoc and ruin lives. But I think you'll find that curses with some sort of sacrifice behind it are far more powerful and last longer. A few drops of your own blood to kill a man, a child to kill a family, a man to damn a nation, and yourself to perpetuate that damnation into eternity. Losing with grace isn't really something you do, is it?

Goddess

100 cp - Golden Years

It should come as no surprise that a goddess made to manage would be quite good at it. So much so that even a half hearted job would be enough to ensure that your responsibilities were fulfilled to the necessary extent. Devoting your full attention to the wellbeing of your lands and subjects would lead them into a golden age of sorts, plenty of food and drink, fine weather all year, happy citizens, the works. Such a power would make one exceptionally suited to take direct control and be a queen, but I think you'll find that even lesser things - advice into a mans ear, some simple medicine for a sick child, small acts of kindness, will go an amazingly long way towards that idyllic kingdom.

200 cp - Waited Long For This Moment

The goddess Hylia watched over her hero for a long time before ever speaking to him. Test after test, culminating in arranging for him to be imprisoned on false charges for four years. However, it seems she came to love him as she watched - a certain guardian of time had a similar issue. In the end, she tied his soul to hers and became a mortal. Granted, the way she did so ensured they could only be together when Hyrule was in danger. But that's not what this is about. Instead, you can choose to cast of, shut down, or otherwise deprive yourself of as much of your power as you like. Doing so provides no practical benefit to yourself, but will instead give your loved ones a measure of defense - luck, plot armor, call it what you will - in proportion to how much you cast away.

400 cp - Guardian Goddess

I do believe I mentioned that Hylia, while she was made to govern the world, is also the goddess of Hyrule and the Hylians. You can tell because of how they all start with 'Hy'. Regardless, whichever race you picked at the beginning of the jump, you are now granted a number of divine powers relating to that race. A robot might be a craftsman god, while a goron might become a god of earth and fire. A hylian of course would possess something similar to Hylia's defensively natured light magic. While I leave you with free reign over this, please be reasonable - you lack any of the triforces and thus are drastically weaker than Hylia herself. It might be more appropriate to call you a great spirit than an actual god or goddess.

600 cp - Beloved of the Goddess

With this, it would seem you are Hylia's equal in skill if not in power. See, you've been granted a level of power of life itself - and death, the cycle of reincarnation. Even if such a thing normally wouldn't exist, you can still arrange for a person to be reborn at a later date, with as much or as little of their memory intact as you like. You can even put conditions on their rebirth, such as being their own descendant or only if someone else starts screwing with life and death. Additionally - and while this isn't actually something Hylia can do, you aren't her - you can force a person to return to life in a form of spontaneous reincarnation. Or reincarnating as themselves, if you prefer. Doing so will unfortunately invalidate any other usages of this power on them, sadly

Items

100 cp - Goddess Harp

Lyre. This is a Lyre. But then again I suppose history often gets those details wrong. Oh well. Anyways, this harp was once personally owned and used by the goddess Hylia. While the harp itself is not technically a holy artifact, playing it will cause those with black hearts - presumably the creatures of darkness, but also some others - to flinch in pain at the tones. Or, more generally, with a bit of magic said notes of music can literally leap out from your fingers and strike your foes with a blade of wind. Though, the exact power of those blades is at least partially dependant on your own reserves of magic.

100 cp - Demon Steel

You will find that the weapons wielded by the forces of darkness are often damaged, or even held together with vines and hope. But those are only the scavengers, or the weakest of demons. A more powerful demon obviously has a more powerful weapon. So I'll offer you this, a weapon made by a demonic blacksmith. It's sturdier than your average weapon, and sharper as well. However, it also has a weak elemental affinity to it - so so much that stabbing someone with your fiery sword will burn them, but more in that it's design is based around one of the elements. Though yes, it could be on fire.

100 cp - Sailcloth Scarf

Once upon a time, the goddess Hylia gave a sailcloth to her chosen hero. This may or may not be that cloth - or at least, made in its image. As a sailcloth, this bright red length of fabric can be used as a parachute of sorts. Steering is difficult if not impossible, but simply slowing your fall in order to survive great heights is more than possible. However, it can also serve a second purpose. When not in use, it can be used as a shawl or scarf of some kind. If you do use it as a scarf, then it will billow dramatically at appropriate moments and generally go out of its way to make you look cool.

200 cp - Minor Lordship

A very very very minor lordship. This isn't much more than a small village, maybe a hundred people at maximum. There isn't even a castle, though there is a rather quaint and comfy place not quite big enough to be a mansion house. The town is in theory self sufficient, though it has absolutely nothing in the way of armed forces. Plenty of farms, and of a decent variety, but no weapons beyond pitchforks and torches. On the other hand, what it does have is a rather miserable jail cell where you can lock up irritating heroes without trial.

200 cp - Army Of Light

Ah, here are the knights and soldiers. I had wondered where they'd gotten off to. This small garrison holds only a few hundred soldiers at most, and of those only a few dozen are knights rather than simple soldiers. I won't say that only the knights matter, but they are far more skilled and better equipped. The garrison, while it will not respawn your soldiers, will create new ones at the rate of a few every day, almost as if it was recruiting. Knights will take even longer. Of note is the fact that there is a surplus of weapons - you have two to three times what you actually need.

200 cp - Spirit Weapon

In the process of reforging the master sword, the hero placed so much of his own spirit into the weapon that it - for lack of a better phrase - woke up. The mind inside is rudimentary and childlike for now, but it will get better in time. For now, all it can truly do is deny itself to others - missed swings, an enchantment failing to activate, maybe even harming its would be wielder. Give it enough time and you may find it manifesting a body to fight alongside you, or maybe simply offering advice and watching your back. Though, I encourage you to import something into this, as the sword will be made from simple steel otherwise.

400 cp - Temple Of Hylia

Now, strictly speaking this temple will not be built until the sixth or seventh year of the jump, not until after Demise is sealed away. See, it's built on top of his comatose ass, and it's at least partially done so to keep him that way. For you, the temple is only partially existent. Until you seal something away, it doesn't. Once you do - or you simply desire it to appear over an already existing seal - it simply pops into existence on top of said seal. At that point, the temple works to enforce and reinforce said seal via you filling it with whatever random assortment of holy and divine artifacts you can get your hands on. Holy sword? Demigoddess? Random harp that may or may not have been used by an actual goddess? It all counts, and will all contribute to keeping that seal going.

400 cp - Army Of Steel

Point of order, the Army of Light is basically the remnants of Hyrules army after they got decimated by Demise and his army. This, on the other hand, is the army Hylia gathered during said battle, meant to act as their reinforcements. Whatever race you previously chose, you now have an army of. A proper army, not just the rag tag leftovers. How that works if you are a Hylian, I have no idea. Optionally, you can have a combined army of all the races - in smaller numbers, obviously - instead of a large amount of one race.

400 cp - Master Sword

The reforged Master Sword, personal weapon of the hero Link and former personal weapon of the goddess Hylia. Why reforged? The original was actually too powerful for Link to wield, even with Hylia's blessing. Thankfully it's also been blessed by the golden goddesses, thus powering it back up some. That said, it's 'only' very holy instead of ridiculously holy, and is nigh on unbreakable. However, since it is freshly forged, I shall allow you to choose it's shape of your own accord - dislike the arming sword Link made it into? Want to see what a Master Bow looks like instead? By all means, go ahead.

600 cp - The Pillar of Heaven

Strictly speaking, that name also refers to the Master Sword. However, what's more important is what that pillar is holding up. You are now the proud owner of yet another impossible existence, the land that would eventually be known as Skyloft. As with the Temple of Hylia it wouldn't come into existence until the sixth year of the jump, but... Well, here it is anyways. Impressively enough, there's practically an entire nation up here, with all the resources it needs to prosper for a thousand years. If you so wish, you can summon and dispel it's signature cloud cover at will, something that would normally leave it completely invisible from the ground.

600 cp - Army Of Darkness

By all accounts, it took no less than an army made up of six races to fight Demise and his minions, and the first wave was an utter slaughter. Thank goddess for them losing most of their cohesion when demise was sealed away. Regardless, you now own what I can only call a scar in the earth itself, a chasm that seems to have no bottom. And every cliff, every cavern, every tunnel that touches this chasm is filled to the brim with demons and the forces of darkness. A natural fortress full of shadows, lying in wait to invade the light. Why they obey you instead of Demise I couldn't say - just please don't tell me there's two armies of darkness.

600 cp - True Goddess Blade

The Master Sword, pre breakage. Personal weapon of the goddess Hylia and in all likelihood, the strongest weapon in this world. Only something personally forged by Din could surpass it, and Din has done no such thing as far as I know. Unfortunately, while this weapon puts the Master Sword to shame - yes, even after it's been empowered by the Hero of Sky - you probably can't wield it. As a goddess, maybe, but even then it's unlikely. Instead, if you can't wield it, the true purpose of me giving you this weapon is for you to break it. It's so ridiculously holy that working a portion of the blade into another weapon could create something on par with the Master Sword. And the blade is big enough for you to make a good four or five weapons from it. More if you sacrifice some of that power.

Companions

100 cp - Companion Import

While I can't say it did much good in the long run, the Hero of Heroes did not fight alone. First his friends and fellow knights, and then the crimson loftwing fought alongside him. With that in mind, I shall allow you to import one of your companions into the jump for a simple cost of 100 cp. If you wish for more, a second and third can be brought in with another purchase of 100 cp, and the last five with a third, for a total of 300 cp. Each companion gains 600 cp with which to buy perks and items.

100 cp - Canon Companion

Or maybe you'd rather be like Hylia and tie your soul together with someone for all eternity. Hopefully without a sore loser demon king hitching a ride. Regardless, for the low low cost of 100 cp I shall allow you to take one of the citizens of this era with you when you leave. All you have to do is get them to agree to go with you. However, two individuals are exempt from this. Hylia and Demise may only be taken if you are the hero, and at 200 cp apiece.

Drawbacks

+100 cp - Worthiness

Hylia chose Link to be the hero, that much is known. But she also had to test him to make sure he would be a good hero. One would assume that this took the form of quests and adventuring. Sadly, it seems that people are now mildly obsessed with testing you. The long and short of it is that asking for any form of help from something like your own mother cooking breakfast to buying a horse will come with some form of test. Could be a puzzle, trial by combat, a collectathon, any number of things, though you won't be going on an epic quest for lunch. Even your companions aren't immune to this.

+100 cp - Badly Drawn

There's something off about you, jumper. Are your appearance perks malfunctioning? Oh, you don't have any? I guess you're just plain ugly then. Well, maybe not. How this actually takes shape is more or less up to you. Uncanny valley, normal ugliness, something a bit more eldritch? Just don't expect your looks to win you any points. There's something fundamentally wrong with you, jumper.

+100 cp - What Is This Subtlety You Speak Of?

Stealth is for wimps! Which is why you decided to take this drawback, because it basically bans you from any form of stealth or hiding. As in no shapeshifting to pass unnoticed, no invisibility, not even any misdirection based card tricks. Certainly not any misdirection based tactics or strategy. Your plan of attack is to attack! Also, your hair is made of fire.

+200 cp - Damnable Lord

It would seem that your reputation has taken a rather large hit. Maybe someone is spreading nasty rumours about you as revenge for humiliating them? Seems appropriately petty. Regardless, while the people of Hyrule are normally quite kindhearted... Well, you don't have much goodwill anymore. Don't expect to be welcome anywhere you didn't build yourself. If you happen to be a demon, then this manages to get worse as pretty much everybody tries to hunt you down.

+200 cp - Incarnation of Hatred

Once more, something that shouldn't exist yet. Or maybe you're what qualifies for a boss monster these days? Demise's voice now rings in the back of your mind, constantly calling to rape, pillage, and burn the very land of Hyrule itself. And everyone in it, and it's neighbors, and just everything everywhere, you know? While there's no particular penalty for indulging in this senseless violence, if you go too far and are particularly unlucky you could end up with the hero bearing down on you. Even if he ought to be dead. Stupid time traveling princess.

+200 cp - A Goddess Or A Demon?

When the goddess Hylia descended to speak with the newly freed hero, she was fired upon by the hylian army. A strange bird creature was bearing down on them, after all. Who knows what dastardly plot Demise could have planned! Well, you now have absolutely no capacity to differentiate between the divine and the damned. Worse, you seem to act as a black hole towards logic in this particular regard. Your stupidity is so dense that not even common sense can escape it. In short, when you're around, no one else can tell the difference either.

+300 cp - Martyr

Someone who dies for the cause, a rallying point for those who truly believe to circle around and call more soldiers. You are now somewhat destined and or damned to become one. Call it a sort of anti plot armor. You can't seem to ever accomplish your tasks without taking a wound of some kind.

Paperwork, paper cut. Chop some logs, maybe accidentally hammer your thumb once or twice. Go off to fight a demon king? That's a fatal level of heroism right there. You can't even get through making breakfast unharmed, you think you'll survive that?

+300 cp - A Lover From Afar

The goddess Hylia fell in love with the hero as she watched him persevere through her challenges, never failing or faltering until the final battle. That will make it twice now that a woman fell for him while watching from far away. Or, it will in a few thousand years - or, it WOULD HAVE if this chick wasn't messing with time. See, this girl seems to think that the way to your heart is to lock you in her dungeons. Which is why every final boss ever and a decent number of regular bosses and minibosses are now roaming the lands of Hyrule and trying to drag your ass into said dungeon. And yes, I know you're not the hero - though, maybe you are? - but what do you expect from a crazy woman?

+300 cp - Statue of a Dark God

Once upon a time a demon of some power would decide to get clever and conquer Hyrule through it's wallet instead of through steel and blood. It did surprisingly well, but eventually Hylia noticed and brought the hammer down, trapping it inside a stone statue. That said, I have no idea when - it could be tomorrow, it could have been yesterday, it could be in two or three thousand years. Unluckily for you, the statue exists now and something went massively wrong. The dark god now holds the vast majority of your powers. It's still held tight, but it's decided to take the opportunity to let you refill it's wallet for when it eventually breaks out. In short? Your powers are gone and if you want to get them back you'll have to pay through the nose. Oh, I'm sure Hylia will eventually notice and help, but don't count on that until the very end of the jump.

Ending

Begin The Second Quest - Stay Here

Hero Of Another Story - Move On

Game Over - Go Home

To The Sky - Go directly to Skyward Sword

Notes

Q - Item discounts?

A - Bottom of page three

Q - How do I wield the True Goddess Blade?

A - Goddess origin and capstone makes you the kind of person it was meant to be wielded by.

Q - Can I use the Gate of Time to companion Goose?

A - No Skyward Sword characters.

Q - How big is the Army of Light/Steel/Darkness?

A - Light is 400 or so Hylians, Steel is 4k of another race/mix of races, and Darkness is 20k demons.

Q - Why does the Army of Light have surplus weapons?

A - Because they used to be an Army of Steel till they got slaughtered by Demise.

Q - If I take the option to be Link (and maybe Ur Hero), what happens to the other Links?

A - You replaced the original one, so they're now all clones/reincarnation/kids of yours.

Q - Can I use 1ups in combination with the Curse of Hatred?

A - Yes. Yes you can.