

The Legend of Zelda - Majora's Mask
Jumpchain by Cthulhu Fartagn

The Story Thus Far

In the land of Hyrule, the evil king Ganondorf has just been laid low by a young boy dressed in green. People celebrated their savior and life returned to normal. But alas, all was not well. You see, the child ultimately had no desire to be a hero, nor to be hailed and revered as their savior. And so, he left. Taking his Ocarina, his horse, and the blessing of Princess Zelda, he set out to far away lands in search of something he had lost. Unfortunately fate and destiny - and the goddess of time - have an unfortunate tendency to play with the lives of 'Heroes', and so they drew him back along a specific path.

As he rode through the forest, he was accosted by a pair of fairies, Tatl and Tael and their friend, known as the Skull Kid. In a fit of childish whim, the fairies startled Link's horse, Epona, and knocked him off - and out. The Skull Kid then stole the Ocarina from Link and attempted to steal his horse, only for Link to grab on and get taken for a ride. Over the course of chasing after him, Link would fall down a startlingly big hole and into the basement of a clock tower - and yes, I know that sounds odd.

In another world entirely, things are subtly and quickly going very very wrong. The land of Termina is watched over by four Giants, Swamp, Mountain, Ocean, and Valley. In times long past, they lived amongst the people of Termina and did so in harmony. One day however, they decided to watch over the people from farther away, and so the four giants took one hundred steps away from Clock Town. The people were sad, but none more so than a child who had managed to befriend the Giants, the Skull Kid. When they left, he felt alone, betrayed, abandoned, all those wonderfully nasty things. In order to fight them, he took up pranking, something that quickly turned most of Termina against him - including the four Giants, who banished him to Hyrule. Unfortunately, Hyrule is where he met Tatl, Tael… and the Happy Mask Salesman, from whom he stole a mask of terrible power. This is where the two stories converge into one.

The specific details of what happens next are somewhat irrelevant, but what matters is this - in three days, the moon will come crashing down onto Termina at the behest of the dark power contained within Majora's Mask. Link will use his position as the Goddesses favored to create a time loop in order to gain more time, and with any luck will eventually stop the moon from falling.

You, meanwhile… Take arms against the Skull Kid, cower in fear of the Moon, or flee Termina to save your own skin, I care not. But know that you will be here for ten years.

+1000 cp

Origins

Drop In
How odd. Even in Termina, a land that stands as mirror opposite to the land of Hyrule, you still manage to stand out as something out of place. You'd think in the negative world you would be back to normal, but apparently not. Regardless, you are not a part of this world. Or… Perhaps you are, and are merely something long forgotten?

Merchant
Like any decent city, Clock Town is rife with merchants and salesmen trying to make an honest living - and one or two trying to make a dishonest one. From men happily selling masks to bankers desperate for something to hold onto, and even the owners of games and challenges galore. There's someone selling pretty much anything these days.

Prankster
Oh, you little rascal, give me back my notes - hah, got you! Ahem. While normally each world would have a villain, it would seem that Termina's villain is nothing more than a childish Skull Kid, something you now have in common with him. Even his - Your? - evil plan is just you acting out for attention on account of being lonely. You're going to force them to pay attention to you!

Runaway
Was the pressure too much for you, Jumper? The expectations too high, that you would ascend even further into myth and legend, when all you wanted was an ordinary life? After all that, perhaps simply leaving for a while and allowing yourself to fade from their hearts and minds might be a good idea? Unlucky you then, to have wandered into yet another grand adventure.

Age / Gender
Your age is 2d8 + 10, and your gender is the same as last jump. You can choose both for 50 cp.

Discount Rules
100 cp perks and items are free to respective origins, and the remaining perks/items are 50% off.

Perks

Drop In

100 cp - The Forgotten

Not every hero goes down in legend. Not every saviour is remembered. Not every wandering swordsmen has witnesses to his great deeds. Inevitably, some will slip through the cracks of memory and history. And if you so wish, that can be your fate. The hero who slew Majora in ages past, the knight who fought Demise long before even that… Did Link not leave Hyrule for this very reason? All you have to do is step out of the limelight and people will simply move on with life, without even the inkling to tell a story. Are you sure this is what you wish?

200 cp - Three Sleepless Nights

When the forgotten hero was drawn into Termina, it was an empty and desolate land. Much of its residents had already gone to face the man-eater in hopes of a wish, and were eaten for their efforts. But not the hero, because he struck up a conversation instead. But, I've moved away from the point. There was no civilization in those days, no farms, no forest, just an endless wasteland. He stayed there for three days and three nights with no rest, no food, and no water, and he seemed just fine. You now also share this hardiness, able to continue on for three days before needing sleep. More importantly, this isn't exceptional for you, merely a result of your absurd stamina. You can go even longer without food or water.

400 cp - Man Of Many Masks

A person has but one face, and can wear but one mask. And yet, there are a truly astounding number of masks available here in Termina. In fact, a good portion of their culture seems to be based on them. But what if you could wear more than one? Surely that would be a skill worthy of legend? Well, you can. Specifically, you can designate two masks as being 'worn' by you, in addition to the one on your face. Don't ask me how it works, it just does. Maybe you're holding them in your hands and pretending those are more heads? Finger puppets? Although… I'm not sure if I should be trying to warn you off using several transformative masks at once, or encouraging you to do so. I'm sure it would be interesting either way.

600 cp - Armor of Wishes

When the hero of old slew the man-eater, the beast vanished into thin air, it's body long since replaced by naught but spirit. It's armor was the only thing left of it, the same armor that was supposedly able to grant wishes. The hero took that armor, and began to carve a mask from it. Much like him, you are now able to create masks of power from fallen foes, the more powerful the better. They do not need to be masks that transform, like the other masks made from the dead, but if you wanted one, you know how to make one. Also of note is the fact that such a mask would weaken the power of your foe if they were to ever return to life, trapping them inside the mask instead of truly bringing them back.

Merchant

100 cp - Happy to Strike a Bargain

It's all well and good to simply buy and sell odds and ends, but in truth there's always more to it than that. Make no mistake, you can haggle like a proper shopkeeper, but sometimes you need a bit more. Specifically, you sometimes need a favor from a would be hero in order to get something done, something you can't do yourself. And that is where you shine, negotiating over services rendered. Finding someone to bargain with is up to you, but I assure you that you'll get a good deal.

200 cp - We Made A Deal!

And you always remember a deal, especially a profitable one. With that in mind, it would seem that Termina is currently undergoing a number of events that might leave your memory of such transactions… Less than stellar. However, not so for you. Such things, the manipulation of time, erasure of memory… Well, so long as it concerns a deal you've struck then your memory will be left untouched. Just be careful not to get ripped off anyways, like a certain banker likely will be. All that money into his account… during the time loops. And out once they end. That poor banker.

400 cp - Begone, Troublemaker

The Happy Mask Salesman lacks the power to directly confront the Skull Kid - the child could simply outrun him. And once he acquired the Mask, he could fight back far better than the Salesman could. But that doesn't stop the Salesman from skulking about, following the Skull Kid as he tries to get it back. He seems to have a… Unique form of transportation. Simply flickering between two spots, two faces, a change with no in between. Short range teleportation, by all accounts, and surprisingly stealthy to boot. No more than a few dozen feet and certainly not very fast, and yet it seems to be able to pass between Termina and Hyrule. You'd have to actually find such a passage to traverse however. Lucky you, you're the only one able to leave this mess.

600 cp - Purveyor of Unusual Goods

The Happy Mask Salesman is currently seeking out Majora's Mask after the Skull Kid stole it. He seeks to prevent something terrible from happening… Like the moon falling out of the sky. Bit late for that. In truth, he probably should have left it where it lay, inside the tomb it was buried by the ancient tribe that guarded it. That said, he seemingly did an excellent job of guarding it during his time owning it. When a cursed artifact is in your possession, it's not quite so cursed. Anyone seeking to track it's dark aura would have a harder time, the curse's effects would be weakened, and the evil permating it's very nature would not whisper so loudly in your ear. Just be warned - you may be able to carry it safely, but the curse is by no means gone. If it should leave your hands, it would be restored to full power.

Prankster

100 cp - Unusual Friends

In truth, most of the Skull Kids 'pranks' are meant as nothing more than a desperate attempt to not be forgotten or abandoned. Unfortunately, all it does is drive people away from him. Well, despite those habits most people of Termina seem to be willing to give him the benefit of the doubt once or twice. He seemingly joined the bombers gang and used the telescope at one point, and was friends with the four giants at another. Much like him, even people who know that you're an unpleasant imp, a certified prankster with a mean heart, are willing to give you a chance to not be that way… or for you to take advantage of that kindness. Additionally, this means that people will overlook your appearance - a Skull Kid is by no means a Terminian, but there's no reason you can't get along, right?

200 cp - Unpleasant Imp

While the Skull Kid is technically an innocent child, his idea of fun often turns to darker things. Some pranks are simple things, a true picture of childish fun. Others are neither tame nor safe, such as knocking a man off his horse - and unconscious - before stealing it. As a result, you now know an interesting mix of things, some of which are pranks, yes, while others… I might call them guerrilla warfare, or maybe ambush tactics. There's no real explanation for how he pulled one over on a seasoned warrior otherwise. On top of all that, you have a sense of timing that allows you to utterly ruin someone's day with these tricks.

400 cp - Rummaging Ruffian

But of course, the skull kid doesn't seem to merely stop at breaking things - no, he also has to take a prize every now and then. The mask from the salesman, the ocarina from Link, so on and so forth. It would seem that the Skull Kid has the eye of an appraiser, able to discern value at a glance. Or maybe it would be better to say that you have an unnerving talent for determining what the 'coolest' or 'shiniest' item a person has might be. There's no telling if they'll even have one, or if you'll be able to take it from them, but you'll always know what the greatest prize is - and you'll even be able to use it with some clumsy skill, even if you've never seen or held anything like it before.

600 cp - The Mask

Skull Kids are in interesting race. Simply put, they do not have a face - or at least, they are dissatisfied with their natural wooden complexion - and as a result, have a minor obsession with masks. It's somewhat fitting then, that Majora's Mask paired with the Skull Kid so well, a child without a face and a face without a body. Yours is a bit better than that. You see, you have an affinity for cursed objects now. Not enough to use them and remain completely fine, but a resistance of sorts. Able to use some of its power before being corrupted, using more power than it wanted to give you, even forcing the artifact to act towards your own goals instead of being forced to act towards its - but again, only for a time. On the other hand, if the curse was weak enough to begin with, you could probably use it safely indefinitely. Just se wary of how long you hold onto such a cursed item, lest it become part of you, or you a part of it.

Runaway

100 cp - Go With My Blessing

You'd think that cutting and running would leave a bad taste in the mouth, both yours and in others. Maybe you had promises to keep, and they were depending on you. And yet, it would seem that is not the case. If you must leave, then bow out gracefully. People, both your closest friends and mere strangers, will be remarkably understanding. Disappointed, yes, but not bitter. Some of them might even give you a parting gift, to keep you safe on the roads.

200 cp - Trapped In Another's Form

What a terrible night for a curse! And yet, that appears to be exactly what has befallen you. Trapped inside a form that does not belong to you, cut off from all your equipment, weak, defensele - OW! Did you just shoot explosive spit at me? How did you even know you had that? Well, as you can clearly see you're the kind to adapt easily to different shapes and skills - maybe this curse won't be so bad after all? Being trapped in a body not your own won't slow you down all that much, and lesser curses might bend a tad to let you get away with far more than they ought to allow.

400 cp - Blessing of Time

Something is very wrong in the land of Termina, Jumper. The sky is falling, and there's this boy… was he in multiple places at once these last few days? Well, not quite. It seems you have the favor of some goddess, because when you muck with time, things simply tend to go right. Throughout the loop this land is stuck in, I have no doubt you will do many good deeds. But, when the loop ends, how much of them will remain? Or will you do them all, every day? For you, all of them. So long as you go out of your way to be kind to someone, to do them some small favor, when the time shenanigans eventually end, all of your good deeds will continue to have happened, even if they've long since been erased.

600 cp - Song of Healing

Strictly speaking, this is something that the hero leaned here in Termina and not something he brought with him, but who cares? You now know a very special song, the song of healing. No, it doesn't heal you when you play it, though quite frankly that would be nice. Instead, this song eases the mental wounds of any who hear it. From simply the sad or broken, to those who still wander this earth long after their time has ended. If you're willing to suffer yourself, then instead of simply curing these ailments, you'll find you can instead eject them from the listeners… And into the form of a mask. Be careful with those drawn from the souls of the dead, jumper, because those are the ones that hurt the most.

General

50 cp - Spontaneous Pipe Organ

The Happy Mask Salesman currently resides underneath the clock tower of Clock Town, seeming to while away the hours and watch the Skull Kid up above as the moon draws ever closer. When Link manages to get his ocarina back, the Salesman teaches him the Song of Healing, using the pipe organ that was conveniently located in there to play the notes. A pipe organ which was NOT there a moment ago, nor just afterwards. Hmm. Anyways, you now have the ability to summon one such instrument, the overly large kind that aren't easy to move. When you need to play some music, it will appear, and when you are done it will leave. No summoning it to use as a weapon or drop on people.

100 cp - To Spite The End

It takes a brave man to head towards danger while telling others to run for their lives. It takes someone even braver to know there's absolutely nothing he can do, and to continue smiling for those who haven't figured it out yet. And it would seem that you are one such person, able to keep smiling in spite of your own impending doom - and everyone else's. You may be shaking like a leaf on the inside, but it rarely shows on the outside. Could make for a good poker face, maybe try wasting your last few hours on that?

200 cp - Zubora Gabora

Once upon a time in a land that was naught but waves, a ghost wielded a sword with the words 'Zubora Gabora' engraved upon it. That ghost was Ganon's shadow, and the words are the names of the two men who forged it. And it would seem that you are a fellow smith, equal to the man who's blade would last a hundred years. As a result, you know the secrets of forging - but, that is merely a side effect. You see, your specialty lies in durability and the manipulation thereof. If you so wished, you could create a blade a dozen times sharper than the materials involved would suggest, in exchange for making it a fragile blade. Or perhaps that's simply how you get repeat customers? Of course, you could also forge a weapon normally and make it something to last forever.

300 cp - Romani Raising

Tell me, have you ever tasted Chateau Romani? It's the freshest, most delicious milk in all of Termina. There are even some rumours that the milk from Romani Ranch has some form of magical powers. But that would be silly, wouldn't it? And yet, I can almost believe it… Well, that's besides the point. Much like Cremia and Romani, you seem to have a way with animals. Beyond simply being able to interact with them with almost trivial ease, or them always being on their best behavior for you, it seems that your personal touch causes the quality of the final product to drastically raise. They do say the secret ingredient is love after all.

Items

Drop In

100 cp - Feather Blade

Once upon a time there was a great dragon like creature, a man-eater who laid low all who came before it. All but one. When the dragon lay defeated, the man took a fragment of it's armor and carved it into the shape of a mask. He did this with the help of a feather he plucked from his cap - a feather which quickly turned into a dagger. An unusual weapon to be sure, and I wonder what bird he claimed it from. Regardless, the dagger itself is nothing special bar two things - when used for carving, it becomes a thousand times harder and sharper, able to cut and shape metals far stronger than it ought. And secondly, it imparts a small level of skill at doing just that.

200 cp - Fierce Deity's Drum

In truth, when the dragon was faced with the man who would slay it, it questioned him. Why have you come, what do you seek, what is your wish, so on and so forth. Despite asking, he believed not a single word from the man, but was left speechless by a counter - "what is your wish?" After sitting in an empty land for a thousand years, he wished for time to move, for something, anything, to happen. The man pulled out a drum, and began to play. For three days and three nights they the man played and the dragon danced, and on the dawn of the fourth day, the dragon died. This drum may not be that drum, but it carries the same magics - when you begin to play, those who hear it have no choice but to dance to your beat.

400 cp - Forgotten Heroes Journal

Such a tale as I told you in the last two items, surely it would have gone down in history, into myth and legend, perhaps told as a tale to frighten children? And yet, this man was utterly forgotten, with no living being but himself to witness or remember his deeds that day. Thank god he kept a journal, something you now possess. This journal formless, shapeless thing, requiring a bit of input from you to become something of worth. A distant ancestor perhaps, the captain of the guard from ages past, or simply a wandering swordsman who fought the enemy you now face. Regardless of who, the journal will become a copy of their own should they have had one, offering advice and insights from the trials of their life. Or perhaps just a copy of their story - this land forgets just as many heroes as it remembers, so maybe you just need a way to find such lost legends.

600 cp - Jumpers Mask

Just as the Hero carved the dragon into Majora's Mask, it would seem that he himself was made into one at the end of his life. But, this is not that mask. This mask is you own, something that rightly should not exist just yet, if at all. Perhaps you messed with time to get it? Nonetheless, this mask contains a small fraction of your own spirit, allowing any who wear it to temporarily become a copy of you. Well, in shape at least. Any power or items it grants are entirely up to you - simply wear the mask as you practice and use them, and they will be imprinted upon the mask. This prevents you from handing away too much at once or from changing it on short notice, but thankfully it isn't being carved off your spirit to power them.

Merchant

100 cp - Backpack

Before a merchant can do much at all they have to acquire goods to sell, that much should be common sense. With that in mind, I give you this backpack. It's a bit on the large side, almost as much as an entire person, but it can hold an entire shop's worth of things inside of it. If you have good organizational skills, you could probably run a travelling merchant gig out of this bag alone. Alternately, if you want something more normal, you can choose to have a nice and simple horse drawn carriage. And a horse, obviously.

200 cp - Thieves Contract

And now, something to sell. What, don't look at me like that! Everybody needs a supply chain, and this is a fairly good one! Well, anyways. What we have here is a duo of birds and an actual contract - though, the contracts merely says 'for services rendered'. The birds are trained to attack and steal small things from passing travelers, bombs, arrows, things you can easily resell. The contract on the other hand is to a nondescript man - a different one each jump, and possibly multiple per jump if he should die - that steals some bigger things for you. You know, as in actually mugging people for their valuables instead of just their scraps.

400 cp - Carnival Games

There's a festival coming up, and what kind of festival would it be if there weren't any games to play? Not a very cheerful one that's what. Or maybe that's just the moon falling out of the sky. Well, regardless you now own a set of four minigames for your theoretical partygoers to enjoy. Why four? Because the people who set a new record get a piece of heart, and you need four of those to be worth anything! You have a bunch of options, such as the various fishing holes and shooting galleries, or even the Deku Playground or Goron Race. A transformation mask is not provided for those, so maybe don't choose those?

600 cp - Farmtown

Alright, here we go, finally a respectable source of income! What you have here is a small plot of land not too unlike the Romani Ranch. Unlike the Romani Ranch however, you're more or less free to choose what kind of goods and services you want them to help you provide. If you want a bomb maker instead of cows, that's entirely allowable. If you want to swap the dog racing minigame for a horse rental service, I have no problems with that. You are somewhat limited in that it should be grounded in things actually findable in the world of Hyrule, but beyond that you may pick any three things for your farm to produce, and by extension for your shop to sell.

Prankster

100 cp - Skull Flute

So, did you get kicked out of the city again? Have you considered not causing havoc whenever you feel slighted? Well, take a load off and have this flute. Play some music, it will probably calm you down. ...What? It's just a flute. Skull Kids like music apparently, though they don't really know any songs per say. Just this one tune by a girl named Maria? Daria? Something along those lines. Oh, and the flute can also serve as a blowgun in case you need an emergency weapon.

200 cp - Lights in the Dark

You need some friends, it's not good to be alone for so long. Thankfully, there's a pair of fairies wandering nearby - go and introduce yourself, I'm sure you'll get along just fine. As for actual use? Well, they glow a little bit so you might be able to use them to navigate at night, and they can fly so I'd assume they would make good scouts. Oddly enough, and they assure you this isn't a normal fairy thing, when you start to play music the two of them seem to get much much stronger - enough to knock a small monster off its feet and into the air.

400 cp - Majora's Mask?

Wait, what? The Skull Kid still has the mask on his face, so where did this one come from? Ah. So, apparently the Happy Mask Salesman tried to force the spirit of the mask to move on to the afterlife so it could be at peace and not be a threat to everyone around it, and it didn't quite go according to plan. Instead of healing the curse, it healed only part of the curse… Which promptly turned into a second, weaker, Majora's Mask. Absolutely not according to plan. The mask has enough power to let you levitate around, some telekinesis, will make any curses you cast stronger, and one other thing. If it should ever be separated from you, it can wield its powers on its own as it tries to make its way back to you. Not anywhere near the levels of 'wrath' or even 'incarnation', but it's still technically a boss monster. Maybe a miniboss?

600 cp - The Moon

I... I'm sorry, what? You what now? Why would you ever need this? Fine, allow me to introduce you to one of my three best friends, Mr Johnson, also known as the moon of Termina. He's… not really happy with the current state of affairs, so maybe if you did something about that? Well, anyways, as you might imagine you now have your own moon and the ability to call that moon down onto the planet. You monster. ALSO, because you might not use that if he has another use, the moon also contains a small dungeon/pocket dimension inside of himself. A nearly endless field with a single tree in the center. Near the tree are four odd children, which seem to map out to any mental issue you may or may not have. Playing with them will make those issues better, a balm on your soul or something like that.

Runaway

100 cp - Ocarina Of Jumps

No, not the Ocarina of Time. That would be way more expensive. This is merely the Ocarina of Jumps. It has the special property of shapeshifting into other instruments! On the downside, it is tied to your usage of altforms. If you turn into a Deku Scrub, you'd get their pipes. If you turn into a Zora, you'd get a guitar. Even if you turn into a dragon or a mountain - I'm sure there are options for that somewhere - you'll still have a playable instrument. Also, your skill with this ocarina will transfer over while you're changed - no need to panic over not knowing how to play bagpipes, just practice on this thing here and all will be well.

200 cp - Owl Statues

Once upon a time in the land of Hyrule, there was an owl by the name of Kaepora Gaebora. For some reason, Termina has a number of statues of him scattered all over the place. And thankfully for you, they actually serve a purpose. See, inscribed on the base of the statues is a simple song. And when you play that song, the statue will come to life and give you a ride to any of the other statues. Now, while there are a lot of them, they aren't everywhere. Near a major settlement, or outside a bigass landmark, but not in the bottom of a dungeon or anything. Close enough to be useful, but also somewhat out of the way.

400 cp - Fully Armed

Link managed to lose most of his stuff on the road into Termina thanks to the Skull Kid stealing his horse and taking the both of them for a ride. You on the other hand, have no such issue, which is why you have some top of the line gear. Your choice between the Gilded Sword and Mirror Shield for a straightforward yet powerful offensive, or the wider variety of Bombs, Bomchu, the Bow and Arrows, Hookshot, a small supply of Deku Nuts, and no less than six bottles. If you really want to, you can buy this item a second time at a discount (or discounted twice for Runaways) for both sets of items.

600 cp - Fierce Deity Mask

No one really knows what this mask is, or who it's powered by. Could be a prior incarnation of Link, like the one that slew the dragon known as Majora in the first place. Some think it's a combination of all other masks, empowered not by one, but by dozens of souls. What really matters is what the mask does. Simply put, it enhances. An avenging swordsman could become a wrathful hero, a mage of some small power could become a supreme sorcerer… I almost wonder what would happen if Ganondorf tried to use it. And, what will you become? Of course, if you wish it then the mask can always be set to a 'default' state, that of the Oni shown by Link.

General

50 cp - Blank Mask

Let's be honest, before anything else and above all other things, Termina is kinda of creepy. The moon has a scary face, the sounds Link makes when putting on some of his masks, and the fact said masks seem to run on souls? Yeah, how about no. I ain't touching that. Well, thankfully we have this. Right now it's just a blank mask with a slightly off white color. But, if you were to touch it to another mask, then it would become a copy of that mask - at least, in power. At the same time however, it would free the soul inside the original. As a trade off for this, they tend to consume a bit more magical power. Or a lot more, in some cases. Still, that's a small price for peace of mind, right? You can buy this as many times as you want.

100 cp - Bombers Notebook

Despite their rather destructive name, the Bombers Gang actually seems to exist to do good deeds and make life easier for the residents of Clock Town. Sort of link mini-Links. And this is their notebook. It is in fact, magic. Specifically, the notebook can see up to three days into the future and will make a note of anything a person might need help with. In the next few days you'll see lots and lots of things caused by the Skull Kid going on a pranking spree, but after that some more normal things should show up. If you happen to be, then the notebook is also immune to time manipulation. Not terribly useful in and of itself, but the record of 'future' deeds might come in handy.

200 cp - Tingle's Flying Balloon

Well, if you insist, I've managed to acquire a set of balloons from the wannabe fairy himself, Tingle. These balloons don't really look like anything special, but they seem to be made out of some odd material. See, whenever you blow them up, they start to float away. It's like they're filled with helium, except I don't think Hyrule/Termina knows what helium is. Anyways, one of these is enough to let you float in place basically indefinitely. Two of them, alongside some arm flapping, basically lets you fly even if you do float downwards still. Three of them means you start floating upwards. Maybe with three and a whole lot of flapping you can outrun the moon? If they break you'll get one new one per day, for a maximum of four at a time.

300 cp - Terminian Mask Collection

Temina is a land that may or may not be obsessed with Masks. They certainly have enough of them. Well, anyways, if you desire a mask of your own, then look no further. Or I suppose I should say, if you desire several masks of your own. You see, you may use this option to acquire any and all of the masks that appear in Termina. However, you will not be receiving the ones that have previously appeared in Hyrule. Beyond that, some of these don't actually do anything, you know? But, with that restriction you are allowed access to any masks you desire. The massively powerful Giant's Mask, the explosive Blast Mask, the undead charisma of the Gibdo Mask and Captain's Hat, the fairy calling Great Fairy's Mask. Er, well, not quite. There are two other masks you cannot grab. Majora's Mask and the Fierce Deity's Mask. Those are special. And already on offer.

Companions

50 cp / 300 cp - From Another Land

While Link was technically alone during his time in Termina, he still had his horse, Epona. Similarly, I shall offer you the opportunity to bring some allies of yours along with you. I almost wonder what the story would be like if Zelda had come along. For 50 cp, a single companion of yours, up to a slight discount of 300 cp for eight of them. Each of them receives 600 cp to purchase perks and items, and cannot take Companion options or Drawbacks.

50 cp - Resident of Termina

There are some who say that the world of Termia is just a dream, that once the Mask is removed from play that the world will simply fade away. Very few like to believe this, but there is a horrifying precedent that lends precedence to the theory. With that in mind, won't you save someone from the horrible fate of fading away? Or at least, take them out of Termina, if the story isn't true? Simply get them to agree to travel the worlds with you and away we go. The only limit is that they must appear inside Termina, hence the name of this option.

Drawbacks
Increased challenge, increased reward

+0 cp - Safe Travels
Is what the princess wished for Link when he left Hyrule. With any luck, you have someone to wish such a thing upon you. More importantly, with this option you can alter the details of that wish slightly, primarily on account of your actions in the past now being a part of recorded history. Perhaps you were Link in a previous visit to the land of Hyrule? Or maybe you were a demon? No matter what you were, what you are is remembered.

+0 cp - Forgotten Hero
According to the Happy Mask Salesman, Majora's Mask was a tool used by an ancient tribe of people, often theorized to be the Twil, to curse people. Eventually it was sealed away, though by their hands or after their defeat I do not know. However, in another version of this same tale, a nameless Hylian hero would face down a dragon like creature and carve a mask from it's corpse - the dragon's name, so far as we know, was Majora. If you want to, you can make this version of the tale true. They almost mesh perfectly, though there are a few inconsistencies.

+0cp - Dawn of the First Day
With the moon set to come crashing down in three days, you may be wondering what exactly you're supposed to do about that. Well, if you have the power to stop it, maybe go super saiyan and blow up the moon, great. Tons of collateral damage, but it would technically solve the problem. But, if you don't have such a method, take this drawback and scroll down to the bottom of the jump, past the drawbacks. Or do it anyways if you want a challenge?

+100 cp - How Do I Sword?
It would seem that a terrible fate has befallen you - you've forgotten most, if not all, of your combat skills. Or at bare minimum they are no longer applicable for some strange reason. Maybe your sword suddenly became a different style and so your fancy tricks won't work. Or maybe some moron changed some of the underlying principles that reality runs on for some dumb reason. It could be anything. But you don't know how to fight anywhere near as good as you used to, and you seem to be a bit less… Balanced, than you were before.
Changed Mechanics

+100 cp - Tingle Troubles
Have you ever had a day when you wake up and you aren't sure if you're still dreaming or not? Tingle has become a major economic power. Let those words sink in for a moment. Half the merchants are now wearing his horrid outfit, and all of them have raised their prices at his demand. Worse still, he seems to have somehow infected the wilderness, because there doesn't seem to be any rupees hidden in the tall grass or under rocks or in caves. Even enemies carry less of them.

+100 cp - Just A Dream
I mentioned before that this world might be a dream, did I not? The world retold from the perspective of the Skull Kid. Unfortunately for you, it would seem that this is true. All in all, it's not a horrible thing, so long as you carry the memory of your friends in your heart. Sadly, that's all you will have of them - a memory. With this, you are forbidden from taking any companions, or keeping any items not paid for with cp. The supply of bombs you bought could easily be something taken from Hyrule (or even from Link himself on the way into Termina), but anything beyond that…? Just a figment of someone else's imagination

+100 cp - A Day Without A Good Deed
Is a day that the goddess of time won't be allowing you to keep! No, really, if you were to mess around with the song of time and play it wrong, or use it before accomplishing anything that day, the goddess of time might just penalize you somehow. Specifically, if you don't go out and complete and least one sidequest per day, you aren't allowed to keep any progress you made. You could meditate all day on life the universe and everything and achieve a new level of power, but if you don't go out and be heroic, you'll forget all of it come the stroke of midnight.

+100 cp - Scrublord
It would seem that you've been cursed, jumper. Specifically, into the shape of a Gibdo, or a Skulltula. As you might imagine, this is going to put a severe hamper on your ability to do much of anything in the short term. The good news is that if you have time to wait or are particularly adventurous, you might be able to uncurse yourself all by your lonesome. The bad news is, that won't be easy. And you may be wondering, why not a Deku Scrub? Well, because Link proved that was way too easy to work around.

+100 cp - On Razors Edge
It seems you got ripped off by your blacksmith, because all your weapons are kind of shit. Your sword breaks every hundredth hit, you bomb bag disintegrates every so often, the drawstring on your bow snaps after thirty to sixty shots… They aren't even any more powerful for this fragileness, and ain't that the real rip off. Anyways, regardless of the time loops you're going to have to reacquire your equipment every so often. Hopefully they don't break in the middle of something important, because some of these things can only be acquired from inside a dungeon.

+200 cp - They Changed It Now It Sucks
Let's talk about the 3D remake. They ruined so much shit. Zora swimming, Deku Link's momentum, the fight against Twinmold… Easier or harder, it's not as good any more. Unfortunately for you, things have changed again, and all of it is now harder. Moving platforms move in new and unpredictable patterns, techniques that ought to cost nothing drain your magic meter insanely quickly, or your weapons might flat out fail to do any damage because you didn't hit the guy in the right spot. So on and so forth, an added level of complexity to a task that was just fine.

+200 cp - Targeted By “Them”
Well that’s odd. I’m not quite sure what these things are or why they’re targeting you - normally they stick to farm animals. Anyways, these odd creatures will be showing up every other night to try and kidnap you, and there’s at least a few dozen of them. If they get their hands on you, you’ll black out and when you wake up the next day you’ll have a random and unexplained phobia. If you can fight them off… There’s no actual reward for doing that, just more of “Them” the day after tomorrow. I suppose sleep is for the weak, especially since you have no time to do that anymore.

+200 cp / +300 cp - A Gift To The Great Fairy
While the Great Fairies are always useful, I don’t recall them needing a bribe of this magnitude to earn their favor? Or maybe you’re just clumsy and lost them, and the Fairies found them for you? All of you out of jump powers and items have been lost, and are currently finding their way into the hands of various spirits, ghosts, and of course the Great Fairies. If you do each of them a favor, the will return a single power or item of yours to you, with the weaker ones being closer to wherever you start the jump. For an additional 100 cp, some of these powers and items will also take the forms of masks, which will quickly be found by vagabonds, men of ill repute, or straight up by monsters, which you will have to fight to reclaim the masks from.

+300 cp - Koume and Kotake
You may recognize the name, the two Gerudo sorceresses known collectively as Twinrova. But, how did they come to be here? Are they simply the Termenian counterparts? Or did they flee Hyrule in the wake of Ganondorf’s death? So many questions, so little time, so I will go ahead and answer one of them. This is absolutely a plot of theirs to resurrect Ganondorf. With that in mind, the Skull Kid no longer has the Mask - the two witches have stolen it, and are using its power for the same goal - to drag down the moon. The mass death of everyone in Termina should be enough to bring their former student back to life. And unlike the Skull Kid, they aren’t kind enough to wait around in the same place for three days. You’ll need to find a way out of Termina and back into Hyrule before you can fight them, and you’re still on the three day time limit. And the fight with them… Well, they have the Mask, their own magical powers, and an army of brainwashed monkeys. Good luck fighting all of that while you search for them.

DAWN OF THE FIRST DAY
72 Hours Remaining

I once told you that what happened when the two stories met, those of Link and the Salesmen, was irrelevant. This is no longer true. You've been drawn into a fight you cannot possibly win. The Skull Kid, empowered by Majora's Mask, has called down the moon to crash into termina. Part of this is a childish fit of rage, and part of it is the Masks own rage and hatred for life. Regardless, the task of stopping him has been given to you. Link is nowhere to be found... Or maybe you are Link.

However, as a sort of failsafe, if you should lack the power to do this normally, there is another way. That said, it will cost you all your various powers and gear from other worlds in addition to your 1000 cp that you started with. If you wish to buy anything, you will need to take some drawbacks. The benefit to all of this? Not dying. More specifically, not failing your chain should you die or fail to stop the moon from falling.

Beyond that, you'll be granted access to the Song of Time. The song, when played upon a musical instrument, will allow for various manipulations of time. What exactly happens mostly is up to the goddess who wrote the song, but for now it simply sends you back in time to the dawn of the first day, a maximum of 72 hours. There are two other uses, but I leave those up to you to find.

In effect, by playing the song you will be able to acquire the one thing Termina does not have right now, more time. Mechanically speaking, so long as you continue to play the song every third day then the jump will move from ten years to one thousand two hundred and seventeen loops of three days. If you still haven't won after that, then you automatically lose and continue your chain as Termina burns.

Also, you have an instrument of some kind, right? I know the Runaway does at the very least. You can use that if you want - assuming you bought it - or if you have one from past jumps you can import that into the role. Any powers it might have had will be gone for the time being however.

DAWN OF A NEW DAY
Zero Hours Remaining

With all that said, if you manage to pull it off, then your instrument is upgraded, gaining powers equal to the Ocarina of time. Songs played on it may just come true, doubly so if something was actually supposed to happen. Beyond that, the Song of Time is yours to keep, alongside the loop it creates. You may use these loops up to the maximum limit of one thousand and change mentioned earlier, regardless of if it counts towards your ten years in the jump or not. Additionally, even if you do not actively use the loop, you may use these thousand loops as a sort of 1up, playing the song automatically should you die and sending you three days into the past. Of course, if you die again not on the third day, or fail one thousand two hundred and seventeen times, you will truly be out of luck. You will have to play the song manually to continue the loop - only the start it automatic.

If for some reason, the Song of Time and the associated upgrade to your instrument does not appeal to you, then there is another reward you could take. The source of all the troubles thus far, the mask that the Salesman so desperately seeks, Majora's Mask. Assuming that you were kind to all the residents of Termina, and that you did all there was to do, then you will have met the Moon Children, small fragments of the psyche of the Mask, childish in nature, and even willing to give you a weapon that trivializes the final fight. If you earned that mask, and played with the Moon Children, then you may take Majora's Mask with you - your choice if it's a companion or an item - as you have corrected it's flawed view of the world, leaving you with a hopefully somewhat repentant being of great power.

Worthless Drawbacks

Due to the disconnect between a normal jump and a gauntlet, some of the drawbacks are not worth any points while in gauntlet mode, or flat out cannot be taken. The less expensive version of A Gift To The Great Fairy cannot be taken, but it's upgraded version can still be taken for a mere 100 cp. You won't actually be able to use the reclaimed masks though.

Ocarina of Time

Whatever instrument you chose was upgraded to be the equal of the Ocarina, but you may wonder why you simply didn't get the Ocarina itself. Link ought to have had it after all. On a meta level, because it was already offered in the OoT jump itself. However, that wasn't the point of this blurb. Instead, if the Ocarina of Time jump was taken IMMEDIATELY prior to this jump, you can keep your powers and gear from that jump - and only that jump.

Notes

Q - How fast is the Owl Statues
A - Faster than you running at full speed.

Q - No racial perks/items?
A - Was told they weren't needed. Might add them eventually though.

Q - What's the point of the Blank Mask?
A - Fiat backing on a mask you acquire manually, and in case you don't like them running on souls.