

Hyrule. An old land, flush with stories of legendary heroes and demon kings. Monsters and magic do exist, but in this peaceful era they wait in the shadows or prey on the weak at the fringes of society. In a peaceful era, they remain there, while the various peoples of the land work, struggle, and play together. But there are frays at the edges of this land- outbreaks of truly prolific and violent monster attacks, tensions between the people of Hyrule, and a terrible air hanging overhead.

Those of learning and wisdom see these as signs of the true blight that hides in wait- A creature of immense power and malicious intent is rising. Monsters, creatures born from the darkness to serve beings of great evil, will only become this aggravated when there is one ready to become their king...As these times grow darker, the people turn to their gods and their legends for salvation - praying for someone to save them. In the stories, the one who wields the Sword of Evil's Bane and seeks the Triforce is the one who will strike against the shadow that seeks to devour Hyrule.

But there are those who are not willing to wait for a chosen knight wielding a sacred sword to swoop to their rescue. There are those - sellsword, daredevil, madman, heretic, genius, scoundrel - that seek to face this darkness together, with sword and spell. There are those of no renown, searching for glory and treasure, unaware that they will soon bear punishment for -

The Sins of Hyrule



+1000 CP

Prepare yourself. A land far grander than spoken of in any legend awaits you.

Choose an Origin, and then a specialty within that Origin. Perks are discounted by half for their associated origin, and perks discounted beneath 100 are free. Specialty Origins only discount the perks immediately after them, and those Specialty Perks are not discounted by the 'root' perkline. (If one were to be a Brute Warrior, the 400-cost perk for Brute would be discounted to 200, not 100.) Though, if you're so careless...

Diverse Skills (200): By taking this, you may choose an additional Origin and specialty within that Origin. You may take this twice, for a maximum of Three Origins.

Honed Skills (100): By taking this option, you may choose an additional specialty within any Origin you possess.

Warrior: Hyrule is a land that has always invited conflict, and where there is warfare, there are those who seek the apex of strength. Whatever way you choose, you are one who lives to overcome any battle sent your way.

- **Brute**: The direct approach. You seek strength without refinement, and without limitation - you strike hard and survive the storm.
- **Darknut**: Named for the stories of armored warriors who were so heavily protected even their name and face was unable to be determined, the style of heavily protected armor has been taken up by many different cultures - from iron knuckles to black knights to phantoms - and still stands the test of time.
- **Spellword**: A warrior who has studied the various foci of magic power often created and utilized in this land, they've learnt how to interweave their combat expertise with their ability to use and infuse these weapons with magical intent.
- **Marksman**: Unparalleled speed and accuracy, the Marksman brings a hail of arrows from all angles onto their enemies - hoping to end the battle before it truly begins.

- **Tunic:** Many of the legends of the previous wielders of the Sword of Evil's Bane were those wearing tunics, utilizing unusual methods of attacks and strange techniques. Those who are named Tunics in those heroes' honor practice these same techniques, hoping to replicate the power of the mythical heroes.

Opportunist: The wise and strong may rule the day, but those who succeed in the shadow and fog know more than anything flexibility and pragmatism decide who goes home and who's bodies rot in the sun. You favor the indirect and flighty approach, knowing that to commit is to gamble your life - and only fools gamble without stacking the deck a hundred times over.

- **Assassin:** The students of death, Assassins are those who find the perfect moment to bring their target down. The greatest among them can shift history with a single kill, bringing down a great king or a powerful demon.
- **Nomad:** The nomad is one trained in exploration, survival, and combat that is chiefly associated with the Sheikah and some Gerudo families - able to derive power from their own overflowing life energy, performing mystical feats with no true arcane theory, unshackled and unafraid of any obstacles in their way.
- **Skirmisher:** You take the pragmatic approach of the Opportunist and apply it to the field of combat - while Marksmen share the emphasis on mobility, and Assassins focus on opportunity, Skirmishers are those who can navigate a battlefield and apply their efficiency and lethal focus while surrounded by chaos - while Assassins prefer the quiet of darkened halls at night, Skirmishers can vanish despite being in the middle of a raging battle and pick off stragglers with ease.
- **Instrumentalist:** Troubadours and bards, Instrumentalists can bring forth the best in those around them - the sounds and encouragement of their songs stirring their allies into greater heights. Though many simply seek to have their songs immortalized, the greatest may become famous in name - either way, the song remains.

- **Picaroon:** Scoundrels often common in the Great Sea, Picaroons are known for their boundless aggression in both their words and with their blades - able to overwhelm their foes with sheer ferocity of personality, as if they were striking with their very spirits.

Researcher: History, knowledge, and study...while magic is often simply left to the Gods, Demons, and Fairies by the common folk, there are those who use the powers of intellect and rigorous study to unlock arcane power to try and rival the forces that move the sun and stars. Some are seen as odd, some are seen as villains in wait...but all are seen as powerful and dangerous when they truly stumble across something magical.

- **Occultist:** Students of the various magical phenomena that permeate Hyrule, Occultists draw their power by learning how to replicate the magical powers of the various supernatural features of this land...and further twist and experiment with their limits, creating wholly unique and odd magical arts...
- **Technological:** Those who seek to recreate magic utilizing material components, focusing on creation of items. This lost magic is known as “Technology” and often can be seen through the use of ancient weaponry.
- **Witch:** A long-standing and most renowned of casters across the history of Hyrule, Witches are known for their flexibility of mind and abilities, able to concoct potions and poisons as well as having the ability to animate objects to further allow them to work complex spells.
- **Wizzrobe:** Named for the Wizzrobe people and their emphasis on mastering the elements of fire, ice, and lightning, Wizzrobes eschew broader studies or more complex theory to instead wield potent and powerful destructive spells, seeing magic as a path to power and not much else.

Sage: In ancient times, the gods blessed a small handful of humanoids with sacred magical power. Although these chosen few had little else in common, they all had sound judgment and uncanny wisdom.

It is believed by many that these few were granted such immense magical power that they became immortal and now dwell eternally in the Sacred Realm.

In the generations that have passed, though none have matched the original Eight Sages in power, many have unleashed these strange and divine powers after performing an arduous ordeal in the service of a greater cause - some believing that this power is a measure of that ancient gift reawakened from a past life, or being descended from the original Eight Sages.

The powers that are gained by these figures often reflect the original seven in some way - each blessed by an element.

- **Earth:** You draw power from subterranean caverns most of all, but can draw some strength from any area of dry earth. The magic you wield deals in large amount with ground, caves, tremors, stone, gems, and to some extent the hereafter - those who's destiny is beneath the ground.
- **Forest:** You draw power from woodland terrain, including marshes and jungles. As a sage of forest, you are attuned to fauna-laden wilderness and the animal life that dwells within. Your magic often is related to these domains.
- **Fire:** You draw power primarily from active volcanoes but can also draw some from mountains in general. As a sage of fire, you likely have a vigorous spirit. The magic you wield often deals with flame and heat.
- **Water:** As a sage of water, you are attuned to moisture, bodies of water, and frigid temperatures. Your spells often invoke cold, water, and moisture in one of various forms.
- **Light:** You draw power from areas of perpetual light, and during the brightest times of day. As a sage of light, you likely have a strong sense of courage and justice. The spells you can cast often both smite your enemies and protect your allies, making you quite versatile and reliable in this regard.

- **Shadow:** You draw power from graveyards or other areas of the dead, as well as areas of perpetual darkness. As a sage of shadow, you likely have a strong belief that unfortunate sacrifices must be made for the greater good. Your spells often manipulate others, set traps, or create illusions.
- **Spirit:** You draw power from desert terrain and dry climates in general. As a sage of spirit, you wield unusual tenacity, ferocity, and cunning. Your spells often encourage physical vigor and occasionally invoke the power of lightning.
- **Wind:** You draw power in coasts and open fields, or other terrain where the wind blows vigorously. As a sage of wind, you are attuned to air and air flow. Your spells often invoke gas, wind, and the elements of weather.

Scion: In this land, supernatural power often simply naturally belongs to those beyond mortal ken - the Great Fairies, the Gods, those beyond the pale of death, the mighty Dragons...and yet, this power is not solely their own to hold and use.

Mortals may partake of their power, willingly or not - Those blessed by the fairies for their kindness towards them, those who slay and devour the essence of dragons, those who make a pact with powerful evils...for each inheritor of power, each "Scion", how they got their boon is a story in itself. The only commonality is that it was power from another invested in them, one way or another.

- **Dragon:** Those who seek strength often one way or another turn to a symbol of power often seen in legends - the dragon. Those ambitious warriors who slay a dragon or get its blessing gain a measure of its vitality - allowing them to channel that might.
- **Fairy:** Mortals who display kindness and valor may earn the favor of a fairy in disguise - giving them powers that allow them to protect and heal those around, often what these heroic people desired in the first place.
- **Mask:** The force that answers in the form of masks is mysterious, and chaotic - often instilling a desire to wreak havoc in those who call upon it. This aberrant power allows one to transform their very being, taking on the appearances and powers of anything they fancy, were they skilled enough to create or find masks that matched their quarry.

- **Sword:** Throughout time, many legendary armaments have had their tales lost to history. Such weapons can be armaments of legendary quality, abhorrent history or but a simple creation of a talented smith. Regardless of origin, such sentient weapons have become known to the world as Sword Spirits. You have stumbled upon one of these weapons in your travels, and it has made a pact of service with you. Whether it is serving you or you are serving it remains to be seen, but this pact has awakened magical power within you.
- **Poe:** Those who draw power from the undead and those beyond the pale of death often become reminiscent of the living dead themselves - either speaking with the dead, making pacts with a monster, or gathering the souls and whispering their secrets to those who make a pact. This shedding of mortality allows them to make allies of the stalfos, and can in time create more to serve them. They are often seen as potential threats, as their powers bump up against the demon king's most favored of servants.

Choose an ancestry. The ancestries are generally on the same playing field, but they may have different specializations or effects.

Hylvian: Children of the Goddess Hylia, or so the legend goes. They are marked by their sharp ears and generally proficient at anything they choose to pursue, though they seem to have a strange fortune following them - perhaps they do have some measure of luck from the Goddess' favor, saving them from the most dire of scrapes at the critical moment - though no more than a nudge. Otherwise, they have a compassion for those outside of their kind that gives them a greater sense of diplomacy, culturally speaking.

Ordonan: A relative ancestry to Hylvians, the Ordonans tend to be hardier, with rounder ears - in general, their culture is industrious and their hardworking nature ensures they can withstand hardship much easier than the Hylvians.

They are known to be a very organized people, with each adult expected to have a profession that directly enriches their social group.

Sheikah: An ancient race that existed alongside the Hylvians, they had intermarried with the Hylvians so commonly that much of their culture and heritage had been lost to legend.

For whatever reason, you have a much stronger connection to this heritage, the Sheikah known for their insight into the natural world and into the arcane, often having lived as nomads that could spot any disturbance in the world around them and move decisively in response.

Gerudo: Desert dwelling wanderers, the Gerudo were said to have been cursed long ago to almost never bear sons, with the most famous Gerudo man said to have been an incarnation of the Demon King long ago. Known for clannish behavior, the Gerudo have diminished over time - relying on taking husbands by force and taking what they want from others as raiders.

There are those who work in tandem with Hylians, but even so tend to live in enclaves that forbid any visiting men even with these allied societies. Gerudo tend to be tall, powerful, brutal, and generally considered beautiful and exotic by the standards of the Hylians and Ordonan people. They generally are talented at surviving in the harsh environments they live in and at quick brutal skirmishes.

Deku Scrubs: - Small, wooden, and sharing many characteristics with plants — most other races find deku scrubs a bit odd.

Reproducing via the very seeds usually used as weaponry, they spend much of their childhood planted in place until they grow ambulatory later in their life process.

Deku Scrubs mimic the cultures of the peoples they live around and observe, taking on identities that call to them. Many of them are standalone wanderers, but they can occasionally form social groups if they live whereabouts of a civilized enough area. They can create heavy seeds to shoot as projectiles, and are small, light, and nimble.

Kokiri: The people of the forest, Kokiri are faeries that resemble hylian children. They often surround and venerate fairies of great power, legendarily the Great Deku Tree - a figure of myth that is said to be ancestor to the Deku scrubs that live in the forests of Hyrule. The kokiri are ageless and can live eternally if not slain.

Nobody knows quite where Kokiri come from.

The Kokiri have no memory of any given Kokiri's creation and tend to live in isolated forest villages, with only the occasional adventurous kokiri wandering from their home into greater Hyrule. Some say they are created from hylian children who wander into the woods, eternally given youth and changed into fairy creatures.

Others say that Kokiri are created from sticks, leaves, and twigs of the deku plants by the small guidance fairies that so attend them. Yet another says that if a Deku seed is planted near a fairy spring they sprout into Kokiri. If anyone knows the answer, it's been lost to time. The Kokiri take naturally to wandering the forest, keenly suited to survive in the wild. Those who live amongst the other races often pose as hylia children, wandering to avoid suspicion of their unaging natures.

Goron: Built like mountains, eating rocks, and wading through lava — gorons are nothing if not hardy and impregnable. Born from stone, the Goron are known for their intensity in passions, their enduring nature, camaraderie with their “brothers”, and their desire to unearth delicious stone and gems. They are towering, heavy, and are capable of rolling into balls and moving at high speeds in a “boulder”-like fashion when they need to. They often work and interact with Hylians, admiring the tenacity of the sharp eared people when they're motivated similarly to the Gorons.

Greenscale Zora: Known as “River” Zora, Greenscale Zora are known for their aggression and territorial nature. They are squat, wide, and broad in build, closer almost to crocodiles in their general appearance. They can spit a firey bolt from their gut if threatened, and are often clannish in behavior. They are amphibious, as are all Zora.

Whitebelly Zora: Zora with white scales on their torsos, often called Sea Zora and are more graceful than their river cousins. The Sea Zora tend to be more evasive and focus on speed and mobility than the tough nature of the greenscale. They often are much more social with others than the River Zora, being longstanding companions of Hylians to the point romances between the two are a widespread sight and often the stuff of songs.

Rito: Avian bipeds covered in feathers, they tend to be rather tall and thin. With narrow bodies and hollow bones, the Rito can easily fly with the speed and grace of a bird.

Rito culture is often based on honor and order, with a focus on hunting and fishing in their societies due to their speed, grace, and mobility allowing them to be unparalleled archers.

They are aloof towards other people in Hyrule, but they can be seen trading with the various allied peoples, often serving as couriers and messengers due to their comfort with long distance flights and travel.

Twili: A mysterious people, the Twili are said to descend from an order of dastardly magicians that would bring chaos upon the land. This order and their followers were banished to another realm, until some time in the past where the descendants of the banished magicians returned - changed by generations within a realm of perpetual twilight.

The Twili do not have a homeland in Hyrule, being lone wanderers, families, or roving groups of travelling communities. They're known for their mage's blood often showing, having a great amount of potential for magical prowess and capable of manifesting shadows as harmful shades in small bursts. They're seen with some measure of fascination and fear among those who meet them.

Warrior

Martial Art (100, first three purchases free Warrior, all others undiscounted): The schools of war in this land are manifold, and anyone who can truly be called a Warrior knows at least a handful of focuses in warcraft to truly stand out. You gain a Martial Art from Hyrule, giving you knowledge in a battle stance from the following list:

- *Stoneheart Style:* You are excellent at defense, able to maneuver yourself and even having trained your body to endure strikes much greater - as if you had an extra layer of armor over your existing armor, or were wielding a shield despite using both hands for a larger weapon.

- *Desert Wind Style:* You have trained in the arts often used by the Gerudo - a lethal style of focused strikes with a single weapon, often backed with a shield in the other hand. Using a single weapon is much more effective for you, your focused killing intent causing you to strike much more brutally when your attacks land.

- *Stonefoot Style:* Your center of balance is honed with the nature of the Goron's soul, allowing you to enter a trance where your body is hardened and rooted to the ground - making it difficult for you to be moved and giving greater endurance in battle.
- *Fierce Dragon Style:* Weeks to months of training to swing heavy weapons has allowed you to carry them and use them with surprising ferocity and speed, allowing you to utilize the heft and power of the weapons to their full advantage and exploit the momentum generated by their swings to nearly cleave or crush your foes in half with a single mighty arc of your towering two-handed weapon.
- *Tempered Body Style:* Less of a combat technique and more of an overall conditioning training, your stamina has been trained to become boundless - allowing you to easily climb, swim, and run with greater vigor and speed than all your peers and navigate the unknown with much greater control.
- *Iron Castle Style:* You have focused on learning how to protect your comrades, knowing how to interpose yourself and your armor between an ally and an attack to effectively redirect or block the damage heading towards them - as well as overall knowing how to blunt the damage of an incoming strike.
- *Wild Syger Style:* You are trained in making the whole world your weapon, able to pick up and use pretty much anything as an effective weapon - your unarmed strikes and any objects you are able to get your hands on are just as good as any blade, and as your advance your strength, they might be even better.
- *Epona's Grace Style:* You are trained with riding mounts and training creatures to ride, and can maneuver yourself and the mount with almost beautiful grace - capable of moving your mount as a unified force alongside you, empowering your strikes with its momentum and using its footing and endurance to assist you in guarding against attacks - as well as of course ensuring that the speed and strength of your mount are best leveraged to not even be struck at all.

Called Shot (100): Those trained in war are often effective at finding the vital moment - you are able to expend great effort in seizing those opportunities, striking critical spots and inflicting greater damage if you commit to those attacks. However, failing to strike true will potentially leave a vulnerability in your own stance - so take care not to use this ability wildly.

Mighty Stamina (200): Your endurance is grander than others, allowing you to exert yourself beyond the potential of normal people - in bursts of superhuman strength, displaying might to fell trees in single strikes or endure explosive force. After one or two of these, you'll find that you need a full night's rest to be able to gather the energy to do so again - unless of course you have increased endurance from any other source. As you further train your body, you can maintain and perform these moments more frequently and for longer durations, allowing you to truly tower over others around you.

Swift Steel (200): With further focus, your attacks become swift and true - capable of bringing your weapons to bear with efficiency that you can attack twice in the space of time that a trained but untalented warrior could bring their sword down once.

Relentless (400): Your body is trained for war. When a combat begins, you can feel a 'second wind' of new vigor - for those with "Mighty Stamina", that burst of power returns as if you had had a full night's rest, otherwise a bit of strength and motivation to fight allows you to recuperate faster in response to combat.

Indomitable (400): Your very soul has been honed to stand up to the darkness and disaster that gnaws at the edges of this world. You are much more resilient towards curses and transformative magic, capable of resisting them if you're vigorous enough - though attempting to 'sweat' these dark magics off deeply tires you, enough to expend almost all of your stamina to fully shake off the effects of malicious magic on the body.

Champion (600): A true titan among mortals, even as a normal hylian your strength and endurance outstrips the might of the goron, your agility and flexibility would put a rito to shame, and your ability to bound across fields and into the air is astounding.

You are almost superheroic in your capabilities as a warrior, with a level of athleticism and conditioning that allows you to stand against battles where so many others would fall in droves.

- **Brute**

Mettle (200): You're tougher than the rest of them. While others may rely on evading damage, or using their armor to take the brunt of the attack - you simply are much more naturally resilient, able to fight back even where others would be left quivering lumps of bone and blood.

Brutal Expertise (200): You have a small bit of training in how to leverage your build and attitude - able to know how to unnerve your opponents, the best forms for lifting, running, or climbing as well as how to pace yourself in any physical exertion for the long term.

Battle Instinct (400): No one is ever going to catch you off guard. Your instincts for when a battle will begin border on supernatural, able to read intent of travellers, monsters, and listen closely for potential ambushes. You're rarely ever surprised, and even if you were, the ability to immediately prepare for and begin battle allows you to ready at a moment's notice - or even less.

Hard Hitter (400): All warfare, boils down to who can dish out and take the most vicious of attacks - your strikes are much more forceful than they otherwise should be, some brutal nature of you allowing you to really hit where it hurts and twist the blade for even more effective and lasting damage.

Overwhelming Force (600): There are enemies that seem impossible for a mortal warrior to overcome. Creatures with enchanted hide, who wield power beyond anyone to defeat without a sacred sword, or an arrow of light. There are those who say only magic can defeat magic. You never really cared for what others had to say - your strength is simply beyond that.

Your physical strikes are reinforced with such simple and focused brutality that even with otherwise simple steel, you can strike at these seemingly untouchable foes - those who are enchanted to turn away mortal blades or specters with no form - and hurt them just the same as any other foe.

● Darknut

Steadfast Armor (200): There are advantages to wearing a heavy suit of armor. An understated one is that you're damn hard to move - while others might get picked up and flung, or buffeted by a monster's howls or the beat of a Gleek's wings...you stand, weighted in place. It'd take truly monstrous and prodigious strength to forcibly move you from where you plant yourself, almost statue-like in the difficulty of the action.

Armor Smith (200): Finely crafted armor doesn't usually form from the ether. Each piece of armor used by the Darknuts that can withstand their training is crafted with careful techniques - while you do have a set of armor you start with if you take this path, being able to repair and improve on it as well as create a replacement is now within your grasp - able to create heavy and effective armor that is well-suited to the Darknut combat style.

Darknut Armor(400): If Darknut armor was just as simple as heavy armor, anyone could perform it. No, there is a magical component to it - bonding your soul to a piece of armor, allowing you to enhance it by tying your spirit to it. It is this way that the martial art of the Darknut truly shines.

Only one piece of heavy armor can be bonded to at any given time, and a bonded piece of armor becomes enchanted with a variety of protective wards - turning away weapons and claws much more effectively right off the bat. In addition, any damage you take can be mitigated by expending physical effort, instead sapping at your stamina and vigor rather than physically wounding you...though the damage isn't one-to-one, with mitigating a blow feeling almost threefold tiring to mitigate this way.

Finally, spells aimed your way are much less effective, the wards of the armor dampening their power and damaging capabilities.

Siege Engine (400): You are no longer just a warrior. You are a wrecking ball of force on the battlefield. While your attacks aren't necessarily stronger, you'll find that while in heavy armor, you can force your strikes to do much more damage to objects and structures.

With this, you are able to sunder armor, shields, and swords as well as shoulder tackle through stone walls easily with this almost inhuman might.

Impervious (600): Your armor's bond to your soul has further improved, even armoring your very being. You are able to act as a wall against massive attacks such as a dragon's fire, a series of bombing explosions, or a burst of lightning, fully able to deflect them off your armor and make them much more ineffective. In addition, your armor becomes remarkably stronger - resisting almost all forms of damage with greater potency.

● Spellsword

Rod Wielder (200): The signature skillset of the Spellsword, the Spellsword is second only to the Wizzrobe in the use of Rods - wands that use a magically enchanted gemstone to create elemental energy. Not only can they use these rods effectively for their intended purpose, Spellswords like yourself are able to wield them as proper clubs and cudgels that use their elements as additional damaging auras.

Enspell Weapon (200): Your training allows you to better interweave spellcasting and combat arts - shortly after using a magical ability such as casting a spell or wielding a Rod, you can manifest the energy of that magic onto a weapon you're wielding to grant it some measure of that spell's residual power. It becomes enchanted for a short amount of time, allowing it to strike foes who otherwise evade mundane weapons.

Combat Magic (400): You have a grounding in a number of useful spells for combatants such as yourself - chiefly, you are able to generate fire, ice, and lightning in fist-sized amounts.

Beyond this, you can infuse power into your arrows and blades to grant them greater accuracy and effectiveness. As you advance your understanding, you can even conjure weapons, shields, and arrows en masse. Doing so requires components to be used and combined, such as certain stones, oils, and plants rubbed against your blade and flicked with a flourish - requiring a moment's focus and the use of these magical components to fully unleash that power.

Excessive Power (400): You may not have the finesse in spellcasting that other practitioners of the art display, but you know how to push it farther. You can 'overload' magical foci such as Wands and Rods to become much more powerful - with the fireballs of the Ruby Rods transforming into conflagrations that envelop entire enemy camps, or the Topaz Rods becoming storms that can send arcing lightning through the same. The main downside is such an action severely taxes the structure of the foci - with extended use, they may directly explode in your hands!

Magical Vigor (600): The apex of magical martial arts - you're able to directly transmute your stamina into magical power, no longer needing materials to create your magical effects. You can use this for any form of magic you know, but the process is deeply inefficient - with even the basic firey projectile creation this way being vastly more exhausting than swinging a sword for 5 minutes straight in pitched combat. But it does allow you to leverage your training into direct mystical might.

● Marksman

Ammunition Crafting (200): The most important part of any marksman's load-out is what you load into your weapon. You're capable of fletching and crafting your own ammunition - anything from arrows to bolts, to potentially even the small ball bearings used by some Technologist weaponries. In addition, you know how to create 'special' ammunition - smoke bombs, dazzle arrows, etc...that can carry certain small effects, using natural plants and materials.

Ranged Expertise (200): There are those who learn to use the bow, but few ever learn to truly wield it as a true expert. You're one of those few. You are able to quickly draw and attack with any ranged weapon you wield with such speed and precision that you could pull and loose an arrow at an assailant within arm's reach - and strike lethally.

Beyond that, you're able to move from target to target with snapshot precision, no difficulty managing and tagging multiple opponents within seconds. All in all, you've learnt to reduce any inherent drawback to fighting with a bow or crossbow in short range.

Manuever (400): With the basics of quick and efficient usage of bow and arrow, you can now start doing the truly unexpected. You're able to perform extremely precise and difficult techniques with your bows and arrows - capable of striking individual limbs at long distances to cause people to trip or drop their weapons, and even force your bow to go beyond its limits to strike with greater lethality at risk of damaging its strings. In addition, you can sneak

Sniper (400): Your ability to find and mark your targets is spectacular - capable of making out targets miles out and even able to make steadied shots at targets from this distance. You could easily end a fight before it began - were the foe to be at all vulnerable to your arrows in the first place.

Time Perception (600): You have truly become the apex of archers - not only is your ability to perceive across distance honed, now your reflexes and processing speed are such that by deeply focusing your intent...time itself seems to crawl around you.

While you wouldn't move any faster, your ability to react and maneuver yourself becomes greatly enhanced as this level of focus allows you to see combat in a sort of 'slow motion'...though this intensity tires you deeply, with extended use causing cluster headaches and even bleeding from mouth and ears if abused without rest.

● Tunic

Dungeoneer (200): Tunics often are known for having the most direct lineage from studying the hero's tales, which includes delving into ruins and tombs. Your training means you're often effective with the use of bombs, torches, and rope as well as a simple musical instrument as part of that study. In addition, you're well-trained in the kinds of hazards you can see in dungeons, or where secret routes in dungeons and caverns may be found.

Tunic Technique (200, first purchase free Tunic Warrior): You have learnt the true power of the Tunic ways, and the truth of the techniques utilized by the chosen hero - Those with a strong enough spirit and the proper training can catalyze their vigor, their stamina, into a power called "Force" that reinforces, propels, and enhances their bodies to supernatural levels for short periods of time. The styles of utilizing this power are named after various legendary heroes.

- *The Hero of the Winds*: A style named for a hero told of in the legends of the Great Sea, they honor the name by allowing the user to use their “Force” to propel and lighten their bodies - allowing for graceful and instant movement, giving one the ability to easily and nimbly dodge at a moment’s notice without even having to move their limbs, using Force itself to propel their bodies out of danger. This also grants them enhanced leaping capabilities and even the capability of parrying with supernatural efficacy.

- *The Hero of the Wild*: Named for a legendary survivalist and scavenger of various ancient technologies in the Faron woods, this style uses Force in a defensive manner - creating a temporary hardened barrier of Force at critical moments to blunt or even totally deflect attacks entirely, or doing the same with shields and swords to make them effective defensive tools.

- *The Hero of Hyrule*: Named for the Hero who was said to have directly rescued not just one princess but multiple princesses from the royal family, this style focuses on enhancing the user with Force - reinforcing the user’s spirit and mind at critical moments. This art allows one to enhance their willpower to fend off illusions or mental influences, enhance their perceptive capabilities to be able to react with supernatural flourish, or even to temporarily surge with supernatural stamina for combat situations - though this enhanced stamina itself cannot be used to create Force, as it in itself is already Force.

- *The Hero of the Skies*: Named for one of the earliest records of the hero, said to have been a member of the sky-people (which sky-people depends on where the stories are told) who was one of the first to wield the Master Sword. This style focuses entirely on offense - utilizing Force to propel weapons, ammunition, and the body in sudden bursts of inhuman power, with the famous Spin Attack and Dash Attack being examples of this. Strange and sudden thrusts, slashes, and strikes are all within this school of the Tunic ways. Another famous example is the Sword Beam - using Force directly as a projectile emitted from a melee weapon, or even potentially one’s own fists if coalesced densely.

Efficient Technique (400): Your studies into Force have allowed you to understand the most effective and quick ways to generate it from your stamina, allowing you to be much more efficient with it and making Tunic technique usage much less taxing on your body - and allowing for more frequent and potent use of Force.

Courage (400): Utilizing Force requires a powerful spirit, and your constant use of Force has shaped you into something like the Heroes - you have a much firmer spirit, your valor allowing you to fully resist effects that try and shape your mind, as well as overcoming curses and other dark influences with much greater effect by using Force - even allowing you to use Force as a way to dispel this effect on others and yourself.

Heroic Technique (600): Your knowledge of the Styles has advanced to the point you have discovered or even re-created the style's 'ultimate technique' - a powerful and instantly useful technique that can change the shape of the battlefield.

- *Hero of the Winds:* You gain the ability of the Perfected Dodge - an instant and remarkably quick 'dash' that leaves afterimages in its wake, the Perfected Dodge can be used instinctively in response to being struck to move out of the strike's range and negate it at a heavy cost to your stamina due to the sheer Force necessary...assuming it was a strike that could be dodged at all, of course.
- *Hero of the Wild:* The technique of Overflowing Life has been taught to you. You can directly knit your wounds and even re-set broken bones and internal bleeding by expending Force - allowing you to instantly restore your health, though this leaves you deeply tired as the Force necessary is heavy.
- *Hero of Hyrule:* You have learnt the Whirlwind Spin Attack - a Force-empowered gale that throws enemies into the sky, with those caught in the whirlwind generated by this technique taking multiple strikes as if they had been continuously attacked by your blade. The wind generated by this is also effective at protecting you from reprisal, giving a stinging force that acts as a barrier against arrow and spell while it's generated.

- *Hero of the Skies*: The technique of the Triforce Slash has been taught to you - allowing you to send out a beam of Force that, if it strikes an enemy, directly closes the distance and traps them in a Triforce-shaped cage of Force, allowing you to freely strike at them while they're trapped in this Force cage.

Opportunist

Cunning Action(100): An Opportunist's first lesson is to never waste a moment. You're able to take quick and effective motions, especially movement, in the space where others may simply lose that critical bit of time to their own lack of carefulness - with your precision, in the time that others may take a brisk walk, you're able to bound and move with purpose.

Expertise 100, first purchase free Opportunist, all others undiscounted): You've learnt that focusing on one or two tricks in addition to your training never hurt - a flexible fighter is victorious one, after all. You are an expert at a trade that wouldn't seem out of place in Hyrule - from Hunter to Miner to Farmer to Architect, you not only have a very strong grasp on the trade, but know how to use those skills for all manner of applications.

Blindsight (200): You know more than anyone that getting ambushed is the worst situation to withstand in combat, only matched by outnumbered and outmatched. You've honed your senses such that you can rely on smell, hearing, and minor vibrations in the ground to effectively fight nearby opponents while unable to see - though distant enemies will still be able to act.

Sneakstrike (200): An intelligent fighter knows that the best prey is the unaware - you know just how to take advantage of an enemy that is unaware, amplifying the damage you deal to such a foe and making attacks against them much more effective. A pity that striking a foe is the best way to get their attention.

Evasion (400): There are those who say that there are attacks so broad and powerful they cannot be dodged - gaseous weapons, explosions, bursts of fire, and lightning.

You say that's coward talk - you know how to bend and contort your body to ride the force of such powerful wide-spread attacks, being able to dance even through flame and mitigate its damage...though unerring mystical attacks that seek their targets may dance even more elegantly to make your efforts for nothing.

Elusive (400): It'd be rather pathetic if the tricks you pull on others to get one over and get an advantage in making attacks against them - be it blinding, attacking from unexpected angles, or simply using magic or superior training...so now you're easily prepared for those tricks. It's difficult for others to get the drop on you in those ways, and you know how to minimize the benefits others get from sneaky tricks or clever strategies - after all, that's your job.

Supreme Luck (600): The harsh truth is, no matter how skilled you are, no matter how smart your strategy is...there's so much out of your control in this world. There are things left only to luck. Naturally, in that aspect, you are blessed as well - likely to come out of situations much, much better than any others all other variables equal enough.

● **Assassin**

Killing Strike (200): All attacks ultimately are made to kill, even if there are those skilled enough to hold back their might. But you take this even further. You have a strong understanding of what parts of your opponents are especially tender, what places that if struck will quickly lead to death. Your ability to leverage precision and sudden strikes is much greater, allowing you to be more efficient with less strikes.

Infiltration (200): Assassins excel when they are unexpected - in a battlefield, they may not shine, but a knife in someone's own home is always much sharper. Your training allows you to get into position for that vital strike - you're able to easily climb walls, fences, and other barriers with efficacy to scale to the second or third story of a building completely unaided as well as talented at 'cold reading' sentries or others meant to keep you out. You can bluff your way into buildings with almost no credentials, though you're not quite at the level where you could pretend to be royalty or fool someone into thinking you're their cousin. That requires a bit more training...

Unerring Strike (400): Your killing intent has been honed that even when your own senses fool you, you can strike without fail. You are able to attack with your usual and normal accuracy even while otherwise impaired, such as by blindness, confusion, or pain. However, this doesn't grant you greater accuracy - that, you'll have to guarantee another way.

Imposter (400): Assassins are notorious for being those who can be where they are least wanted. You are able to disguise yourself immaculately, able to change your appearance wholly even down to hair color and sex - and what's more, if you desired, you could study a specific individual for an hour or two from descriptions and observation to learn how to replicate their appearance. However, your disguises are fragile, and may be disrupted by being touched or examined for too long.

Sudden Death (600): The art of ending lives. You are able to exhaust yourself to perform a strike that disrupt's a living being's internal systems for a few key seconds - their heartbeat disrupted, their breathing stymied, and their blood stilled. While the truly hearty may be able to survive this, those unable to expect or prepare for this strike will assuredly die...were they had these systems of life to fail in the first place. Monsters with larger and more robust vitals will falter, but not be slain by this.

● **Nomad**

Fast Movement (200): The nomad's strongest ability is to be in and out of situations quickly. You've learnt how to efficiently and effectively move, optimizing your stride that you can cover greater distance than others with similar speed in the same amount of time.

Unarmored Defense (200): You and other nomads prioritize flexibility, swiftness, and mobility - which leaves little room for protective gear. But, you've learnt how to do without it.

You are trained in such a way that you are able to weave out of the way of strikes more effectively, able to use your speed to augment your dodging capabilities much better. Unfortunately, wearing any protective gear such as helmets or chest pieces makes this training ineffective, as it works best with wearing very light to no armor.

Mystic Arts (400): You are a truly initiated Nomad, taught the arts they only reserve for those who have demonstrated skill and dedication. The Nomads are known for being unto shadow, and these few tricks will assist you in doing so - first, you are trained in a form of combat that will maximize the abilities of your new magical knowledge, taught how to quickly and accurately throw items such as knives or deku nuts like an expert.

You're able to use knives and darts optimized for carrying the mystical payloads you have learnt to create well as weapons in close combat, even able to match shortwords in damage and usefulness as a defensive measure.

Now for the mystical aspect - first, you are taught how to prepare magical components that infuse into your darts and daggers, giving them powerful abilities - blinding explosives, bursts of destructive force, or vortexes of pulling force.

Beyond this, you have learnt how to use the energy of your mind to perform magically roguish feats - ricocheting your weapons accurately, enhancing your movement by lightening your body, and even performing blurring leaps of movement that leave explosive bursts in their wake.

Eye of Truth (400): To obfuscate, and to observe are the twin arts of the Nomad. This is the latter. You are extremely skilled with discerning magical influence and illusion, seeing through glamours with ease as well as being able to note where the 'weak' points of magical phenomena lie with this insight. You are even able to tell when a person is influencing others with some mind-altering magic.

Mystic Master (600): You have learnt the deeply magical abilities of the Nomad - instantly manifesting a disguise according to your skill with disguises, infusing electricity into your daggers and whips, creating silent illusions or phantom sounds, speaking with animals and using any language, or even negating the magics of others with your force of will. You are capable of vanishing from sight and from the detection of magic with this art as well, and your mastery of the fundamentals of the Mystic Arts is such you could expend your life energy to immediately manifest the materials necessary for the effects of the Mystical Darts.

● Skirmisher

Flanking Strike (200): The heart of the Skirmisher's art is cooperation - when striking an enemy who is engaged with or focusing on an ally, your strikes are much more accurate and effective, allowing you to perform strikes with the potency of "Sneakstrike" easily. You're also skilled at setting up these two-pronged strikes with your allies, able to communicate discreetly.

Slip Through (200): Your most useful skill is your ability to be anywhere on the battlefield - you are capable of moving unimpeded through combat scenarios, be it breaking through sieges, slipping behind defensive formations, or even striking towards the enemy's headquarters. While you might still be attacked and killed while moving if you don't stay stealthy, keeping you pinned in one position is almost impossible without magic or strange artifice.

Willfull Strike (400): A skirmisher strikes quickly, relentlessly, and constantly. You're able to force yourself to strike with great swiftness, using your own bullheaded overexertion to force yourself to strike faster and more frequently - with the downside that the emotional state necessary to enter this trance of combat blinds you to your surroundings, making it more difficult for you to track your enemies other than as vague moving shapes.

Swiftness (400): Your senses are alert - you're the first to hear a weapon drawn or see the glint of steel and the first to draw and loose your arrows in response. It's difficult to get the drop on you at all, and you'll find that the one leading the tempo in battle is you as you take the lead in most combat situations.

Battlefield Phantom (600): A true untouchable force in the battlefield, you'll find that during a battle you're almost spectral in how you appear to those around you - shimmering with a Force-like wind that distorts how you appear to others. This wind allows your strides to be long, makes it difficult for any to take a grasp on you, and even with some effort enshroud you in a strange mist that makes it difficult for anyone to get a bead on your heading...Making you a true legend on the battlefield.

● Instrumentalist

Instrumental Talent (200): Instrumentalists are those who can stir the soul with their symphonic talent. You are no different, able to easily play a number of instruments effectively to the point you could easily make money in any stable or town as a performer.

Inspired Talent (200): Your performances are able to push your allies past their limits. While you play, you may have your song invigorate your allies to greater competence - able to push themselves a bit further with greater boldness and eagerness. This might sound meager, but a bit of courage and motivation can make lions even out of the meekest of warriors.

Adventurous Song (400): The songs of this land are able to do a great many things, but this song is most useful to the Instrumentalist that follows an adventuring party. The Bard's Song reinforces your allies, warding off malefic influences and granting them luck against resisting the hazards of poison or other sinister traps, as if the pleasing tune bids Hylia to shield them from the worst of fates.

In addition, your allies who can hear this song will fight with supernatural vigor and endurance, able to overcome their fear and having a mystical shield that dampens the blows of their foes...and enhances their own to an extent. This sound however requires focus to play correctly, and it may be difficult to remain aware of your surroundings while playing it.

Operatic Performance (400): All of your audience may in turn be instruments themselves! While playing your mystical songs, those who benefit from their effects may find their movements more easily moving to the tune and rhythm of your performances - and those who do will find that their movements and actions start to enhance the sound of the music, with your song's effectiveness and range growing greater the more people 'dance' and act along to its tune.

Song of the Goddesses (600): Hidden songs, thought to have been lost hymns to the three goddesses of Din, Nayru, and Farore. Each one has an associated song with a powerfully potent effect.

The Song of Power greatly amplifies the destructive potential of those it blesses, shrouding their attacks with a sacred flame that brings ruination upon their foe.

The Song of Courage gives an electric alacrity to the ally that hears it, allowing them precision, energy, and speed to any actions they take under its auspice, as well as shielding them from harm with a barrier of stormy air.

The Song of Wisdom grants insight, knowledge, and a keen awareness to the one it blesses, allowing them to borrow your knowledge and the knowledge of any other allies who hear its song, allowing your minds to act as one while you all listen to it together.

● **Picaroon**

Distraction (200): You know how to leverage your ‘winning’ personality into clouding the minds of your foes. You know how to call for foes and get their direct attention, drawing them right to you and hopefully away from your allies.

Sailor’s Mouth (200): Oh goddesses what did you say? You’ve upgraded from getting the attention fo your foes to gaining their direct ire. You can get under the skin of your enemies easily... Meaning that in their blind rage they’ll be easier to read, and unable to focus their attacks well on your allies, directly focusing their wrath on trying to kill you for your wisecracks.

Flurry Rush (400): You’ve learnt that the most vulnerable moment for an enemy is right after they tried and failed with a lethal strike. In the moment, a singular critical moment, after an enemy misses an attack on you, you can exhaust yourself with a furious series of deadly strikes in retaliation...while not enough to end a fight on its own, it is likely to force the enemy to be more careful in their approach, and is a seriously painful reprisal of its own accord.

Wind Warrior (400): Riding the waves has taught you to carry your strikes on the wind...and now, the wind itself is your weapon. You’re able to ‘carry’ your melee attacks with a surprising amount of reach by having the force of the attacks strike the wind, able to whip up slashing and bashing bursts of air with your blades and thus surprise your foes who don’t watch their footing.

Red Lion (600): You are alike to the legendary admirals in your ability to control the battlefield. You know how, with just your voice and will, to startle foes with shouts that carry damaging power just like 'Wind Warrior' - allowing you to use Distraction and Sailor's Mouth effectively across the battlefield and even cause some minor damage with just your words.

Beyond this, your attacks can easily stagger your foes and open up opportunities to Flurry Rush on their lonesome, with no need to wait for your enemy to leave themselves open. Good sailors know how to ride the waves. The greatest sailors make the waves they need.

Researcher

Wise Defense (100): Others may simply react to enemy's attack and move out of the way, or even just directly endure the blows to their armor and bulk. That seems inefficient when you could simply not be there in the first place - and you don't need to be a mind-reader either. By observing and intuiting the strategy of your opponents, you can easily maneuver yourself to outwit them and move outside of where they are effective...though a particularly intelligent or powerful opponent may simply attack from such a vector that even knowing the attack will be helpless in avoiding it.

Studied Skill (100): Magical research in Hyrule is not a simple or often feasible task. The great academies that once filled this land are no longer quite existent, and any lessons that may be had are from old texts, through a variety of topics, and often requiring cross-referencing to even start to tap into true power.

You have done the initial legwork, at least. You're very well educated by Hyrulean standards, having a solid grasp of a variety of basic scholarly pursuits, such as history, religious studies, and natural sciences. You may have a specific expertise, such as in the study of culture, or in the natures of stones, or the natures of creatures, but you have enough study and experience to be able to read and begin to understand most any tome of knowledge or lore.

Magic Meter (200): The thing about magic is that, in the end, it is about manipulating the energies and nature of the world to your ends. But magic does not rest easily within a person - not unless they are blessed in some way. For those who aren't, there's the Magic Meter.

An invention every magus eventually creates, you have the ability to create a small storage for the magical energy that can be gathered from natural environmental energy sources such as plants, flowers, or specially empowered fauna. Places with more obviously magical energy to draw from such as the forest of the Kokiri or the Fairy Fountains will quickly fill the Meter, but even extracting the fiery aspect from Peppers and the watery aspect from melons can be done to fill the meter. This energy can be used in any variety of ways, but the most direct routes are given by “Magic Theory” and “Magical Thesis”

Magic Theory (200): While most spectacular uses of magical energy will be based on your object of study as a researcher, just using a Magic Meter to create simple phenomena is a straightforward process for all Researchers - this set of abilities giving you some immediately useful if basic tools. You're able to magically animate mundane objects to perform the function they were originally designed for, as well as enchant a wand or staff with the ability to use Magic Meter to either glow with light for a few hours or create a pushing force with power based on the amount of Magic Meter expended to perform the spell. While simple, these tools will make a number of tasks such as preparing your reagents or delving into dark forgotten tombs much easier.

Mystical Sense (400): You don't study magic as long as you do and not be able to sniff it out with the best of them. You can easily notice and intuit when magical effects are afoot, and not only that, but know a trick to use Magic Meter to get further information on the nature, location, and nature of that magical phenomena as to get a more precise read on every bit of information needed for it.

Magical Thesis (400): Your basic toolset has expanded, giving you access to a number of much more useful tricks to call upon in addition to your focused studies. You're able to locate specific objects, create phantom images, conjure forth debilitating webs to hamper foes, open or lock doors and containers with magical locks requiring a specific trigger to open, float through the air, or even infuse Magic Meter into an object to turn it into a temporary 'bomb.' Your “Magic Theory” abilities utilizing Magic Meter are more effective too, having greater potency or becoming easier and less expensive in meter to use.

Magical Resistance (600): To master magic is to know how to shield from it. You're able to take some time to create a ward from Magical Meter that protects you and dampens the power of hostile magic towards you, giving you greater resistance and defense against both magical attacks as well as effects that would negatively effect you - though stronger spells with greater amounts of magical meter expended could overwhelm the ward and force it to 'break', becoming unusable until you repair it.

● **Occultist**

Occult Study (200): Occultists are those who delve deep into studying and replicating the phenomena associated with various magical locales and phenomena of Hyrule. Taking this option grants you further insight into one of the following phenomenas, with a set of new uses and abilities for Magic Meter depending on which you choose. This cannot be purchased multiple times.

- *The Deku Forest*: You have studied into the nature of the unfettered wilderness represented by the forests of Hyrule. With your use of magic meter, you are capable of creating charms and accessories that bend the wilds to your whims - giving you primal instincts that allow you to move with grace and speed through hilly, wooded, and thorny brush as well. You are also able to expend magic meter to create magical weapons from wild stone and wood, take the form of various flora, command stinging insects to attack and scout, or speak with the very woods themselves.
- *Malice*: The cycle of Demon Kings and darkness has caught your attention, and you now know how to replicate some of that calamitous nature with your Magical Meter. You are able to conjure black explosive beams of destructive power, instill a powerful demonic energy into your other spells, instill terror in your foes, wreath your hands in withering energy, or drain the very life from your foes with a touch.
- *The Twilight Realm*: You have studied into the various strange shadowy realms that often mirror Hyrule, be they the shadow plane that the Twili were imprisoned in for many years or the depths below the surface of the earth.

- With your study into the mysterious and shadowy, you are able to create charms that allow you to summon forth a spectral wolf to serve your will, speak silently with anyone in eyeshot with telepathy, go without sleep or see in the dark, or summon forth dark giant hands which will grab and grip at foes, leaving them helpless.
- *The Sacred Realm:* The Sacred Realm is the home of the Goddesses and where the Sages rest when they fall, and through glints into that realm, you have learnt how to replicate and use some of the phenomena associated with that holiest of places. You are able to instill divine essence into your weapon, grant the flames you create with your magic a holy bent that deeply harms Malice-aspected creatures, rise from a dying state with renewed energy, or create bursts of divine flame and light as you strike your foes.

Occult Mutation (200): Your study into more primordially magic phenomena has resulted in you creating a focus out of your Magic Meter, allowing you to manifest and use your magic in a way that other researchers can't at the cost of your Magic Meter design becoming less efficient at storing or gathering magic. Choose the form of your new Meter design. This cannot be purchased multiple times.

- *Swords:* Your meter is now also a form of melee weapon, an unbreakable if otherwise unimpressive tool that allows you to directly strike with your gathered Magic Meter's energy, expending it for further destructive power allowing you to directly propel the blade or bludgeon for greater speed and ferocity, as well as allowing you to change its shape by expending meter, even at a moment's notice.
- *Wands:* Your meter is now a focus for summoning forth a magical creature, able to directly transmute your Magic Meter into a form befitting your Occult Study, or otherwise resembling a Keese. You are able to borrow its senses and command it to attack or defend you with your willpower alone.

- *Coin*: Your magic meter has taken the form of an amulet that protects and empowers you, allowing you to expend your magic meter to grant you luck and competence for a short amount of time or otherwise create a temporary reflexive magical shield against weapons and spells. It can also be expended to grant you momentary flashes of insight to aid in your research or seeing a critical moment to strike a foe.

- *Cup*: Your magic meter has now become a bubbling font of power, taking on the nature of your Occult Study subject if you have one or otherwise being raw blue flame - you are able to directly transmute the contents of your meter into force with a startling purity, creating beams, fists, or even bombs instinctively without the necessity to use specific reagents. In addition, this power may be simply sent out as a fluid that curses your foe, the bubbling ooze hampering their movements and their ability to think straight until it's removed.

Fabricated Fate (400): Your study into the flow of Hyrule's natural magic allows you to slightly shift the winds of fate in your favor - able to bid your surroundings to aid you, perhaps a slight stone to turn your enemy's pace, or the wind to carry you faster as you flee from your foes. These are minor adjustments, and require some amount of Meter to perform, but they can be critically important - and sometimes, a small amount of meter will cause an already hostile environment to act in full force against your enemies.

Advanced Mutation (400, requires Occult Mutation): You have intensified your design of the mutated Meter, allowing you to have a more flexible and powerful expression.

- *Swords*: Your meter has gone from being just a weapon to a full panolpy - your magic meter is now the entirety of a set of armor and shield in addition to the weapon, allowing you to instantly reinforce it or shape it by using magic meter - in addition, the weapon is innately reinforced and much stronger even without using magic to empower it.

- *Wands:* Your familiar's shape and strength are enhanced, as it becomes tougher, stronger, able to fly or swim much faster, and its natural weapons becoming magically. In addition, you are now capable of speaking and interacting directly when you borrow the familiar's senses, possessing it completely. Finally, your familiar is able to enhance your attack magic, guiding it and enhancing its accuracy as well as using the energy to bind any foes that are struck by your magical strikes.
- *Coin:* Your talisman's defensive and enhancing capabilities are now much more fearsome. The defensive shield it creates now inflicts painful reprisal on foes, sending them scattering in retribution, as well as enhancing your mind to the point you can read and speak all languages - including translating cyphers and encoded speech. Finally, you are able to share the Talisman's benefits with others - either extending your protection to them or allowing you to instantly arrive at the side of anyone protected by or wearing your talisman.
- *Cup:* Your font's oozing curse now is much more useful and diabolically powerful. Foes affected by the bubbling cursed ooze now can have their vital life essence sapped, growing weaker and their mind eroded the longer they are under its effect. The ooze becomes hazardous, even the fumes coming off of it harming foes, and as a final insult - those who survive the ooze may escape with the curse settled in their soul, weakening them long-term...and those who don't, leave behind an angry ghost that serves your will until the next dawn, departing to the afterlife by the morning's light.

Eldritch Augur (600, requires Occult Study): Your mastery of Hyrule's realms is absolute. You have access to every Occult Study's expressions, granting you the spells of every Study Subject and allowing you to mix multiple forms of Occult magic together into strange new expressions.

● **Technologist**

Technological Training (200): The study of Technologist often requires one to be careful with volatile substances, work with metal and glass, and know the history of the various peoples of Hyrule and what their technology was capable of.

You have all of this training, being an effective blacksmith and tinkerer, deeply familiar with the old languages of Hyrule, and able to handle explosives extremely precisely.

War Magic (200): The tools of the old masters. See how they are used where others may use a large rock. But at least your weaponry is fancy. You're capable of using Magic Meter to enhance the durability and power of weaponry, launch ammunition and bombs with just your will, and twist metal as well as wood to your will.

Beyond this, you are able to instantly repair machinery and metal using magic meter, 'detonate' the magic inherent in reagents or magically crafted items, shape stone, and even potentially 'steal' other's crafted items by hijacking the flow of magic within them.

Ancient Armaments (400): You have learnt the art of creating "Ancient Cores", specific forms of magic meter that can be used to enhance weapons and armor. While you must invest portions of your Magic Meter to do so, each Ancient Core invested in a piece of specially crafted ammunition, weapon, or piece of armor drastically enhances its power as the core projects a blue energy around the enhanced piece of weaponry or armor - with an entire Magic Meter's worth allowing for a weapon to easily carve into Hyrule Castle's walls on its lonesome, or an armor piece of similar power able to withstand cannons and the crushing power of Hinoxes and similarly massive beasts without a scratch.

Construct Expertise (400): You have learnt how to craft Ancient Cores similarly to Ancient Armaments, but instead of enhancing weapons, you're capable of creating Constructs - armored artifacts that powered by an Ancient Core, serve your will. You will have to create these vessels

You're also well-acquainted with the constructs of ancient Hyrule, from the various societies that constructed them - able to recall information about their strengths and weaknesses easily. You could create a number of minor constructs, or create fearsome behemoths utilizing Ancient Cores all within a single construct - with an entire Magic Meter's worth of Ancient Cores allowing for a singular destructive machine comparable to perhaps the Divine Beasts that were said to have been used in battle against a previous Demon King.

Master of the Ancient (600): You have gone beyond simply reworking metal and glass to channel magical power. Through perhaps unwise techniques, you have become partially an Ancient Core - nonmagical equipment becomes instantly enhanced with that blue mystic energy in your hands, and unadorned armor becomes enhanced with plates of blue magical power. You are able to recharge the Magic Meters of others with your touch, though using your body as a source of Magic Meter for yourself or others draws from your life essence, and requires you to devour rare metals or gems to recuperate the energy of your Ancient Heart.

● Witch

Witch's Broom (200): The most fundamental focus of the Witch, the Broom represents their creed - a witch is strongest in their home. You are able to tie your soul to a broom, granting it the ability to fly swiftly and making it a strong magical cudgel. Beyond that, the Broom is able to act of its own accord to protect you or otherwise serve your will, either communicating with you silently or acting of its own volition when not in your grasp as a faithful servant.

Ritual Expertise (200): Of all researchers, the Witch is the most experienced in gathering the most potent and useful materials to channelling magic as well as restoring their Magic Meter. You're skilled with gathering insects, hunting animals, gathering herbs, and simple herbology and the use of natural venoms as a cure. You're easily able to survey an area and mark out what parts of it are most useful to create "Workshops" - small artificial locations of massive magical power, created by arranging the flow of magic using special materials and structures in such a way that you are able to use magic without expending any Meter while within its boundaries. At first, it will only be practical to create a Workshop the size of a humble kitchen. But with time, that area may grow in size - perhaps to the extent of a Witch's Forest.

Multitasking (400, Requires Ritual Expertise): Your ability to command your Workshops is to the point you could serve the purpose of multiple researchers all at once. You're able to command your tools with much more complicated and almost life-like commands than "Magic Theory" allows, with tools, workstations, and such in your Workshops working independently.

Their precision and capabilities are such that they could fully prepare ingredients, cook the food, and then serve the meal all autonomously.

Beyond that, this means they are wonderful for gathering, preparing, and storing reagents for your magical abilities such as by working your gardens or scribing your recipes.

Syrup's Medicine (400): A very broad and powerful form of magic, Hyrule is known for its plurality of potions due to the art of the Witch being a common calling for researchers. While intensive on magic meter, within a Workshop, it only requires time and resources to create effective and powerful elixirs with a variety of strong effects.

Your crowning achievement is the Longevity Syrup, slowing if not stilling your aging entirely with simply a few drops, only needing a single drop to be effective...though requiring rare and deeply magical materials to create en masse. Beyond this, the effects are almost too grand to number: Able to change the shape and form of those who drink the elixir, enhance their physical proportions, grant them resistance to the elements, grant them speed, healing their wounds, even restoring magic meter!

The main limitation is that even at the most basic level, a simple red potion would take an hour or two of work, some hearty materials, and a significant portion of a magic meter. It's best to create these within a Workshop in order to minimize the difficulty and make a number of these "bottled spells" ahead of time.

Master of the Hearth (600, requires Ritual Expertise): Your connection to your Workshops is phenomenal. You are able to meditate and mentally transport yourself to any Workshop you have created, issuing commands with "Multitasking" and otherwise able to survey the area of your Workshops with total bird's eye view.

You could manipulate the materials stored within it, look over your written notes and any other stored information in your workshop, and even communicate through a phantom voice to people within these Workshops.

In addition, you're able to even draw energy and restore your Magic Meter from a distance using this meditative link. Doing it through this meditative link is slow, but it doesn't require you to seek resources and extract energy from them like others must to restore their Magic power.

- **Wizzrobe**

Elemental Focus (200): The Wizzrobe way is couched in the focus on an Element. When you select this, you may choose from Fire, Ice, or Electricity. You are able to use Magic Meter to efficiently generate, control, and command that element with great amount of precision and power. Create waves and chains of fire, constructs of ice, or warp electricity to create snaking chains of destruction. This cannot be taken multiple times.

Wizzwarp (200): You are able to transform into a mote of energy based on your Elemental Focus, or otherwise a small fairy-like form, to quickly and discreetly travel - able to evade foes with ease in that small form...though being damaged in that form is deeply painful and disrupts your magical abilities.

Elemental Master (400, requires Elemental Focus): Your expertise with your element is so great that not only are you outright unable to be damaged by your chosen element. Beyond this, you're even able to saturate the area around you with your element by expending Meter, changing the weather - fire causing blistering heat waves that allow for wildfires to rage harder, ice creating freezing blizzards, and lightning creating rain and thunder that crashes down on the cowering enemies. You're of course able to use the elements generated by the weather as raw material for your spells, making casting much much easier.

Superior Magic (400): Wizzrobes have very little utility, but what they can do is master using magic as a weapon of mass destruction. You're able to use your elemental magic to wreak havoc, using less Magic Meter to expand your elemental attacks to take out entire groups of enemy warriors in blasts, and your intensity with your magical damage is such that opponents that would otherwise be immune to fire, lightning, or ice are able to take damage from your use of it.

Master Wizzrobe (600, requires Elemental Master): The most vaunted of positions. The Master Wizzrobe is one that wields all three elements with equal finesse, allowing you to truly bring forth death and destruction in all its forms - and utilize the weather permeation effectively.

Sage

Sage Domain (Exclusive and free to Sage): Each Sage is unique within their generation - chosen from Earth, Forest, Fire, Water, Light, Shadow, Spirit, and Wind. The essence of this power fills your soul and body, giving you unique magical power related to it. This Domain matches your Speciality, and allows you to generate as well as control that element and related phenomena...though the perks given by their related specialty will give more specific and fine-tuned uses, as many of these abilities are straightforward without training - throwing goutts of fire, raising the earth, or casting an area in shadow.

Sacrifice (100): The most recognized ability of the Sages, you are able to give of your own body to manifest harmful or restorative energy - your blood could be transformed into a missile of destructive magic, or restorative light with greater amounts of potency based on the amount of life essence used this way. Unfortunately, this loss of life essence is rather difficult to heal - while extended rest could restore it, even magical healing cannot mend this sacrificed life essence until proper time has been taken to recuperate.

Bless and Bane (200): Your connection with the elements that move the world and shape its happenings allows you to even bid your element to assist your allies and hinder your foes - the environment and existing sources or examples of your element shifting in ways to assist or hinder whomever you apply this Magical Aura to.

You can only affect a single individual with this, and the ability for the elements to affect the enchanted individual are not necessarily supernatural - susceptibility to heat or cold, sapping their energy, or the shifting of the earth under their feet to steady or stumble whomever is enchanted.

Divine Body (200): Your form has been blessed by the energies that course through the land, giving you a measure of its vitality. You require very little food or water, or even rest, to maintain your strength - and disease finds it difficult to find purchase on you.

Immortal Body (400, requires Sage Domain and Divine Body): Your body's blessing has advanced - you are now truly ageless, non-magical disease finds itself impossible to wear your body down, and your body can sustain itself without food or water indefinitely - requiring only air as the energies of the lands you walk directly invigorate your body.

Sacred Sage (400, requires Sage Domain as well as Bless and Bane): Your control over the elements and your ability to enchant others with your domain's element is greatly enhanced. Your bane and bless now become directly magical, with a blessing of Wind allowing one to take to the air as their movements are carried by blustering gales, while a bane of Wind would have swirling tornados surrounding and assaulting an enemy, as an example.

Miracle (600, requires Sage Domain): The power of the world and the elements that move it is no small thing. For a single moment, you can unleash your element in a dramatic display of power, using its capabilities to perform some grand mystical feat - the domains of Light would be able to banish all darkness and Malice in an area, even within caverns and caves, the domain of Forest could cause a verdant rush of growth in the middle of the Gerudo Desert, and similarly mythical feats. However, this display of control and might can only be performed once until the dawning of the next day - and there are some things that elemental domains are incapable of, even at this level of divine intervention.

● Earth

Mountainous Expertise (200): Your connection with the stone has given you a measure of expertise with the wtools and weapons known to crack earth - you're a supernatural prodigy with crushing and bashing weapons, such as hammers, flails, and maces. In addition, you're able to use armor to a greater effect than others - able to infuse it with the nature of stone to reinforce it while you wear it.

Tremorsense (200): You are able to detect movements and the presence of creatures through the ground touching your feet, allowing you to sense even invisible foes as long as they stride along the ground. You are also able to climb stone and mountain with a strange alacrity, as if you were walking on the rock directly.

Earthen Safeguard (400): Your body becomes more like the stony earth that you represent, giving you resistance to toxic substances and sickening influences, to the point they have little to no effect on you. In addition, you can grant those you have blessed with Bless and Bane this benefit as well.

Down to Earth (400): The earth puts humility in those who are touched by its power. You're skilled at creating spiked, rough terrain with your power to hamper your foes - and you're even able to use your Bane to chain them with stone, sending flying enemies to the ground and slowing ground-bound enemies to a crawl.

Stalwart Soul (600): Your soul is reinforced with the vigor of the mountain. The effects of supernatural fear or fascination cannot take root in your heart. You are able to plant your feet such that it is near impossible to move you from where you stand without earthshaking power, your body is infused with the might of the Earth. Your skin is much tougher, and you can survive wounds that would leave others miserable wrecks of bone and blood.

● Fire

Firey Expertise (200): Your connection to the flames has given you the fury of an inferno in battle - you're extremely skilled at utilizing bombs and blades in tandem, even able to infuse your element into them to increase the potency of their destructive power.

Heat Sense (200): The fire within the bodies of those around you can be seen by your eyes. You're able to sense sources of heat and cold around you with supernatural precision - acting as a natural thermal vision to detect invisible foes, or those hiding in the darkness. Though cold-blooded beasts may evade you a bit easier this way, those who slither in the dark will find it difficult to evade your attention.

Flame Immunity (400 , requires Sage Domain - Fire): A faithful servant, normal and even magical fire does not harm you or those you Bless - even smoke and heat do not have an effect on you and those you grant your blessing, allowing you to walk through infernos unharmed.

Forger's Soul (400, requires Sage Domain - Fire) : You are able to wield flame to reinforce weapons, armor, and items - shaping them with your will over the Forge's heat, as well as granting them supernatural features and flame. Weapons made this way can easily become legendary...

Furious Flame (600, requires Sage Domain - Fire): The Flame hears your call, and it fights fiercer than any other. You are able to use your Bane to curse a foe to be susceptible to fire, any resistance or immunity falling away as a true flame scorches their soul. Beyond that, the fire seems to act as a beacon, those who are touched by your cursed flame created by Bane becoming much easier to strike and wound by allies.

● **Forest**

Forested Expertise (200): Your connection to the forest allows you a survivalist's skillset. You're able to use the weaponry of the woodsmen - crossbows, small swords, nets, and whips - with ease, as well as having a broad and useful knowledge of survival strategies in wooded areas.

Ranger's Discipline (200): The Forest's secrets are even more known to you know. You're able to climb and leap through trees with the speed and control of a squirrel, your nimbleness making you a slippery foe while battling within a forest. Beyond that, you're able to take advantage of this skillset to attack with effective skills in bows from the branches of the trees as you dance across the canopy effortlessly.

Land Stride (400, requires Sage Domain - Forest): The Forest knows its own. Brush, vines, thorns, and other forms of verdant obstacles will move of their own will to allow you safe passage, with even magical plants hesitating to strike.

Beyond this, you can even impel the same obstructing plants to assist you in hampering your foes, or assisting you in moving faster through the forest. You are able to grant this passage to those you have Blessed.

Wild Aura (400, requires Sage Domain - Forest): The irrepressible aura of nature flows from you like a font. You and those you deem allies cannot be influenced by magical enchantments while you are still awake, illusions and supernatural charms failing before the raw power of true nature. In addition, you are able to grant the expertise from “Ranger’s Discipline” to your allies through this aura.

Nature’s Sanctuary (600, requires Sage Domain - Forest): The Forest will not strike you, even when at its most feral. Natural beasts and plants bow to you as a natural ‘sovereign’ of the wild, and even those cursed with maddening rage or touched by malice find it difficult to bring their rage to bear against you - even potentially holding back from an attack against you despite their cursed nature.

You are able to impel wildlife to assist you in battle, and one who uses normal trained animals to attack you may find their beasts turning against their masters as the Wild reclaims its own.

● Light

Radiant Expertise (200): The connection to the light of justice and courage gives you a crusader’s skillset, to stand against Malice and all it taints. You’re a natural knight, well suited to using armor, blades, and bows - with the ability to grant them a sharp edge of daylight to further harass your foes, burning them with purity.

Noblesse Oblige (200): You are able to sense the burdens of others around you, the darkness or evil that is plaguing them, and follow its source - allowing you to purge the world of supernatural sources of pain.

Inspiring Light (400, requires Sage Domain - Light): Your soul’s light spurs on others to greater victory. You and those around you have a strong resistance to fear both normal and supernatural, petrification, and ensorcelling mentally affecting charms.

In addition, those who are blessed under this light have a supernatural light follow their attacks, giving additional damage and accuracy.

Warding Flare (400, requires Sage Domain - Light): The Light defends you. You're able to create a burst of sunlight with your light-wielding abilities in response to enemy attacks, blinding mundane enemies and for those touched by Malice, causing searing pain as they are repelled by the light.

Sealing Curse (600, requires Sage Domain - Light): The Light's judgement will not be ignored. You're able to create chains of light that hamper the power of magic and monsters, causing a wizard's mind to fray while they work their abilities and mind-melting pain to Malice-empowered beasts as they struggle under your Bane - to the point that you could use the chains of light to shatter an enemy's spell at cost of ending the Sealing light's effect.

● Shadow

Darkest Expertise (200): Your connection to the sacred night gives you a familiarity with what must be done. You are supernaturally skilled with all manner of small and sharp stabbing weapons such as rapiers and scimitars, as well as hand crossbows. Beyond this, you're extremely comfortable in the world of skullduggery, able to lie, threaten, steal, and sneak among the best of them with the shadows themselves shifting to assist your efforts.

Shadow's Disciple (200): You have a deep connection to the Shadows, and they return to favor. You are able to see through darkness as easily as daylight, and while in shadows your ability to wield knives and your skills with criminal activity become greatly enhanced - as if the shadow itself was using you as a conduit while doing dark deeds.

Enveloping Shadow (400, requires Sage Domain - Shadow): You are able to create shadow from thin air, allowing you to perform your feats of Sagehood even in the midday. Beyond this, you're capable of granting the features of "Shadow's Disciple" to your allies using the ability to Bless - in addition, those you bless now are swifter to take action in battle, moving much faster when threats bare down.

Swift Shadow (400, requires Sage Domain - Shadow): Your speed and movement is such that the shadows now feed off of it - your ability to manipulate Shadow is now greatly enhanced by your physical prowess and dexterity, with fast and accurate motions of your body allowing for enhanced feats of magic this way.

Aura of Truth (600, requires Sage Domain - Shadow): As master of shadows, that makes you master of mystery - and thus, you can strip falsehood and lies from your foes. Your allies cannot have their senses changes or taken, blinding lights and deafening sounds failing to hamper them - and in turn, you can strip invisibility and other stealthy means from your enemies around you, with your Bane even causing their tongues to grow heavy and lame when they speak lies, their hands freezing up when they try to thieve or sneak items.

● Spirit

Spirited Expertise (200): Your connection to the desert and dry lands grants you skills associated with the nomads who wander the Gerudo desert. You are supernaturally skilled with scimitars and all manner of bows, with lightning coursing through your weapons wielded in this way - shocking strikes casting your foes down. In addition, you're extremely slippery in combat, moving quickly and able to duck away from opponents who engage you in melee freely.

Climate Endurance (200): You know that the desert's cruelty comes in two forms - the scorching heat, the freezing nights. You can survive both easily, your body untouched by the pain of extreme climates - though true magma and ice still will cause you pain if it touches you directly.

Vigorous Aura (400, requires Sage Domain - Spirit): The energy of an undying Spirit fills you and your allies - your bodies cannot be paralyzed and your minds are resolute, unable to be hampered by stunning or stalling magics. Your speed and endurance are enhanced as well.

Stupefy (400, requires Sage Domain - Spirit): Spirit is the energy of movement, of clarity, and of will. You can then steal these from your foes, if you so desire.

You're able to slow the reactions and perceptions of your enemies, sapping their ability to act quickly and to draw their weapons in response to intruders. Beyond this, you can use your Bane to sicken foes, their bodies weaker to disease, deprivation, and body-altering magics.

Storm Safeguard (600, requires Sage Domain - Spirit): Your body is untouched by lightning and thunderous noise, becoming immune to the damage of the storm. You're able to wield this stormy element as a shield against your foes, walls of lightning punishing those who strike you, and grant the protection of lightning and thunder to your allies that you Bless.

● Water

Flowing Expertise (200): Your connection to water and the cold lands allows you flexibility and power while within flowing and still waters. You are a supernaturally powerful swimmer even by the standards of the Zora, and enemies who try and attack you beneath the surface will find you much too evasive for their liking. You're skilled with cutlasses and pikes, allowing you to easily swing these weapons swiftly and forcefully even while submerged.

Water's Disciple (200): Your connection to Water makes you uniquely adapted even by the standards of the water dwelling peoples to live beneath the surface. You are able to breathe water and air easily, you're a proficient fisher, and can navigate boats and other nautical means of transport naturally. You are also much more resistant to the cold and icy magics.

Swift Current (400, requires Sage Domain - Water): Your knowledge of water's magical properties and natural properties is such that while submerged, your insight into water's ways and swimming abilities enhance your capability to use water magic. Beyond that, you will find the water itself warns you of foes, able to detect incoming threats through the ripples in the waters nearby.

Purge (400, requires Sage Domain - Water): Your ability to curse your foes is deeply enhanced, and you're able to easily use water as a form of hampering force with ease.

Banned foes will find that their ability to dodge and maneuver is drastically reduced, the water in their bodies refusing to cooperate, and their skin becomes much more vulnerable to cold and icy spells.

Adaptive Aura (600, requires Sage Domain - Water): The Water flows in ways it needs to continue its journey through the lands. You and your allies share that nature - your forms cannot be changed or cursed by magical abilities, remaining constant in your ways. Beyond this, you are immune to the harm imposed by cold and watery magics and weapons, and those you have Blessed gain the features of “Water’s Disciple” as well as this immunity to cold and water-like magics.

● Wind

Howling Expertise (200): Your connection to the open fields and open sky grants you swift and cunning skills with bows and other ranged weapons. You’ll find your arrows curving through the wind to strike your foes, and often striking lethally at that.

Wind Speaker (200): Your ability to hear the wind is such that you have a number of strange proficiencies - you’re able to accurately detect the speed and direction of the wind, the source of wind (such as from magic or mechanical means), predict the weather, and have a deeply sharp sense of sound and smell.

Unfettered (400, requires Sage Domain - Wind): You can’t be kept down. Spells and weapons that restrain or otherwise trap you are much less effective, and at its worst you can even use the wind to release yourself from those restraints.

Wind Soul (400, requires Sage Domain - Wind): The soul of the storm allows you to take to the air on your own will, flying with control and effectiveness that would give even the swiftest Rito pause. Beyond this, you’re able to grant this flight to your allies freely, with their speed becoming faster if you Bless them in this time.

Wind Wall (600, requires Sage Domain - Wind): The Wind will not stand interlopers. You are able to conjure up howling gales that turn away projectiles both magical and mundane, with the ability to sweep enemies away in their wake away from you with their power.

Scion

Patron's Power (free to Scion, 200 undiscounted otherwise): The magic born only of taking or accepting it from the naturally empowered beings of Hyrule. You are able to work small magics aligned to your Patron's nature similar to "Magic Theory" - though instead of requiring Magic Meter, you must draw upon the power source of your Patron.

Drawing too much power this way requires appeasing the Patron or otherwise performing sacrifices of wealth, performing services, and otherwise taking effort to restore the energy you use for this power - even if its stolen. You cannot take this perk multiple times.

Legend Lore (100): One does not become a Scion by accident. You are well versed with the myths of magical creatures and locales within Hyrule, allowing you to seek them out and find the truth in the story.

Immutable (200, Requires Patron's Power): Your patron's blessing has become so grand as to take root in your body. Magic that targets specific types of creatures fails to see you, and magic that would change your form against your will is protected against - burning your Patron's power to do so, however.

Patron's Affinity (200, Require's Patron's Power): Embracing your patron's nature, you are much more persuasive, intelligent, and have greater insight when interacting with creatures matching your Patron's nature - Draconic, Fey, Aberration, Constructs, and Undead.

Patronage (400, Require's Patron's Power): Your relation with your patron is such that you now can act as a vector for it - you're able to grant "Patron's Power" as an ability to your allies, matching your Patronage. In addition, you are able to grant them "Patron's Affinity" if you also possess it.

Life Unending (400, Require's Patron's Power): The Gift that all secretly wish for, from the creatures they ask power from. You have a method of agelessness and otherwise freedom from a natural death due to the influence of your patron.

- Dragon scions gain the indefinite lifespan of their patrons and get a boost in their draconic powers for each lifetime they live.
- Fairy scions gain endless youth and cannot die of old age.
- Poe scions, if they would die of natural causes or old age, instead become a form of undead that does not require food, water, or rest, and cannot age.
- Sword Scions may attune themselves to a weapon they craft to become a ‘vessel’ of their soul - if they would be slain, they transform into a Sword Spirit that rests within the blade. (This occurring counts as a chain failure.) As long as that crafted vessel sword is held on their person, they do not age and cannot die of natural causes.
- Mask Scions can, upon death, choose to transform into a living mask construct - possessing creatures to serve as their body and remaining conscious within the mask, a construct that can float and use magic freely. Transforming into a mask upon death does not count as a chain failure, but destruction of the mask does.

Unshackled (600, Require’s Patron’s Power, Patronage, Life Unending): You are no longer a Scion, but a being of great power yourself. You now fully can access your “Patron’s Power” freely as you count as your own Patron.

In addition, you are able to grant the powers from your Patron (such as Dragon’s Rage or Restful Aura) directly to any you see fit, and put upon them the same restrictions that “Patron’s Power” put upon you.

- **Dragon**

Dragon’s Rage (200, requires Patron’s Power - Dragon): You are able to call upon the bloody wrath of a Dragon, your strength increased manifold and your skin becoming tougher and more powerful as this rage overtakes you...but also requires constant conflict and pain to maintain this over time.

Dragon's Claws (200, requires Patron's Power - Dragon): The Dragon's natural weapons are now yours to command - able to form your body to manifest claws and fangs, with supernatural skill for you to wield them.

Dragon's Breath (400, requires Patron's Power - Dragon): You can pick between Cold, Fire, Lightning, and Acid - you are now capable of utilizing this element much more effectively in combat, and can spew forth a powerful wave of this element from your mouth by utilizing power from your patron.

Dragon's Heart (400, requires Patron's Power - Dragon, requires Dragon's Breath): Your attunement to your draconic nature is much grander, allowing you to grow a pair of wings that can send forth bursts of startling wind - in addition, you resist the elemental damage attuned to your Dragon's Breath. Finally, your gaze can bring forth a form of supernatural intimidation - the sheer predatory power in your soul freezing the weak-minded in terror.

Dragon's Form (600, requires Patron's Power - Dragon): The dragon's soul is now yours fully. You're capable of using a great amount of power to transform into a magically empowered Dragon. You're towering in this form, with strong scales and overwhelming physical power -enough to lay waste to a village on your own muscle.

● **Fairy**

Restful Aura (200, requires Patron's Power- Fairy): As an avatar of a life-giving entity, even being around you and in your good graces is soothing. You're able to ensure your allies rest fruitfully and well, able to sleep peacefully as well as their natural recovery being made much more effective and quick.

Fairy Form (200, requires Patron's Power- Fairy): You are able to take on a form reminiscent of the various fairies that gather around the Great Fairy that blessed you.

While in this form, you become a small magical creature with a glowing body, able to fly freely and dodge nimbly with the ease of a dragonfly - allowing you access to crawlspaces where others may be stopped by their bulk.

Avatar of Life (400, requires Patron's Power - Fairy): Your mastery over mystical vitality is now such that you are able to mend wounds with your innate power, and in general your healing abilities are much more effective both magical and mundane - you'd make a wonderful medicine-maker if you so desired.

Half-Magic (400, requires Patron's Power - Fairy): Fairies are known to be more magic than meat, and you're no different. Your vitality is infused with your magical power, meaning normal weapons have greater difficulty damaging you - as they are displacing magic rather than tearing flesh and blood.

Fairy's Magic (600, requires Patron's Power - Fairy): Fairies are known chiefly for their ability to enhance and empower others - and you've become a master of that aspect of fey magic. You're able to temporarily grant yourself and allies the powers of "Magic Theory" and "Magical Thesis", as well as mimicking spells utilizing Magic Meter that you witness using your own fey power as a fuel.

● Mask

Maker of Masks (200, requires Patron's Power - Mask): The nature of the power given by the Mask is to transform - you are capable of creating a mask of your design that grants you the ability to give yourself a suite of useful transformations. You are able to change your appearance and body freely while wearing this mask, grant yourself claws, fangs, spines, or horns, or grant yourself the form of the various peoples of Hyrule - Rito, Gerudo, Goron...as well as their basic capabilities, such as the Rito's flight or the Zora's water-breathing.

Face-Wearing (200, requires Patron's Power - Mask, requires Maker of Masks): You've advanced your art of Mask making to the point you can now create masks that resemble a variety of wildlife, though truly Malicious monsters cannot be transformed into this way - even so, this allows for transformation into wolves, cucco's, bears, and other natural beasts easily. You retain the greater of your strength and the beast form's power.

Two-Faced (400, requires Patron's Power - Mask, requires Maker of Masks): Your mask holds a dark power within it, and now the true depths of that power is unleashed - you are capable of 'fusing' the various forms you can access with Maker of Masks and Skin-Wearer, allowing you to act as hybrids of beast and person, or fuse the features and capabilities of multiple races. Some of these combinations may be unwieldy or horrific, but their power is unquestionable.

Malicious Power (400, requires Patron's Power- Mask): You are able to tap into a dark and heady power, enhancing your body with dark power much like Malice - giving you greater physical might and enhancing your magical capabilities while using this power. Your transformations become much stronger while using this, as well, with the size and ferocity as well as the prowess with natural abilities your transformations possess becoming monstrously greater.

Fierce Deity (600, requires Patron's Power- Mask, requires Maker of Masks): A form befitting the most true conduit of the Mask's power is now yours to access. While in danger or facing a powerful foe, your mask is capable of transforming you into a "Fierce Deity" - a larger and more powerful version of your normal form with a number of enhancements and a visibly accented change to your features, demonstrating a new tier of power. You lose control during this transformation.

You become nearly twice as swift, gaining the powers of "Magic Theory" and "Magical Thesis" without needing to expend Magic Meter to use their effects, your body becomes much stronger and durable, and magic is much harder to use to hamper you. The most impressive change is that a massive magical weapon you can wield with ease forms from the power of your soul, with a devastating amount of magical power that could subdue even the various "bosses" that follow the Demon Kings of this world with ease. Once the danger to you passes, however, the Fierce Deity form fades to be used at a later time.

● **Sword**

Speaking with Steel (200, requires Patron's Power - Sword): You've learnt how to communicate with your Patron, the spirit resting within your blade. As part of this feature, you gain access to a weapon of your design that holds the Spirit within.

This weapon is capable of speaking with you as a comrade, has a personality that is at least complementary to yours, and will assist you in battle - its power gives it a greater killing edge, it will adjust its movements slightly to give you greater accuracy in combat, and it can utilize magic similar to “Combat Magic” on your behalf - though its store of power is limited and utilizing that magic too greatly will dull the Spirit’s blade, making its power as a spellcaster and weapon much worse unless manually sharpened and maintained.

If the weapon is destroyed, you may craft a new vessel to transfer the spirit into. It will be otherwise inert and resting within your soul till a new blade is forged for it to rest in.

Blade Arts (200, requires Patron’s Power - Sword): Even without a spirit to guide it, you know how to draw out the latent courage and power of a weapon. You are able to channel your will into a weapon you’re wielding to unleash Force energy, the weapon momentarily enchanted and awakened to serve your will and move on its own accord to defend you, attack your enemies, or unleash Force in the form of crackling energy.

If you have “Speaking with Steel”, it is capable of using Force to enhance its “Combat Magic” and can use your stamina to enhance itself with Force energy, greatly enhancing its base power and swiftness at cost of tiring you as well as dulling the blade - requiring time to resharpen and repair it.

Awaken the Spirit (400, requires Patron’s Power - Sword, Speaking with Steel): Your Sword Spirit’s power has grown as you have trained it and granted it power.

Your spirit is now capable of manifesting a physical form of your choosing, becoming a combatant who can assist you in battle - wielding natural weapons that carry the biting edge of the weapon it inhabits.

In addition, your weapon is now capable of striking on its own power, floating and wielding itself beyond the physical form the spirit takes on. You may easily treat the Spirit as a Companion from here on without any issues, if you so wish.

Arcana Unleashed (400, requires Patron's Power - Sword, Requires Awaken the Spirit): With the empowering of the spirit, truly legendary features start to manifest. Your weapon and the Sword Spirit gain a powerful magical aura, elemental energies of your choice from the Sage's domains shrouding the blade and now easily usable by the Sword and its Spirit as magical power. This power is similar to the power over an element given by "Sage Domain."

Great Blade's Spirit (600, requires Awaken the Spirit, Patron's Power - Sword): Your Spirit has become much stronger - no longer tied to one weapon, your Spirit is capable of inhabiting multiple weapons at once, and can control and utilize these weapons simultaneously. The Sword Spirit still can only manifest one physical form, but it can access the features of any weapons it inhabits. In addition, the Sword Spirit and any blades it inhabits are incredibly powerful as weapons against supernatural beings - able to wound the divine and the damned with great efficacy, in a manner not dissimilar to the Master Sword's ability to deeply wound Malice and the Demon King.

● **Poe**

Blood's Power (200, requires Patron's Power - Poe): You know that all life fuels death. You are able to sacrifice your life energy similar to Sage's "Sacrifice" feature to utilize dark magics that have potent effects - summoning forth shadowy Malicious demons, instilling terror in your foes, meddling the memories of the innocent, or summoning forth black flames that strike with explosive power.

Soul's Nourishment (200, requires Patron's Power - Poe): All death fuels life. You're able to 'drink' the souls of the undead, draining energy from Poes and Stals to restore your health - it's not an efficient process, but it's a good way to recycle your minions. Beyond this, you are able to use "Blood's Power" to gain command of undead around you - though greater numbers cause rebellious souls.

Spectral Nature (400, requires Patron's Power - Poe): You have become an entity like a Poe - you're able to float effortlessly, become invisible, and your body is resistant to poisonous and malicious magical damage. Your body also slightly shifts to resemble an undead this way.

Knowledge of the Night (400, requires Patron's Power - Poe): The dead whisper to you. Your mastery over the boundary of Life and Death is such that you are able to draw power from it in ways others could only dream of.

You can reach into the hereafter and rip knowledge from the countless souls of the dead, at first this allows you to mimic "Magic Theory" and "Magical Thesis" with power drawn from the afterlife to fuel these power, but as you study more you can try and draw further spellcraft from the shades of fallen wizards.

Beyond this, you can resurrect the recently slain at your leisure - this does not heal them, so any injuries they still possess are kept, but they can be kept alive until healed...or simply kept in whatever state they're in, if you so desire.

Melody of Shadow (600, requires Patron's Power - Poe): You are a living font of death. You are capable of manifesting a field of deathly energy, sapping at the life force of those around you, instantly slaying plant-life in your vicinity and draining the life force to restore yourself similar to "Soul's Nourishment." Beyond this, any creatures that die while within this field of death rise as Poes and Stals without fail.

Items

You may take four 100 CP items for free, take four 200 CP items at a discount, two 400 CP items at a discount, and finally choose two 600 CP items to take at a discount. You may freely import any existing items that fit the item's nature.

Adventurer's Weapon (100): A weapon of fine make, any weapon of appropriate design that would be easily accessible by the military factions of this land's nations is yours to wield now. The blade is remarkably easy to repair and sharpen with normal materials. While it's nothing special it's a weapon that won't fail or falter when the time is called for to fight.

Adventurer's Armor (100): An armor worthy of a soldier, this armor is similar to that used by the Hylian soldiers at the height of the kingdom's ascendancy. While that makes it a mundane set of armor, it is well-fitted, surprisingly easy to move in, and a simple matter to repair with mundane materials.

Any warrior, no matter how skilled, is one strike away from serious threat. But at least with armor like this, you can withstand quite a bit more - at least a handful of such strikes.

Lon Lon Milk (100): A delicious drink from the healthiest and happiest heifers in Hyrule, the bottle has a strange mystical essence of the warmth of the ranch it was harvested from. The dreamy pureness of the milk is such to soothe your pain, mend shallow wounds, and give you a shot of energy at a vital moment. The bottle is mysteriously refilled on occasion, presumably by a fairy's action.

Skull Mask (100): A mask said to have been carved from a Stalfos' head, it carries the residual nature of the servants of shadow within it. While wearing it, your scent and presence is minimized to monsters born of darkness or inherently hostile to humanity - while wearing it, you will find those monsters do not strike at you without cause. They may attack out of hunger or to fight back against an attack in turn, but they will not start aggression simply due to you not also being a monster.

Stylist's Circlet (100): An item created by a legendary and fantastic hairdresser, this circlet allows you to manipulate the color, length, and styling of your hair at will. While you can't grow hair past your waist with this power, and any hair shaved off while wearing the circlet disappears, it still is an effective way to express your style...or perhaps perform a bit of espionage.

Magic Bottle (100): A bottle enchanted to 'preserve' that it holds, it's effective at holding all kind of materials and keeping them both fresh and fully held - even ephemeral materials such as the spirits of the undead or magic energy could be contained by this bottle. You may purchase this multiple times, but only the first purchase is free if chosen to discount.

Adventurer's Pouch (100): A bag woven with fibers taken from the mystical forests of this land, the bag is capable of holding 10'items' (although similar items appear to be bundled together, such as various bombs or arrows only taking up one slot) easily without weighing more than a single pound. The pouch itself must be able to be wrapped around the items in question, and in itself it is the size of a potato sack.

Cheval Rope (100): A 20 foot spool of magic rope that is incredibly sturdy and flexible - requiring truly superhuman strength to break. It's an effective crafting material, and if this spool ever becomes shorter than 20 feet, it will unwind and return to 20 feet in length.

Expert's Ring (100): A magic ring that features a ruby carved into a clenched fist. While wearing this ring, your fists and feet are hardened, allowing you to strike harder with your bare body to greater efficacy - as if you were striking with a steel weapon.

Ingredients (100): Rock salt, Flour, Hylian Rice, Good meat, and Tabantha wheat. A large bowl of the stuff ready and waiting, with the morning light of the sun ensuring the bowl's filled once more. With a bit of preparation, it could make a wonderful meal - or perhaps it'd be useful for some bargaining in times where gems and gold fail.

Colorful Potions (200): A pouch of three glass vials, each one with a syrup of differing color. The red potion mends your wounds, restoring light damage, mending bones and re-stitching torn skin and muscle. The green potion acts as two 'charges' of Magic Meter as explained in the Magic Meter perk when imbibed. This can be used as most forms of magical energy. The final purple-dark potion muffles the noise your movements make for a handful of hours, making it easier to sneak. The morning light of the sun restores these bottles to full.

Exotic Ammunition (200): A bundle of a hundred arrows of varying design all within a quiver. A quarter of them are topped with a firey sigil, impacting into a burst of flame. Similarly, two other quarters of the arrows are topped with a snowflake and a lightning bolt, detonating with freezing ice and shocking bolts of lightning. The last quarter have a small bundle of explosive powder and a blasting cap instead of an arrowhead, acting as a more precise form of 'bomb' when used with a bow. The quiver will refill with arrows when exposed to the morning's light.

Exotic Weapon (200): A weapon that is tuned and specifically modified with either a strange design (Such as the eightfold blade, cobble crusher, or vicious sickle) or infused with elemental power (such as a flameblade, an iceblade, and a shockblade.)

It has much the same benefits as the Adventurer's weapon, and even if it is a 'special design' weapon is powerful enough to overcome base combatants. You may purchase this multiple times for different weapons.

Elemental Armor (200): An armor designed to gain an edge in a certain environment, or protect against certain hazards. Rubber armor to blunt the power of electricity, Flamebreaker armor to resist the power of flame and heat, feathery Snowquill armor to blunt the sting of ice, and Zora armor to swim through water with efficiency and speed. They otherwise have the benefits of Adventurer's Armor! You may purchase this multiple times for different armor sets.

Super Candle (200): This crimson-flamed candle never seems to lose its light once lit, unless you pinch the wick by hand. Its wax and wick last forever. By blowing on the flame of this candle, a massive burst of flame will be produced, strong enough to defeat untrained combatants in seconds.

Book of Mudora (200): By using the pages of this magic tome, you can translate any written language to any language you know within seconds. The book gives you no insight into how the language is spoken, however - but the ability to decipher the runes and warnings in ancient temples is nothing if not vital for an adventurer.

Fairy Instrument (200): An instrument of your choice, infused with the whimsical magic of the forest and the fairies. The sounds made by this Fairy Instrument are amplified such that even over the din of battle and storms they can be heard clear, and any magical songs or chants performed with the Fairy Instrument as a focus are easier. With time, you may even learn how to ask the instrument to play songs you request of it on its own accord, allowing you to truly be a one-person band.

Heart Medal (200): A golden medal with a heart shaped ruby set in its center. While wearing the medal on your person, physical damage you take is absorbed by the ruby's magic until it would be enough to kill an experienced soldier from this world, at which point the ruby's light dims and the magic is discharged. The damage absorbed by the medal 'wears off' at the healing rate of the prevented wounds for such a soldier.

The shine of the morning's light will recharge the magic of the ruby within the medal and cleanse it of any absorbed damage. You may purchase this item multiple times.

Clawshot ((200): A device said to have been created by ancient Calatians, it appears as a gauntlet with grasping mechanical claws. By aiming the clawshot and firing it, the claw will shoot out at high speed with a magical chain extending about 50 feet from the device. The Clawshot is capable of dragging you towards heavy or entrenched objects it grasps, grabbing small objects and bringing them close, or allowing you to grasp at enemies large and small in similar fashions.

Goddess' Pendant (400): Three small gemstones emblazoned with the emblem of one of the three goddesses, hanging on sturdy leather cords. Each one possesses a blessing of the goddess it represents: Courage's blessing grants you blessed agility and an aura of determination, charm, and confidence that protects you from the fearsome aura of demons. Power's blessing imbues your body with great vigor and strength, capable of lifting and throwing oxcarts on your lonesome, and the overabundant life force enough that any mortal poison fails to take root in your form. Finally, the blessing of Wisdom clarifies your thoughts and insights, allowing you to make connections between information much quicker and act without indecision or confusion - protecting your mind from magical manipulation in addition. You may purchase this multiple times, up to 3 for a set of all three Pendants.

Royal Armament (400): A weapon of your choice, with similar constraints as "Adventurer's Weapon." This weapon, however, is reinforced with a blessing of endurance and might, and is made from the finest materials and with masterwork design that gives a signature look of regal elegance and opulence. The magic ensures that the weapon repairs itself if damaged in small ways, and the weapon is mighty enough to even give the demon king pause - if wielded by a true warrior.

Roc's Cape (400): A magic white cape that ends in blue accents. While wearing the cape, your ability to take to the air and control your descent is immaculate - you're able to leap into the air as light as a feather, both high into the air and across great bounds.

You're able to slow your own fall and take action while falling, unimpeded by the velocity.

Blessed Hawk's Eyes (400): This hawk-looking mask is designed to be worn over the upper half of the face. While you wear it, you can at will cause distant objects to be magnified to your eyes. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

Bombos Medallion (400): This medallion appears as a golden disc about six inches in diameter, with a swirling design engraved on its surface. By slamming the medallion on the ground, you activate its power, sending out a wave of powerful flame that circles out from you in a spiral, immediately followed by a series of thunderous explosions - enough to wipe out a battalion of knights on its own.

Pegasus Boots (400): A pair of magical boots accented with white feathered wings. While wearing the boots, you're able to sprint swifter than any steed on your lonesome - and even your strikes seem to carry an unerring speed with the enchantment, allowing you to leverage your velocity into greater strikes with the speed granted by the winged heels.

Mirror Shield (400): A shield coated in a magical, reflective material. The shield is incredibly effective at protecting you from physical harm, being almost impossible to shatter or break. Your arm is more likely to break from any force striking it than the shield, and even that would take monumental strength from your foe. But where it shines (if you will) is the reflective nature: On its own, you're capable of reflecting sunlight into an intense beam that repels and causes destructive pain to the undead and creatures of evil, even destroying weak ones entirely with this ray of light. Beyond that, the mirror coating of the shield is capable of turning spells that strike the surface (requiring, of course, the magic to be tangible and capable of being intercepted by the shield in the first place) back onto their caster with a great accuracy.

Champion's Cloth (400): A brightly colored garment said to have been passed down through the ages, worn by heroes and champions in their pursuit of greatness. Perhaps that's a lie, but what else is a story but a noble lie?

The cloth itself is flexible in how it can be worn - it can be easily changed with a bit of folding and stretching to any form of loose clothing such as a scarf, a shawl, or a tunic worn over armor.

The cloth has a protective nature of it, acting as if you were under some blessing of protection - even while unarmored, wearing the cloth at all is as effective a deterrent to blade, claw, and arrow as a hefty set of ancient plate. Any armor worn alongside it only enhances its effectiveness as a protective blessing.

Great Deku Branch (600): A heavy branch of the Great Deku Tree, worked into a magically potent and powerful artifact in its own right.

The wood of the Deku Tree has been enhanced to be sturdier than stone and steel, and a gnarled knot of spiny thorns at the end of the branch allows it to be wielded in a variety of ways - piercing with the edged point, slicing with the many thorns and leaves at the end, or simply bringing to bear the sturdy weight as a massive maul!

Each strike has the wrath of the forest etched into it, with a malicious fae energy cursing foes struck by the branch to devastating effect. Finally, the forest's magic lingers, allowing you to summon forth bellowing winds fierce enough to cut like steel or crash like thunder - or, allowing you to cushion your descent with the very same winds.

The Flute of Stories(600): A magical instrument said to have been created by a courtier of Hyrule in its ancient times, to commemorate the history of the land in all its beauty and terror. It has much the same effects of the "Fairy Instrument", enhancing the power of songs you cast and magnifying the sound it plays, but it has a unique effect beyond this.

By playing "The Song of Heroes Past" on the Flute of Stories, you can be transported to a 'past' mythical version of the area around you - a mix of using the 'current' era's materials and beings as well as magically artificial materials to populate this snapshot of the era.

The "Song of Darkest Secrets" and "The Song of Forgotten Hope" will do similar, but have slightly different bents and interpretations of the past that can be accessed - allowing you to get information and even potentially loot treasure from long forgotten areas in their prime...

Though be wary the guardians of these recreated histories, however.

Great Fairy's Tears (600): A rare substance, the tears of the Great Fairies are only collected when one of the Great Fairies has compassion for a soul that has their favor, and when that soul is on the verge of defeat.

This wine bottle is dusty with age, but the shimmering fluid is clear and magically potent. A swig of the fluid within will fill you with a surge of vigor as if you had a long, extended period of rest and recuperation to the point of supernaturally mending shorn limbs and returning your body's systems to their peak functioning.

Even a dying (though not dead) person would be restored to perfect healthy condition with a handful of the liquid pressed to their lips and down their throat. Beyond this, the healing energy is so powerful that even after being healed you are invigorated enough to push past your limits for the first few minutes after healing.

Water poured into the bottle while it still has any Tears left within it are converted to more Tears, but the Tears of the fairy evaporate within minutes of leaving the bottle.

Red Ring (600): While wearing this gold-banded, ruby-emblazoned magic ring, your body becomes sturdy as the castle walls - while magical damage still retains its power against you, any strikes with fist, claw, blade, hammer, arrow, and even bullet are much less effective as your body becomes as difficult to damage as the tallest of walls in Hyrule Castle in its prime.

Holy Ring (600): A ring with a Kite Shield-shaped gemstone. While wearing this ring, you gain an impressive level of defense (night-immunity against that form of magic, except if it is wielded by Demon Kings, Gods, or Archmages) against the magical energy associated with the color of gem inset into it - Sapphire for Fire, Ruby for ice, Emerald for lightning, Diamond for cursed energy, and Amethyst for divine light's power. This cannot be purchased multiple times.

Crystalline Power (600): A crystal encapsulated around a point of light, this gem is said to contain a power directly granted by one of the Three Goddesses.

By holding the crystal into the air and evoking an incantation based on the crystal's patron goddess, you can activate its power.

The power of Din allows you to detonate a monumental fireball of divine might centered on you, and while holding the Crystal in your possession you may transmute any weapon you hold into a firey blessed version, giving it greater fearsomeness as a weapon.

The wisdom of Nayru allows you to create a defensive shield that protects against all but the strongest of attacks, but requires focus and mental energy to maintain - with each attack causing a mild disruption that must be managed. While holding the crystal of Nayru in your possession, you are able to hang onto life much easier - even if you take mortal wounds, as long as an enemy doesn't outright end your life by dismembering you, you will recover and be able to be healed.

The courage of Farore allows you to create 'anchor' points in the world, and by invoking the power of the crystal, allow you to return to that point whenever necessary. You can only have one anchor active at a time, but you can destroy and create anchors at will. While holding the crystal of Farore on your person, the power of malicious and transformative magic is much more likely to fail against you - allowing you to use your determination and sense of self to force curses and other magics to fail even if the magic normally allows for not attempt to resist.

This may be purchased multiple times to get an additional unchosen crystal, up to a maximum of three for the entire set.

Golden Armor (600): Throughout the history of Hyrule, there have been monsters so fearsome that only the most seasoned and talented of hunters could stand to fell them. This armor is made from their parts, arranged into a set of imposing armor. The armor gets its name from a story about an ancient king of Hyrule setting bounties for monsters - the crown would exchange proof of a kill for its weight in a substance based on the dangerousness of the quarry, with the most legendarily gruesome beasts getting any proof of kills exchanged for their weight in pure gold. While no longer practiced, the name stuck. This armor carries the brutal instinct and natural skill at combat those monsters held in life.

The armor is incredibly protective, requiring weapons and magic capable of felling city-scouring dragons to effectively overcome, and while wearing it you can feel the armor move of its own accord into battle, enhancing your swiftness.

Your instinct for taking advantage of openings in battle is greatly enhanced, your ability to ignore pain and continue fighting is invigorated by the spirit of the monster to the point you could fight furiously even while having limbs ripped off, and the sheer monstrous will to live brimming within the Golden Armor allows you to carry on through both powerful curses as well as mentally devastating effects as long as you're in fight-or-flight mode. An armor made by the strongest champions, forged of the strongest beasts, and carrying the strengths of both.

Magic Cape (600): A cape of bright red, this artifact can be activated by flourishing the cape and speaking the word "Disappear!" While you wear the cape after activating the artifact, you become invisible for 5 minutes, and intangible in the bargain - becoming completely formless and silent as you move at a quicker pace. While this can only be used a dozen times before the cape becomes inert, the morning sun's light will recharge its energy once more.

Companions

The Mad and the Valiant (100): This land is harsh to those who wander alone. By taking this, you may bring along two allies, each with 800 points to spend. They may take a race option as well as an Origin and specialty within that Origin. This may be taken multiple times.

Drawbacks

The King of Demons (0, Mandatory): The travels through the land may be freewheeling and whimsical, but ultimately they are all tainted by some grand evil causing the monsters in the world to rise to prominence. While the nature of the King of Demons is up to your interpretation, the following must always be true: *They are a danger to the land, their hearts are filled with darkness, they are a powerful threat that even the strongest warriors and wisest mages cannot defeat easily, and they cannot be reasoned with.*

The following are examples of Demon Kings that may plague the land.

Tazall, Hylian Supremacist, Ancient Sheikah Sorceress: An ancient Sheikah witch, she faithfully served the ancestors who helped forge Hyrule as it stood in its greatest era. However, her and her fellows were also responsible for some of the most disastrous wars in history, and any distrust that non-Hylians have for the kingdom is due to her influence.

Tazall had a fanatical belief that the entire world belonged only to the Hylians, and would torture and slaughter all other peoples that she could get away with as she wished to extinguish everything that was not ruled by Hyrule - even if it meant blighting the land as she ordered the forest of the fairies burnt to a crisp. She's a powerful magician, capable of twisting minds with her dark magic and cloaking her appearance.

As a Demon King, she skulks through the land twisting the hearts and minds of rulers into becoming more belligerent and xenophobic, all the while attempting to spread a disease that would wipe the land of all non-Hylian people. The result is a land that despises mages, magic, fairies, monsters, and derides all non-Hylian peoples as monsters - driving them into furious crusades. If left unchecked, she may even drag the royal family into this nightmare and convince them to go on a tribe-scouring holy war in the name of Hyrule.

Diflaveng, Warlord of the Gerudo, Ganondorf's Heir: Ganon, and Ganondorf, names that still shadow the Gerudo people even now. Ever has the legend of the ancient Gerudo king been entwined with the legacy of demon kings, with many stories claiming that every demon king in history had shared Ganon's nature. Diflaveng seems to desire to live up to those legends in the flesh - one of the rare true Gerudo males, Diflaveng was raised in secret by a sect of dark cultists who looked to ensure the next king of the Gerudo would rule with fury and power.

They succeeded. While lacking the sorcerous power of his supposed ancestor, Diflaveng makes up for it as a leader, king, warrior, and strategist. As a combatant, he is a monster that could slay The warriors under his command are trained to absolute beasts, enhanced by the dark magic of his cultist mothers, and he leads them with a keen insight of how to best overwhelm his opponents.

Most notably, Diflaveng's army consists of any that wish for power and conquest, the Gerudo warlord opening his arms to any who see the weak as fodder for the strong. The monsters that flock to his command are fearsome and use whatever resources they can in their hope to conquer all of Hyrule and turn it into a playground for the wicked and powerful.

The Imprisoning Sword, Sword of Broken Sealing: A sword that was said to have been forged as a sister to the Master Sword, the Imprisoning Sword was used to seal a previous demon king that was powerful enough to have even defeated the Hero that rose to destroy him.

The Sword has rested faithfully in the vaults of an old knight's order, guarded by trained warriors in the depths of the most secure dungeon Hyrule could create. However, the Imprisoning Sword was not a blade as unerring as her sister - while the seal on the evil within her held for untold centuries, the malice and darkness within the blade eventually overcame her - awakening the weapon into an artifact of shadow. Malice seeps out from her in pools around the resting place of the Imprisoning Sword, and the place that once was the evil's prison is now its stronghold - the knights all turned into maddened itinerant warriors in her name, seeking the perfect wielder for the Sword of Broken Sealing.

Her servants pour out of the Vault of the Sword, seeking treasure to hoard away within the dungeon as her wandering swordsmen seek warriors worthy enough to wield her, the wealth taken meant as a lure for worthy champions. The Blade's curse is thick enough to drown her chambers, and any who are within arm's reach of her can feel a dark temptation towards power - she will surely seize the mind and soul of any foolish enough to grasp her without exorcising her fully of the Demon King's remnants.

As disastrous as the horde of monsters and bloodthirsty swordsmen slaughtering any adventurers or soldiers they encounter in "testing" their martial prowess can be, the land will tremble once the Imprisoning Sword finds her chosen wielder...as they will be a force that simply cannot be defeated in this world.

The Hero of Flame, Corrupted Guardian of a Sleeping Princess:
The chosen of the Master Sword once upon a time, meant to rescue the heiress to the throne from a Demon King. While the Demon King was defeated, the Princess was cast into an eternal sleep that only a pure heart is able to awaken.

The Hero himself, however, had been hardened by his journeys and his desire for the Princess to the point his own heart was unable to free her from her sleep.

She was laid to rest in a sanctuary far in the hills, awaiting a hero brave and true who would be able to break the spell - and the Hero of Flame tasked himself as the guardian of this resting place. The weight of duty and the blessing of his Princess made them both unaging, and over the centuries he had faithfully kept vigil over his beloved.

But the darkness that had him fail to awaken her took root, a jealousy that refused to let any other be the Princess' savior. For all the thousands of monsters that he killed for his princess, he failed as a knight in refusing to learn one important truth: No matter what he does, she does not belong to him.

The corpses of both would-be saviors to the princess and those who simply wished to rob a tomb accumulate within the grounds surrounding her estate, and the evil energy that has festered in the Hero's heart has awakened them into undead knights that seek the pure of heart across the land.

The twisted obsession of the Hero that animates these creatures and excites the monsters of the land commands those wight-knights to either drag these pure-hearted souls to the estate or simply carve their hearts from their chests on the spot to return to their master.

Those who are unfortunate enough to be taken back to the Cursed Princess' Rest are slain brutally by the hero, jealousy over the princess and envy of the purity that he lost driving him to murderous rage - any who could save the Sleeping Princess will surely incite his wrath. He is the one who protects and saves her, not any other.

A fearsome former knight who could slay Lynels in droves on his lonesome, equipped with an array of powerful magical artifacts that allow him to truly act as an intimidating opponent, his heart is his greatest weakness - the melody of the royal family, played on a magical instrument, will unsettle him enough with bittersweet memories that his fierceness in battle will be blunted.

King Harkuna Ignatius Nikita Hyrule III, Wretched Ruler: The latest in a long line of Hyrule's rulers, the Kings of Hyrule were known throughout the legends of the land as proud rulers, filled with mirth, great appetites, and a sense of justice unparalleled.

The crown weighs heavily on King Harkuna's head, however, as the reality of the courts is nothing like a fairy tale. With many of his close relatives lost to the chaos of the borderlands or intrigues within his own halls, the King hardened his heart and was known for a strict and brutal approach to all those around him - ordering executions and performing treachery at every level to ensure that he kept a firm hold on the wealth and power of the throne.

Dark sneaking shadowy servants akin to the Sheikah of old wind through the land and spy on those who This has evolved to great paranoia, and a fervent belief that only an iron hand on the throat of the nation and those within it is the key to true peace.

Despite the whisperings of madness, the King is no less effective a ruler or a lord-commander for it. His cautiousness, intuition, strategic and political acumen, and uncanny ability to foresee danger has ensured that King Harkuna Ignatious Nikita Hyrule III will go down in the legends as the king who never lost a battle - if only because he would not allow battles he was not certain to win, either by deception, bribery, or by baiting his opponents into devious traps.

However, his desire for control has become so monstrous that he now uses the power of darkness to give himself an immortal body with a potential for shadowy magics, and corrupts both the members of his court as well as key parts of his military into unquestioning and brutal monsters that serve him.

Those who survive or continue rebellion are taken to the depths of Hyrule Castle, where ancient Sheikah torture chambers twist rebels into agonized mutated and mutilated beasts that the King sics on those foolish enough to intrude in his domain. All those around him - be it his own courtiers, his subjects, or even his neighbors - will bow their heads, or have them removed. What's worse, despite all this, he retains the authority of the crown - the only allies to be found who do not respect or fear the King are revolutionaries, thieves, and other unstable allies. All else will bow their head to the throne, or see it removed.

Dinraal, Dragon-God of the Lizalfos: The Lizalfos of Faron are said to worship a pantheon of dragons, "true" dragons that are greater beasts than even the feared Gleeoks - some say that the legendary Volvagia that menaced the Gorons was one of such, though the Lizalfos who hear the tale are often incensed to hear of one of their gods reduced to a subordinate, easily felled even if a fearsome opponent. It seems there is truth to the legends, as the Lizalfos in the land flock towards a figure that has risen within their number - Dinraal, an incarnation of their god of war.

A towering dragon, large and powerful enough to uproot Hyrule Castle by his lonesome - with scales harder than its walls and power in his wings as such to send men flying with their weapons sent scattered across the land. The Lizalfos gather in massive numbers at his call, and Gleeoks bow their heads to him as an ancestral figure. Dinraal seeks to reduce all of those who do not share his scales to either cattle to be fed upon or ash left in his way.

With such fearsome power, the only hope is this: Dragons were said, in legend, to be weak if a warrior with a strong heart wielding a magic sword struck their heart. If such legends are true, then the durability of Dinraal's scales would fall away under such a strike, and the beast would die. But only if one could close the distance against such a massive beast - overcome scouring winds, scorching flames, and grasping claws.

Urlum, From the Great Dark Beyond: A falling star once landed in a ranch's homestead, after stories of lights in the sky.

What happens next is something out of a campfire horror story. Cattle and ranchhands twisted into grotesque beings, blue light shining from their eyes and parts of their body turned into strange shining metals and crystals. The nature of Urlum is unknown and foreign to Hyrule, but the monsters and malice seem to recognize it as a King of Demons and so they flock to the land that is overtaken by the Great Dark Beyond's king. In turn, they are transformed into more of those enhanced "creatures."

They seek metal and flesh wherever they can find it, the creatures crawling out into the neighboring lands to the Forsaken Ranch Estate and thieving all metal - as well as slaughtering all they meet to take their bodies back to Urlum. The name itself is only known by the chanting of the tongues of the "taken" - "All is Urlum. You will be Urlum." The monsters are at first seemingly relentless, tough versions of their former selves - but more 'dangerous' advanced versions of the monsters with spider-like metallic limbs and eyes that launch explosive beams of light will appear as the infestation grows.

At the heart of the infection is a creature that resembles a floating statue, white-marble with the same blue metal. It floats in the air, with many arms each covered in the same 'explosive beam' eyes - with metallic skin unmatched in durability by any except perhaps the holy metal used in construction of the master sword. It opens its systems to convert material into more that it can use to create metallic constructs occasionally - the only way to access its weak points, besides the many eyes across its body. It is an intelligent but ruthless entity, using its dark constructs to convert the world in its own image.

Forsaken by Farore (+100): The power of Courage has failed you. You find it difficult to risk your life for anything, and you can easily be convinced to either give up or run away from conflict. In a dangerous land, this can be considered an overabundance of caution, but it does mean you're likely to lose fights you might have won if the enemy was confident and able to put up a greater front - not to mention you're likely to get a reputation for being a coward and a flake, seen as a liability by anyone who knows you.

Supply Concerns (+100): The land's wealth has been drained by both conflict, banditry, and the predations of the Monsters that are loose. Even simply acquiring food and items of utility such as torches, arrow, or rope will now be difficult - expect any useful treasure or items to be hard-won, found only in the hearts of the demon king's vaults or hoarded fiercely by greedy merchants.

Riddles of the Land (+100): Everywhere of consequence is now much harder to navigate - the townsfolk have messy ways of dealing with outsiders, the ruins require strange puzzles to overcome, and anything important to your goals is almost surely hidden in riddles.

Scent of Prey (+200): Monsters and evil people alike see you as an appealing target - often lying in wait to rob and assault you, hounding you across the land, and coming in droves. Even in the heart of the safe towns across the land, you'll find that opportunistic people are drawn to you with ill intentions - and often cloaking their ends until they've already put you in a precarious position.

Forsaken by Din (+200): You find it hard to take up arms against others - you either are truly unskilled at combat or you see the value inherent in life, but even against monsters you find it hard to get your fighting spirit ignited. You'll often either fight in self defense or simply as part of a retreat, favoring peaceful or stealthy solutions if they're possible and even sometimes withdrawing if violence is the only way forward.

Despised (+200): You are considered foul by the civilized people of this world. Something, perhaps a bounty, perhaps an infamous crime, or perhaps the aura of a demon king, makes it that you are deeply unwelcome by the governments of the land. Only heretics, freaks, and rebels will see you as worth interacting with outside of extreme duress.

The Treasures Beyond the Land (+400): If this is not your first Jump, you'll find that your various abilities and more powerful treasures have been scattered across Hyrule, squirreled away within dungeons and guarded by fierce monsters. In order to re-acquire your powers once more, you'll have to defeat these guardians - often they will wield power comparable to that which they are guarding.

Incursion from the Other World (+400): A dark mirror of Hyrule...the Dark World is a constant within this land's legends, be it the myth of Lorule or the supposed homeland of the Twili. Those legends may yet be true, but the nature of whatever realm of shadow is seeping into Hyrule is nothing like the myths. Certain parts of Hyrule seem to lead into the Other World...

It's unsettling by nature, and unpredictable to escape. The Other World resembles an empty, broken, scattered version of Hyrule - with hallways that are too long, forests that seem devoid of anything but echoing birdsong and identical clearings, and furni Any people there are warped in proportions, speak gibberish, and seem to barely be sapient at first.

The Other World is hostile to life, both subtly and not - while there are occasionally violent entities, twisted by the nature of this mirror world into horrible pursuers...what's more likely to occur is that it's simply barren - nothing in the Other World can sustain life.

Food that is devoured from this land is empty, disgusting, or simply unable to be eaten properly. The water is an illusion, or seems to almost strangle you on the way down. The air itself seems to press and choke on your body in a subtle way. Attempting to turn the way you entered might let you leave. Or it might lead you into a deeper layer, with more of the recognizable details of your surroundings giving way to strange shapes, colors, and even further stranger entities and phenomena.

Be wary - if you don't stay alert, you may find yourself only spiralling deeper into a land that is more and more hateful of you even breathing...

Forsaken by Nayru (+400): There are many ways one can be imperiled by a lack of wisdom - be it ignorance of safety of your food, or the hunting patterns of monsters, or understanding when you've offended a powerful individual. Your foolishness manifests in a subtle and incredibly dangerous fashion - you almost reflexively assume everything will go your way, that you are on top of the situation no matter what, and that you're smarter than anyone else around you.

You find it difficult to take preparations against unexpected situations, and you'll consistently underestimate the dangerousness and intelligence of everyone you encounter, even letting them get advantages over you simply because you have that much confidence they can't harm or even inconvenience you. That might be true. But all it takes is the right mistake.

Forsaken by Hylia (+600): There are folk remedies and wards against evil that every peasant knows. The scent of the Sundelion repelling monsters, that they spurn the light of day, that arrows carrying divine light can slay the demon king without fail, that weapons and tools of silver overcome the infernal hides of monsters, or that symbols of Hylia or the Three Goddesses ward against their approach.

While not every legend is true for every monster...a curse laid upon you now makes all of these effective ways of suppressing your powers, aggressively damaging you, or preventing your entry. You have a myriad of weaknesses fitting for a creature of evil and darkness, now, allowing such measures to truly be effective. In addition, you now have a legend as a bogeyman or form of spirit that is legendary for being weak to these cures - one that can be identified with great ease. The most frustrating part is that despite all this, monsters and malice still see you as prey, so you are scarcely even safe in the shadows...

- *Embraced by Demise (-200, requires Forsaken by Hylia):* Or perhaps you are. The curse that is laid upon you now has an effect on the creatures of malice - they now see you as one of their own, and Malice does not sap your life force on touch. They may still pursue you if you are weak or a liability - evil is not so sentimental as to turn up a good meal if it's one of their friends - but now you are able to claim some sanctuary within evil's power for your stay here.

The Cycle's Unwinding (+600): The legends say that a demon king rises, a hero rises in turn to defeat them, and there is an era of peace after. The cycle, in its predictability, brings some measure of hope to the people. They know that if the demon king is brought low, there will be a long era of light and peace. They know this - that doesn't make it true. The hope has been dashed - the land will not know peace until you leave this place.

Every fallen Demon King will bring more in their place - perhaps even multiple rising up to menace Hyrule or one another if one of the Kings is victorious. If they find that they are being defeated by a lone hero or their allies, they will cooperate and use their combined powers to defeat that hero - taking no mercy. Even if all the Kings are defeated, and managed, the damage from their rampages is incredibly difficult to repair - the land heals much slower, and each disaster provides further disasters to clean up after.

Notes:

- * Don't ask me questions

- * Also while you can join up with the demon king pretty easily, the Imprisoning Sword actually taking you as its wielder is an ego death with the Demon King taking over if you want any actual power from it beyond being a somewhat old sword. It doesn't have to be a chain end, but...