

The Legend of Zelda Variable Start Challenge by Atma-Stand/Wandering Shadow



So, you have been offered to take part in the grand tradition of the Jumpchain. That's great! But, before you start considering what you want to do in your favorite settings, your Benefactor has offered a special challenge. You see in the grand catalog of Jumpchain, there are quite a few Jumps related to a little series known as The Legend of Zelda. And well, we feel that this challenge would be a great way of not only introducing you to the concept of Jumping, but also making you work for a series of various rewards.

Rules and Requirements

- You must jump One to Twelve Jumps relating to The Legend of Zelda successively before moving on to other Jumps. You will receive a reward every four Jumps during this challenge.
- You may use The [Quicksilver Warehouse](#) Supplement to create a warehouse for all your items or properties.
- You may use The [Universal Drawback](#) Supplement to grant yourself additional points that can be used for this challenge and beyond.

Additional Rules

- You may take three Legend of Zelda jumps and use them as an add-on for one of the Jumps you take for this challenge. Using an add-on does not affect the number of Jumps you take for this challenge and what features carry over from that add-on Jump are up to you. This can range from just having the perks/items available to you to a complete blending of the Jumps. Drawbacks will be in full effect regardless of what features you choose to or to not carry over.
- Items may be imported into similar items. For example, you may import a version of the Master Sword into another sword-based item. In addition, you may choose how the item appears, either keeping its original appearance with its new abilities, a blend of the two items' appearances, or prioritizing the new item's appearance over the older item.

Complications

- Drawback limits for the Jumps used in this challenge are to be ignored.
- You may not use any Body Mod supplements for this challenge. This is because each Jump will build up and make the core of your Body Mod for you.
- You may NOT take the Generic First Jump, Generic First Virgin, or Generic Rebruary Jump after completing this challenge as you will have already Jumped several times by this point.

Rewards

- For agreeing to take this challenge, any and all perks, powers, or items purchased in these One to Twelve Jumps will become your bodymod.
- For completing **Four** Legend of Zelda Jumps, any and all companions acquired during it can be imported into future Jumps at no cost.
- For Completing **Eight** Legend of Zelda Jumps, you will receive the prior rewards as well as +400 CP to use in any Jumps, or Gauntlets that you may take in the future.
- For Completing **Twelve** Legend of Zelda Jumps, you will receive the previous rewards as well as the ability to add one perk, power, or item to your Body Mod per Jump by purchasing them for double their non-discounted price.

Changelog and Notes

- Why Twelve Jumps total? Originally, per the suggestion of Grimms-VI, the max number of Jumps for this challenge was going to be fifteen, with rewards being given every five jumps. I changed that mid-way through creating this, because I felt fifteen was a little too much, and because I could set the reward break points at every four jumps.
 - Why four? Majora's Mask is my favorite LoZ game and because I just transcribed the Anon Version, I wanted to pay homage to that title. So, because there are four dungeons, four transformation masks, and four regions in Termina, the reward break points are at every 4 jumps.
- Now, regarding Jumps that are related to LoZ. I am willing to allow Jumps like Super Smash Bros. and even the original [Soul Calibur](#) Jump by stupid_dog. If anyone has any more suggestions regarding this matter, please do not hesitate to tell me and we'll talk about them.
 - For Smash jumps, I am allowing this because you have Zelda, Sheik, Ganondorf, and multiple versions of Link who are playable, so you would be another LoZ member added to the roster.
 - The [Super Smash Tutorial](#) Jump is allowed for this challenge and can be used as a standalone Jump or supplement to another LoZ Jump.
 - For that Soul Calibur jump, it takes place in the original timeline and Link was not only a guest character in Soul Calibur 2, but that timeline's version actually had Soul Edge's influence empowering/influencing Ganondorf during the events of OoT. If you choose to take this Jump for this challenge, you will be replacing the version of Link present in Soul Calibur 2.
 - When I eventually complete the Soul Calibur 2: Weapon Master Jump, I will include that Jump into this challenge because of a scenario involving Link being present in that world.