Breath of the Wild
Pronoun Wardrobe Mods

Companion Guide V1.0

September 3, 2022

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Table of Contents

This project is dedicated to fans of Sheik and fluidity.

Disclaimer

Always back up your save files and current mods before installing new mods. The author is not responsible in the event of loss of save data and/or mod data.

Link's Pronoun Wardrobe and Zelda's Pronoun Wardrobe were developed and tested with BCML v3.8.6. It is untested with older versions of BCML.

DIY Pronoun Wardrobe was developed and tested with Python 3.9.7 on Windows 10. It is untested with other operating systems and older versions of Python.

If you are not using BCML v3.8.6+, Python 3.9+, or Windows 10, please proceed with using these mods at your own discretion.

Compatibility between Pronoun Wardrobe mods and other *BotW* mods is largely untested. If you decide to combine this mod with other *BotW* mods, please proceed at your own discretion.

Before We Begin...

For the sake of explaining these mods, Link and Zelda's respective roles in the base game are defined as follows:

- ⚠ **The Player** – Link's role in the base game, as the player plays as Link by default.

- ⚠ **The Keeper** – Zelda's role in the base game. Because she keeps Calamity Ganon trapped in Hyrule Castle with her, she can be thought of as Calamity Ganon's warden, or "keeper."

About Pronoun Wardrobe

Link's Pronoun Wardrobe, Zelda's Pronoun Wardrobe, and DIY Pronoun Wardrobe are three text mod sets that allow *The Legend of Zelda: Breath of the Wild* players to customize Link and Zelda's pronouns and gender.

To accommodate a wider variety of gender customization, much of the game's text is altered in these mods to include nonbinary identities—i.e., gender identities that are not strictly man or woman. These mods can thus be considered as a proof-of-concept for how nonbinary identities may be incorporated into the world of *Breath of the Wild*.

Acknowledgements

Many thanks to polarbunny and Lauren (Laureeeeeeeeeeeeeeen) for msyt-tools and msyt-tools docs, respectively.

Additional thanks to NiceneNerd for BCML, and to leoetlino for the Python projects sarc and rstb.

Contact and Support

Pronoun Wardrobe support & questions:

- ➢ Email: yunobo.assist@gmail.com
- ➢ GitHub: @SpaceGeorge
- ➢ Discord: @SpaceGeorge#5502 (ask me questions in the #research-and-others channel in the BotW Modding Hub)

Other support:

- ➢ CEMU: CEMU Community
- ➢ BCML and msyt-tools: BotW Modding Hub
  - o Setup tutorial video by NiceneNerd
  - o Setup tutorial video by ZelKidd

Prerequisites

Required for all versions of Pronoun Wardrobe:

1. *The Legend of Zelda: Breath of the Wild* for the Nintendo Wii U
2. CEMU
3. Python 3.8.8 64-bit
   o Required for BCML. Note that some official docs state that Python 3.7-3.9 is acceptable; however, 3.8.8 provides the fewest problems in the author's experience.
4. BCML: BOTW Cross-Platform Mod Loader
   o *BotW* mods are installed via this application.

Additional requirements for DIY Pronoun Wardrobe:

1. Python 3.9+ 64-bit
   o Required for the following to run:
     ▪ DIY-PW.py
     ▪ msyt-tools (Requires Python 3.6+; note that this prerequisite is used for DIY Pronoun Wardrobe only.)
2. PrettyTable
   a. Required for DIY_PW.py.
3. tqdm
   b. Required for DIY_PW.py.
4. rstb
   c. Required for msyt-tools.
5. sarc
   d. Required for msyt-tools.
6. msyt-tools
   e. Required for correctly packing the DIY_PW.py output into a text edit mod.

Compatibility

Pronoun Wardrobe (PW) mods alter text only, which includes subtitles for cutscenes with voice acting. Please note that these mods are applicable only to the **US English** version of the text.

If the user installs a PW mod alongside other *BotW* mods, and these other *BotW* mods also contain text edits, then the PW mod must be installed at higher priority above all other text edit mods to avoid display errors in the text.

If these other *BotW* mods do not contain text edits, then the PW mod may be installed at any priority without text display errors.

Multiple PW mods can be installed and active at the same time; however, the game will only display the text edits of the PW mod that is at highest priority.

Note that because these mods only alter text, other aspects of the game such as flags are left untouched. This means, for example, that with a PW mod installed, the Player still needs to wear the full Gerudo outfit before they are permitted entry into Gerudo Town.

BotW Pronoun Wardrobe is currently unavailable for the Nintendo Switch.

Instructions

This project is available to download on both GitHub and GameBanana.

Note that these instructions are intended for the GitHub release. The download contents are exactly the same as the contents available in the GameBanana release, though they are packaged slightly differently on GameBanana.

Be sure to install the prerequisites that are required for all versions of Pronoun Wardrobe before proceeding. (You don't need the prerequisites specific to DIY Pronoun Wardrobe just yet.)

1. Download the full Pronoun Wardrobe project from GitHub.
2. Once Pronoun Wardrobe has downloaded, extract the files. The contents will look like this:
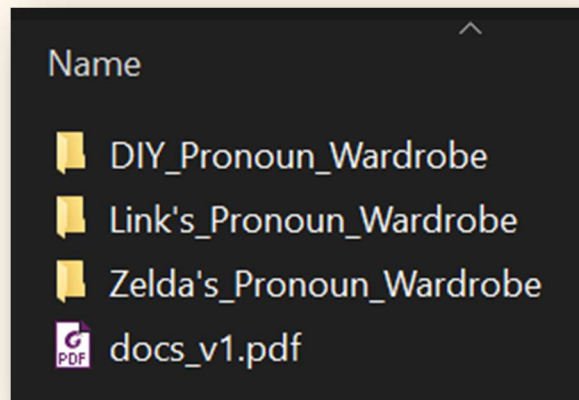
Link's Pronoun Wardrobe

<u>Download Contents</u>

1. Open the subfolder for Link's Pronoun Wardrobe (Link's_Pronoun_Wardrobe).
    All available mods (denoted by the .bnp file extension, which is unique to
    BCML) in this mod set are listed as follows:
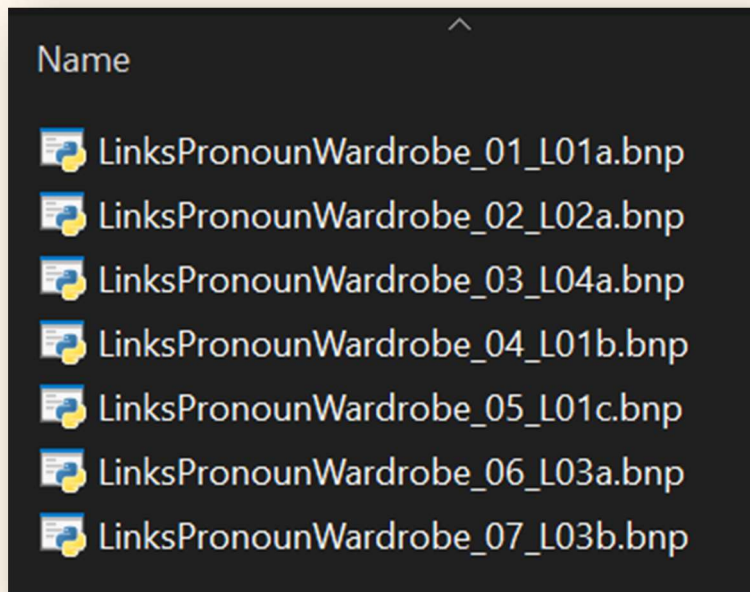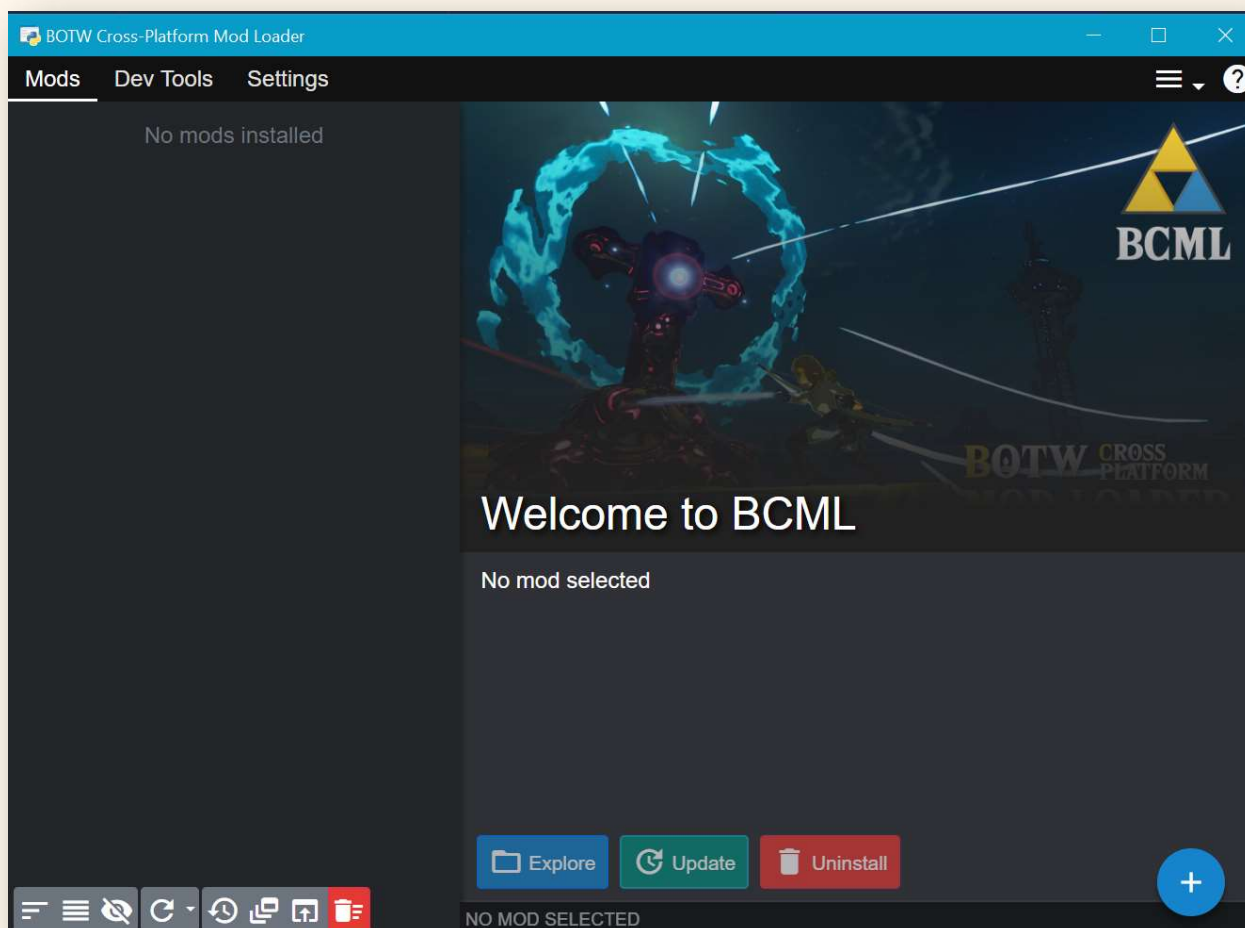
Detailed Table of Mods

Mod Name	Player Name	Player Pronouns	Player Gender	Keeper Name	Keeper Pronouns	Keeper Gender
N/A, Base Game	Link	he/him	Boy	Zelda	she/her	Girl
L01a	Link	they/them	Nonbinary	Zelda	she/her	Girl
L02a	Link	she/her	Girl	Zelda	she/her	Girl
L04a	Link	he/him she/her they/them	Nonbinary	Zelda	she/her	Girl
L01b	Link	they/them	Nonbinary	Zelda	they/them	Nonbinary
L01c	Link	they/them	Boy	Zelda	they/them	Girl
L03a	Link	he/him	Boy	Link	she/her	Girl
L03b	Link	he/him	Nonbinary	Zelda	she/her	Nonbinary

Use this table as a guide for each mod's pronoun and gender edits.

A cell containing blue text indicates an alteration from the base game.

Install with BCML

2. Open BCML. If set up correctly, the display will look like this:

3. Install Pronoun Wardrobe mods in BCML with the floating (+) button in the
    bottom right corner of the window below:

a. See the Installing Mods docs for BCML for additional reference on how to
    install mods into BCML. Alternatively, refer to the BCML tutorial videos
    in the Contact and Support section.

4. Once a Pronoun Wardrobe mod is successfully installed in BCML, the mod will appear on the left as follows:

Note that the mod is active by default.
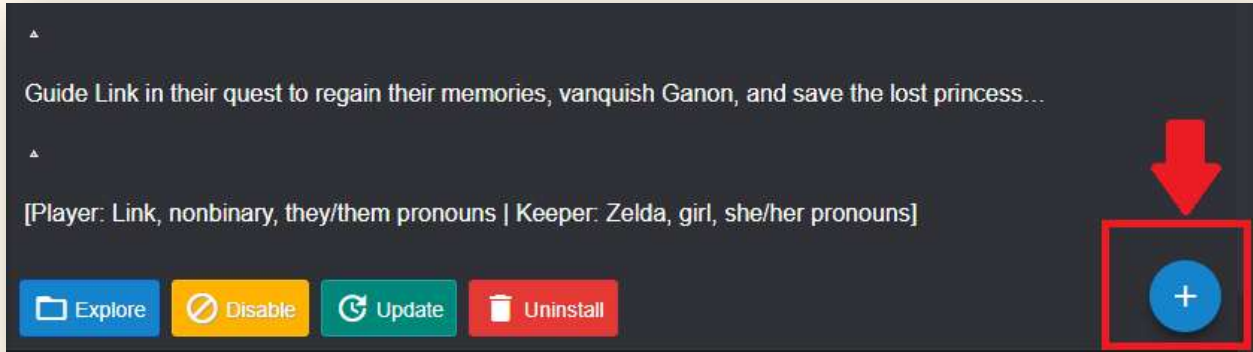
Congratulations on successfully installing a mod from Link's Pronoun Wardrobe! You may now play *BotW* with your chosen gender and pronoun edits applied.

Zelda's Pronoun Wardrobe

Download Contents

1. Open the subfolder for Zelda's Pronoun Wardrobe
   (Zelda's_Pronoun_Wardrobe). All available mods (denoted by the .bnp file
   extension, which is unique to BCML) in this mod set are listed as follows:

Name

ZeldasPronounWardrobe_01_Z01a.bnp
ZeldasPronounWardrobe_02_Z02a.bnp
ZeldasPronounWardrobe_03_Z03a.bnp
ZeldasPronounWardrobe_04_Z04a.bnp
ZeldasPronounWardrobe_05_Z01b.bnp
ZeldasPronounWardrobe_06_Z01c.bnp
ZeldasPronounWardrobe_07_Z02b.bnp
ZeldasPronounWardrobe_08_Z02c.bnp
ZeldasPronounWardrobe_09_Z03b.bnp
ZeldasPronounWardrobe_10_Z03c.bnp
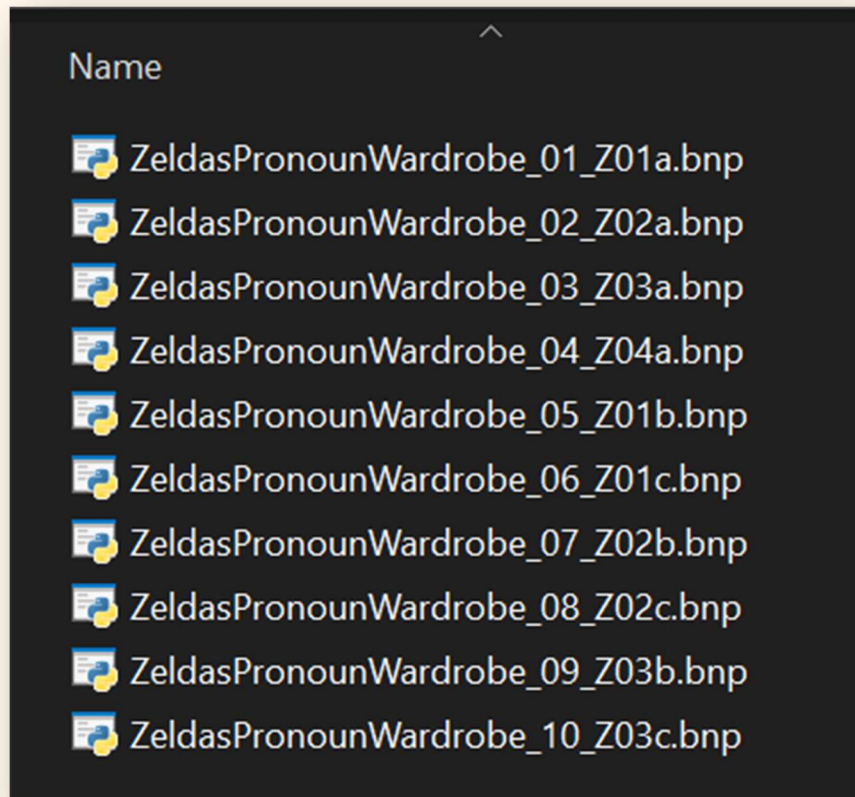
Detailed Table of Mods

Mod Name	Player Name	Player Pronouns	Player Gender	Keeper Name	Keeper Pronouns	Keeper Gender
N/A, Base Game	Link	he/him	Boy	Zelda	she/her	Girl
Z01a	Zelda	they/them	Nonbinary	Zelda	she/her	Girl
Z02a	Zelda	he/him	Boy	Zelda	she/her	Girl
Z03a	Zelda	she/her	Girl	Zelda	she/her	Girl
Z04a	Zelda	he/him she/her they/them	Nonbinary	Zelda	she/her	Girl
Z01b	Zelda	they/them	Girl	Zelda	she/her	Girl
Z01c	Link	he/him	Boy	Zelda	they/them	Nonbinary
Z02b	Zelda	he/him	Boy	Link	she/her	Girl
Z02c	Link	he/him	Boy	Zelda	he/him	Boy
Z03b	Zelda	she/her	Girl	Link	he/him	Boy
Z03c	Zelda	she/her	Nonbinary	Zelda	she/her	Girl

Use this table as a guide for each mod's pronoun and gender edits.

A cell containing blue text indicates an alteration from the base game.

Install with BCML

2. Open BCML. If set up correctly, the display will look like this:

3. Install Pronoun Wardrobe mods in BCML with the floating (+) button in the
    bottom right corner of the window below:

a. See the Installing Mods docs for BCML for additional reference on how to
    install mods into BCML. Alternatively, refer to the BCML tutorial videos
    in the Contact and Support section.

4. Once a Pronoun Wardrobe mod is successfully installed in BCML, the mod will
    appear on the left as follows:

Note that the mod is active by default.
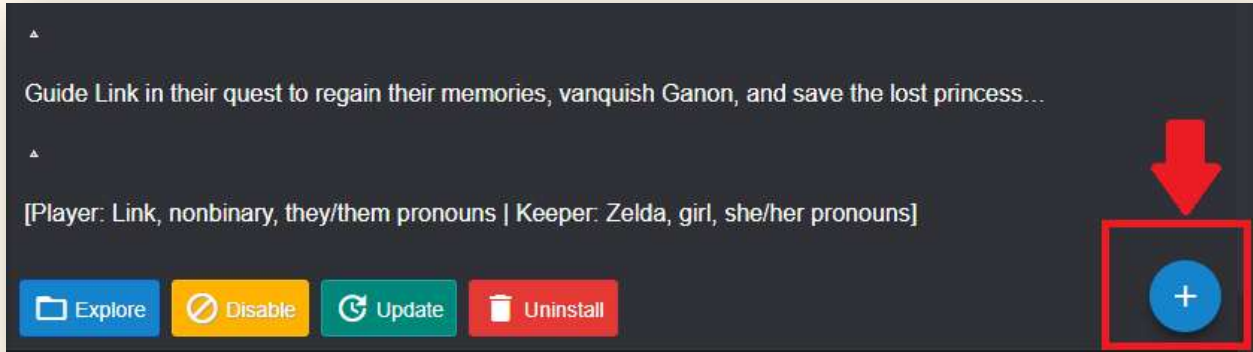
Congratulations on successfully installing a mod from Zelda's Pronoun
Wardrobe! You may now play *BotW* with your chosen gender and pronoun edits
applied.

DIY Pronoun Wardrobe

Download Contents

1. Open the subfolder for DIY Pronoun Wardrobe. The contents will look like this:
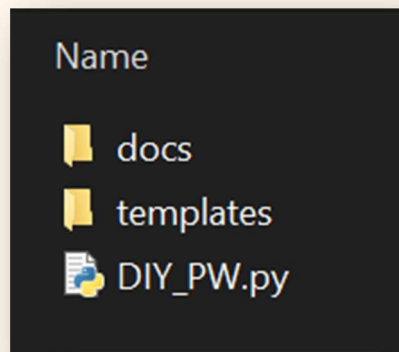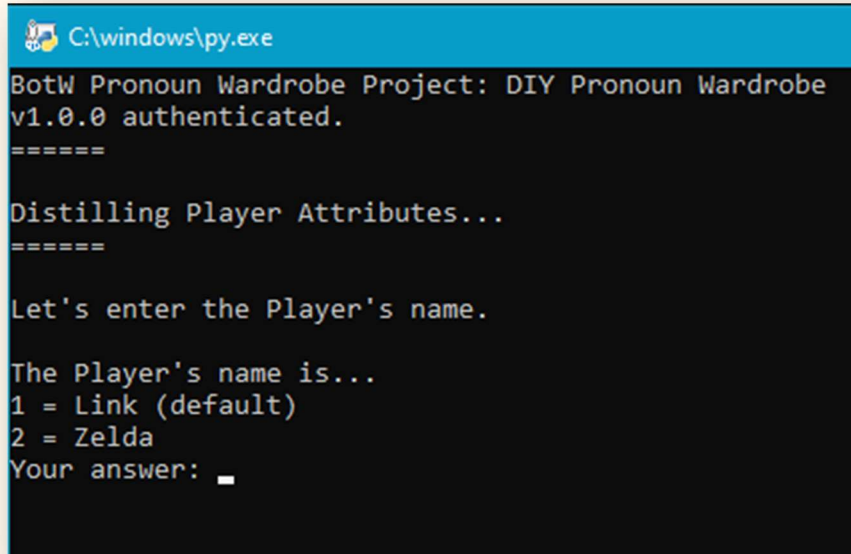
Mod Generation Part I: DIY_PW

2. Install Python 3.9+ 64-bit.
3. In Command Prompt, install PrettyTable with the following command:
<div align="center">

`pip install prettytable`
</div>

4. Install tqdm with the following command:
<div align="center">

`pip install tqdm`
</div>

5. Run **DIY_PW.py**. This is where you will make your pronoun and/or gender edits; simply follow the prompts to do so.

```
C:\windows\py.exe

BotW Pronoun Wardrobe Project: DIY Pronoun Wardrobe
v1.0.0 authenticated.
======

Distilling Player Attributes...
======

Let's enter the Player's name.

The Player's name is...
1 = Link (default)
2 = Zelda
Your answer: _
```

6. The program will first prompt you for the Player attributes, starting with the
    Player's name (either Link or Zelda) and gender.
    a. Note that after the user enters input, the program periodically confirms
        the user wishes to proceed by asking, "Is this correct?" If the user makes a
        mistake and decides to input **n** or **N** for "no," the prompt for an attribute is
        repeated, and the user has the option of entering a different input.
        Alternatively, the user may also choose to close the program all together
        and run DIY_PW.py to restart the customization process from the
        beginning.

```
C:\windows\py.exe

BotW Pronoun Wardrobe Project: DIY Pronoun Wardrobe
v1.0.0 authenticated.
======

Distilling Player Attributes...
======

Let's enter the Player's name.

The Player's name is...
1 = Link (default)
2 = Zelda
Your answer: 1

The Player's default name and nicknames are shown below.

+------------------------------------------------+------------------+
|                  Player Name                   |    Your Input    |
+------------------------------------------------+------------------+
|                   Full Name                    |  Link (default)  |
|   Nickname from a genius scientist great-      |  Linky (default) |
|     aunt turned six-year-old. Check it!        |                  |
|    Nickname from a Zora childhood friend.      |  Linny (default) |
+------------------------------------------------+------------------+
Is this correct? Y/N: y


------
Next, let's enter the Player's gender.

The Player's gender is...
1 = boy (default)
2 = girl
3 = nonbinary
Your answer:
```

7. Next, you are prompted for the Player's pronouns. You can choose to keep the default pronouns from the base game, or customize them.

```
The Player's gender is...
1 = boy (default)
2 = girl
3 = nonbinary
Your answer: 3

Confirmed. The Player is nonbinary.
Is this correct? Y/N: y

------
Next, let's enter the Player's pronouns.

The Player's default pronouns are he/him/his.
The Player's default pronouns while wearing the Gerudo Set are she/her/hers.
Would you like to customize the Player's pronouns? Y/N:
```

a. For further reference on pronouns, see Table of Third-Person Singular Pronouns.
b. Note that the program allows for mixing and matching pronouns. The following inputs are equally permissible, for example:
    i.   he/him/his/his/himself
    ii. she/them/his/hers/themself
c. In the base game, the Player has one default set of pronouns (he/him/his). Users have the option of giving the Player **two** sets of default pronouns.

```
Thank you. These are the Player's pronouns while wearing non-Gerudo Set clothing:
+------------------------+-------------+
|    Type of Pronoun     | Your Input  |
+------------------------+-------------+
|       Subjective       |     he      |
|       Objective        |     him     |
|  Possessive Determiner |     his     |
|   Possessive Pronoun   |     his     |
|       Reflexive        |   himself   |
|   Singular or Plural   |   Singular  |
+------------------------+-------------+
Is this correct? Y/N: y
Next, you have the option to enter a second set of pronouns
for the Player while wearing non-Gerudo Set clothing.

Would you like to enter a second set of pronouns for the Player? Y/N: _
```

d. If the Player has two sets of default pronouns, users can also customize
<u>how often each set appears in the game</u>. For example, if a user wishes for
the Player to be referred to in the game with he/him pronouns 40% of the
time, and they/them pronouns 60% of the time, then the user would enter
40 as prompted below:

```
By default, the Player uses he/him/his pronouns 100% of the time
while wearing non-Gerudo Set clothing.

From your input, the Player's pronouns are he/him/his and they/them/theirs.

Please enter a number between 1-99 for the % of the time that the
Player uses he/him/his pronouns while wearing non-Gerudo Set clothing.
Your answer (number from 1-99): _
```

```
By default, the Player uses he/him/his pronouns 100% of the time
while wearing non-Gerudo Set clothing.

From your input, the Player's pronouns are he/him/his and they/them/theirs.

Please enter a number between 1-99 for the % of the time that the
Player uses he/him/his pronouns while wearing non-Gerudo Set clothing.
Your answer (number from 1-99): 40
Confirmed.
While the Player wears non-Gerudo Set clothing, the Player uses...
he/him/his pronouns 40% of the time, and
they/them/theirs pronouns 60% of the time.
Is this correct? Y/N: _
```

e. The user is next prompted to enter the Player's pronouns while wearing
the full Gerudo set as follows:

```
Lastly, let's enter the Player's pronouns while wearing the Gerudo Set.

Please enter the Player's subjective pronoun (1-4 characters).
Examples: she (default), he, they
Example sentence: "She" wins the Sand-Seal Race.
Your answer: they
```

f. Lastly, the program reviews all entered attributes for the Player. Note that
for the Gerudo set pronouns, the possessive pronoun and the reflexive
pronoun are not used in the game, and therefore not prompted:

```
------
Final check- Below are all entered attributes for the Player:

+------------------------------------+------------+
|            Player Name/Gender       | Your Input |
+------------------------------------+------------+
|              Full Name              |    Link    |
|  Nickname from a genius scientist great- |  Linky   |
|    aunt turned six-year-old. Check it!  |          |
|  Nickname from a Zora childhood friend.  |   Linny   |
|                 Gender              | Nonbinary  |
+------------------------------------+------------+


+------------------------+------------------------+------------------------+------------------------+
|    Type of Pronoun      | Your Input (Default 1) | Your Input (Default 2) | Your Input (Gerudo Set) |
+------------------------+------------------------+------------------------+------------------------+
|       Subjective        |           he           |          they          |          they          |
|       Objective         |          him           |          them          |          them          |
|  Possessive Determiner  |          his           |          their         |          their         |
|   Possessive Pronoun    |          his           |          theirs        |          N/A           |
|       Reflexive         |         himself        |         themself       |          N/A           |
|   Singular or Plural    |        Singular        |          Plural        |          Plural        |
|        % Used           |          40%           |           60%          |          N/A           |
+------------------------+------------------------+------------------------+------------------------+
Is this correct? Y/N:
```

8. Once the user confirms the entered Player attributes are correct, the next step is
to enter the Keeper attributes. This step is very similar to **Step 7**; simply follow
the prompts.

```
Is this correct? Y/N: y
Player Attributes extracted. Press Enter to continue.

Distilling Keeper Attributes...
======

Please enter the Keeper's name and gender.

The Keeper's name is...
1 = Zelda (default)
2 = Link
Your answer:
```

9. Once both Player and Keeper attributes are entered, confirm whether the final
   review is correct.

```
Is this correct? Y/N: y
Keeper Attributes extracted. Press Enter to continue.

Final review of both Player and Keeper attributes:
+-------------------------------------------+----------+--------+
|              Name & Gender                 |  Player  | Keeper |
+-------------------------------------------+----------+--------+
|              Full Name                     |    Link  | Zelda  |
| Nickname from a genius scientist great-    |   Linky  |  N/A   |
|   aunt turned six-year-old. Check it!      |          |        |
|  Nickname from a Zora childhood friend.    |   Linny  |  N/A   |
|              Gender                        | Nonbinary|  Girl  |
+-------------------------------------------+----------+--------+

+----------------------+-------------------------+-------------------------+-------------------------+
|    Pronoun Type      | Player Pronouns (Default 1) | Player Pronouns (Default 2) | Player Pronouns (Gerudo Set) |
+----------------------+-------------------------+-------------------------+-------------------------+
|    Subjective        |          he             |          they           |          they           |
|    Objective         |          him            |          them           |          them           |
| Possessive Determiner|          his            |          their          |          their          |
|  Possessive Pronoun  |          his            |          theirs         |          N/A            |
|    Reflexive         |        himself          |        themself         |          N/A            |
|  Singular or Plural  |        Singular         |          Plural         |          Plural         |
|     % Used           |          40%            |           60%           |          N/A            |
+----------------------+-------------------------+-------------------------+-------------------------+

+----------------------+------------------+
|    Pronoun Type      |  Keeper Pronouns |
+----------------------+------------------+
|    Subjective        |        ze        |
|    Objective         |        zir       |
| Possessive Determiner|        zir       |
|    Reflexive         |      zirself     |
|  Singular or Plural  |      Singular    |
+----------------------+------------------+
Is this correct?
Note: If you enter "No", you may restart the
process of entering Player and Keeper attributes
from the beginning.
Your answer (Y/N):
```
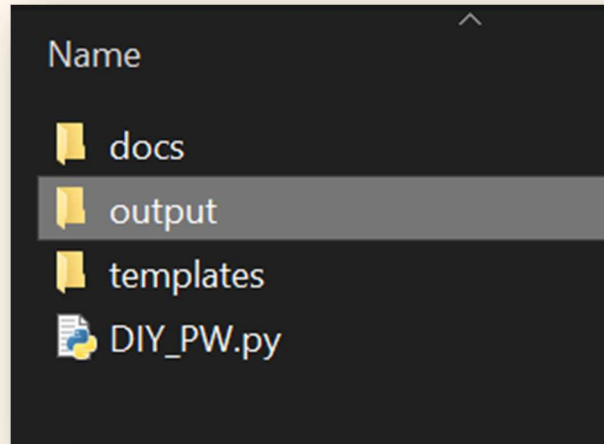
10. After entering **y** or **Y** for "yes," the program processes your edits and ends with a
    message that is formatted like this:

```
Success!
Player: Link | he/him/his 40%, they/them/theirs 60% | Boy
Keeper: Zelda | ze/zir | Girl
Output generation complete. Press any key to continue.
```

11. The DIY_Pronoun_Wardrobe directory now contains an additional "output" subfolder:

12. Inside of the new output folder are 8 subfolders, which are required for the next step.

Mod Generation Part II: msyt-tools

13. Install rstb with the following command:

<div align="center">

pip install rstb

</div>

14. Install sarc with the following command:

<div align="center">

pip install sarc

</div>

15. Install msyt-tools.
16. Follow the instructions in the msyt-tools docs to set up the msyt-tools files.
    a. When running setup-files.bat, make sure to choose the option for USen (US English).

17. Next, open the msyt folder. There should be 8 subfolders here; delete all of these.
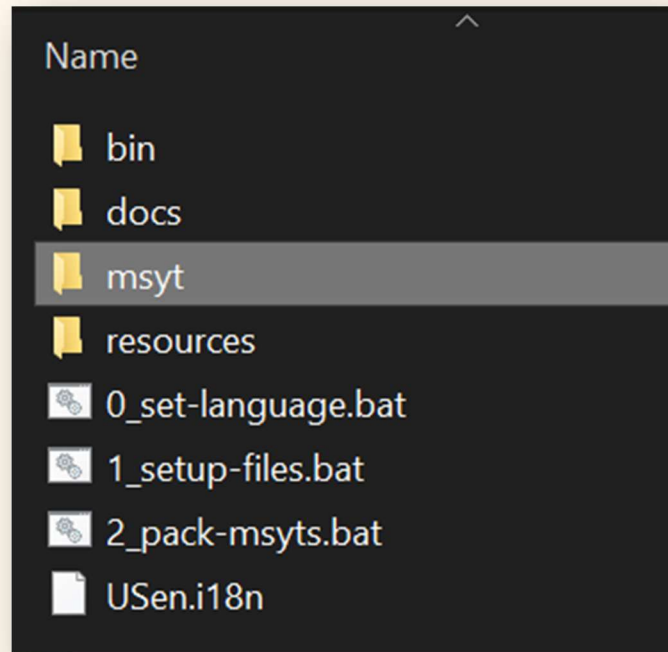
18. Recall the 8 subfolders you generated in DIY_Pronoun_Wardrobe > output, in
Step 12. Copy all of these and paste them inside of the msyt subfolder from **Step
17**.
19. Per the msyt-tools docs, run **pack-msyts.bat** to pack your mod, and create a
rules.txt document to go with it.
20. Your mod should now consist of the two following items, which are required for
the next step:
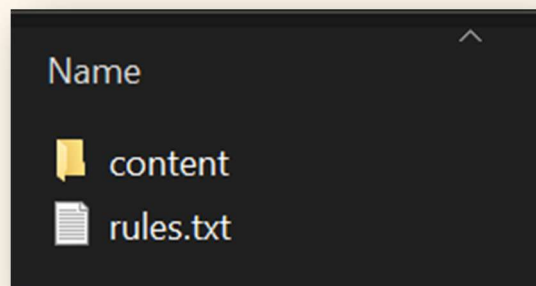
Mod Generation Part III: BCML

1. Open BCML. Navigate to the **Dev Tools** tab. If BCML is setup correctly, the display should look like this:
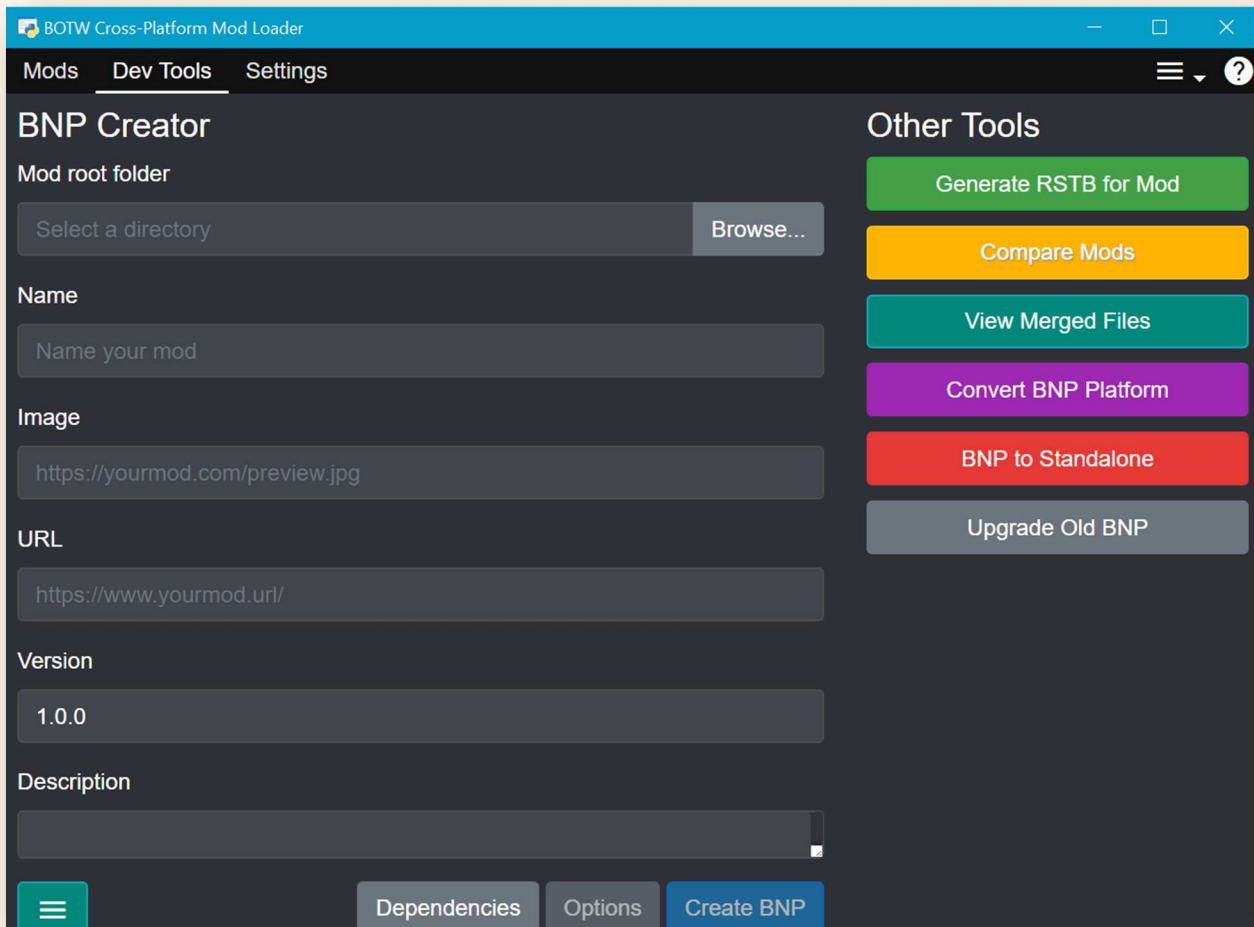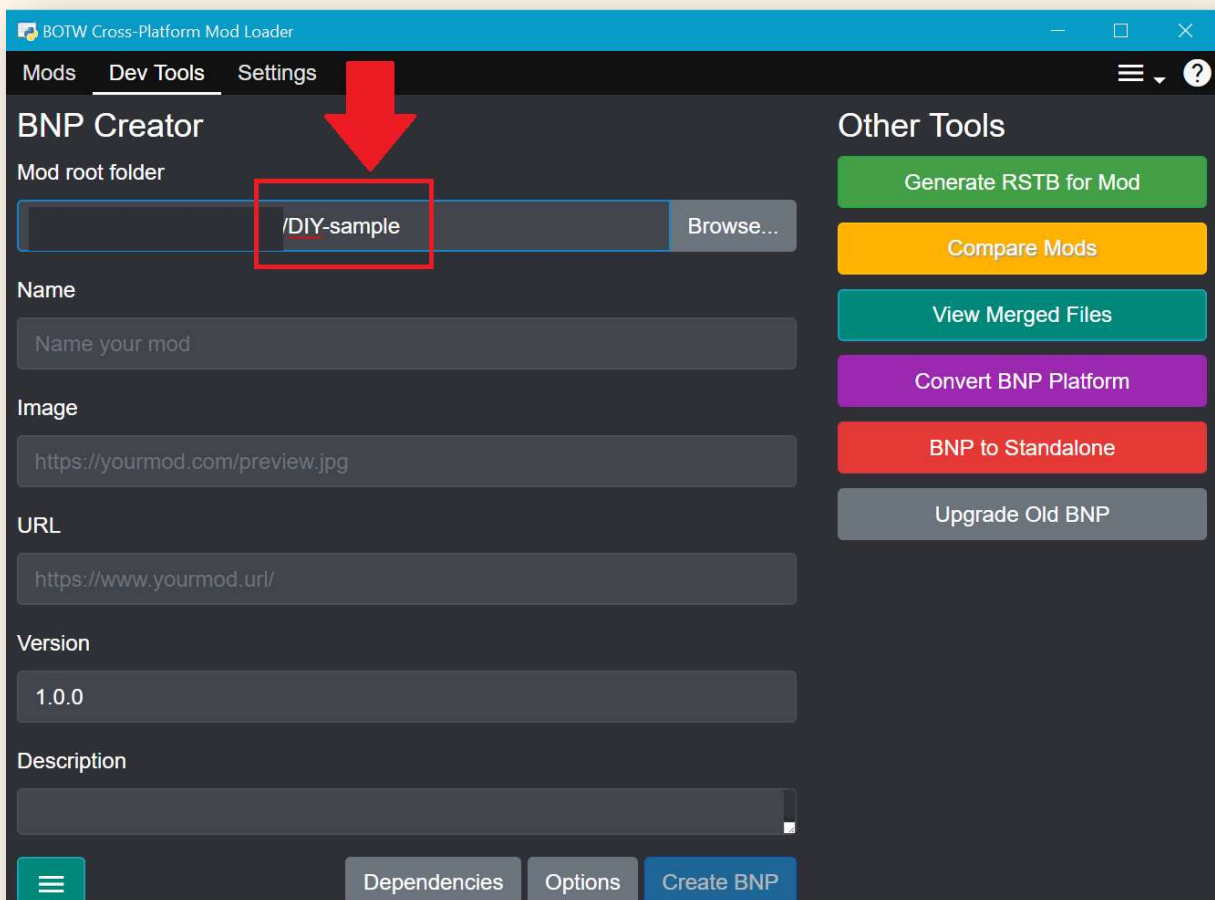

2. For the **mod root folder** field, click on **Browse** and navigate to the folder containing your mod. In this tutorial, the folder is titled **DIY-sample**:
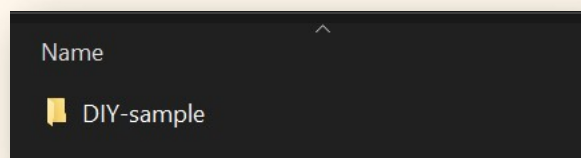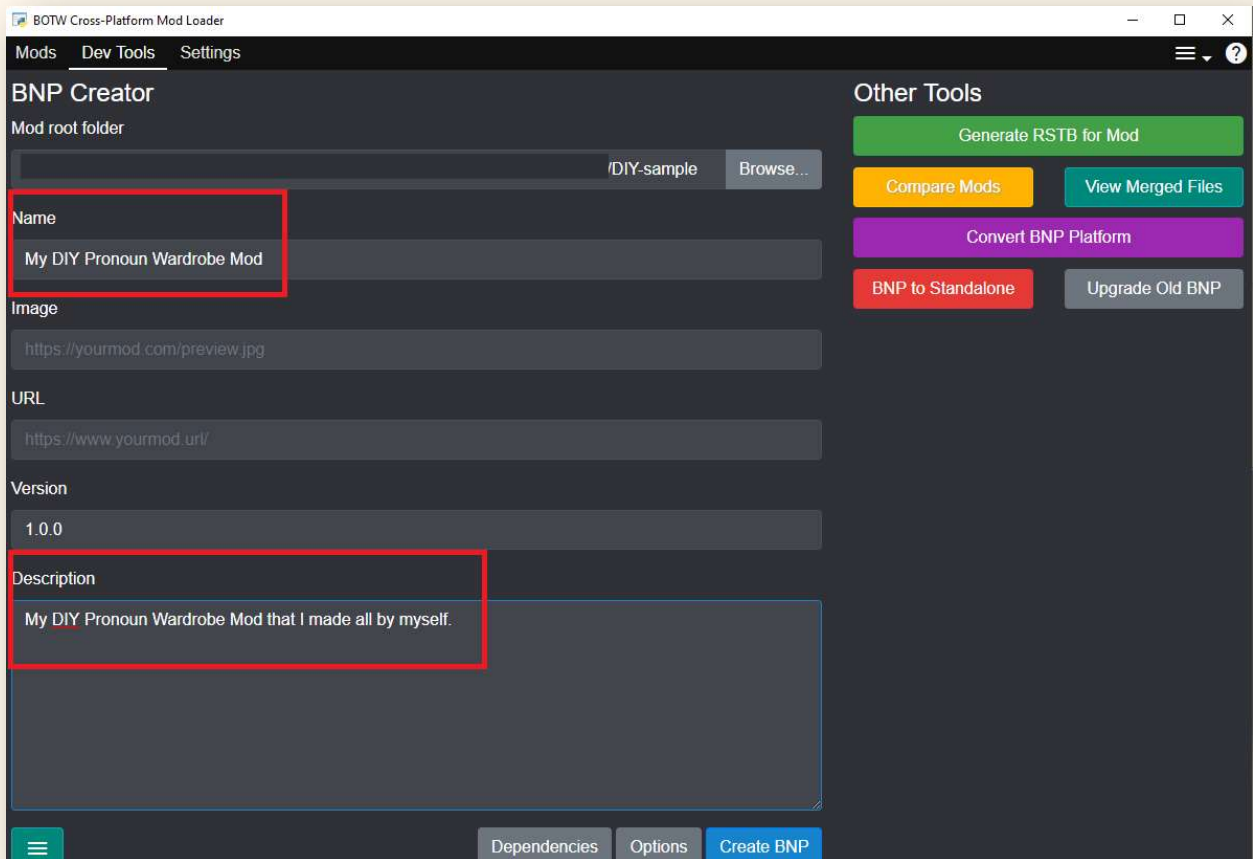
a. Remember that inside of your **DIY-sample** folder are two items: the **content** folder and the **rules.txt** file:
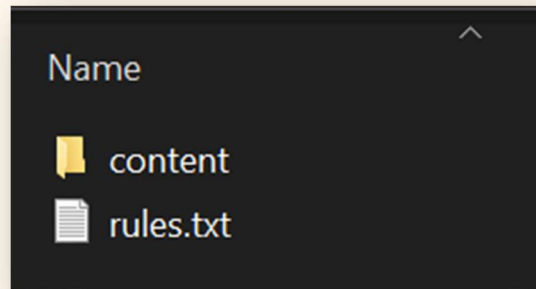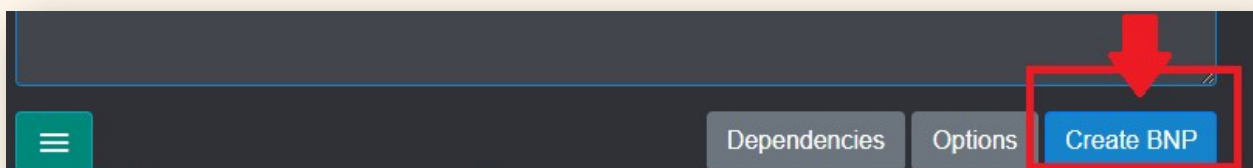

3. The BCML display looks like this once you have chosen your mod root folder:
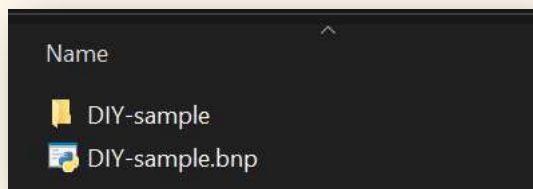
4. Give your mod a name in the **Name** field. You may also add a description in the **Description** field (optional):

5. Click on **Create BNP** at the bottom of the window to generate the **bnp** version of your mod:
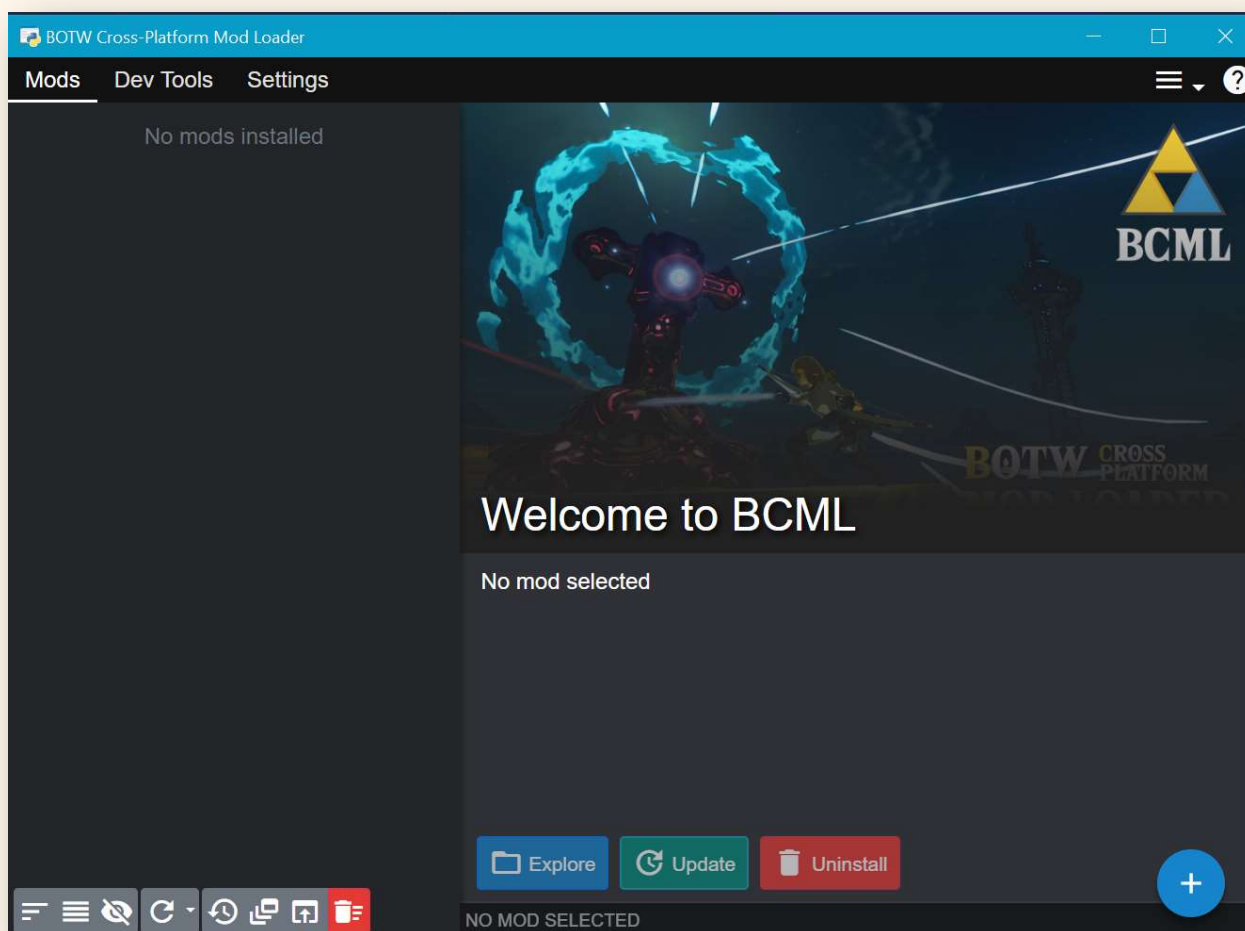
6. This new **.bnp** file will be installed into your game in the next step.
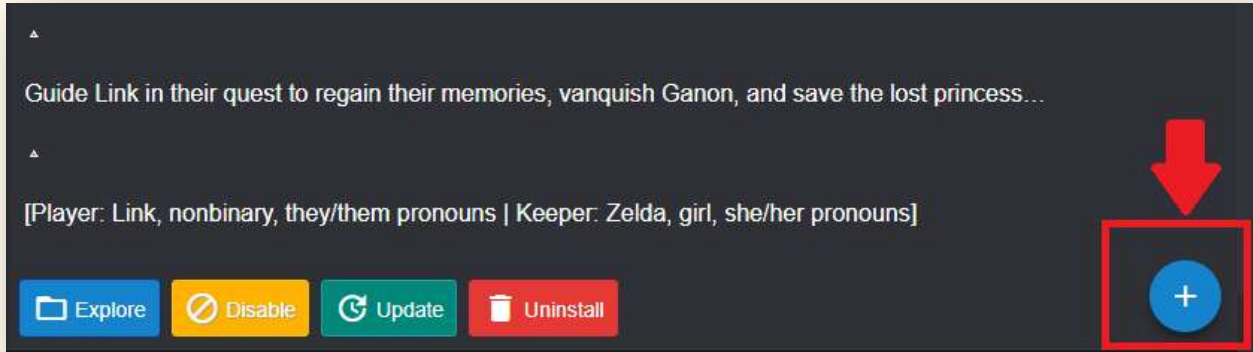
Install with BCML

5. Navigate to the **Mods** tab in BCML. If set up correctly, the display will look like
   this:

6. Install your new DIY Pronoun Wardrobe mod in BCML with the floating (+) button in the bottom right corner of the window below:

b. See the Installing Mods docs for BCML for additional reference on how to install mods into BCML. Alternatively, refer to the BCML tutorial videos in the Contact and Support section.

7. Once a Pronoun Wardrobe mod is successfully installed in BCML, the mod will appear on the left as follows:
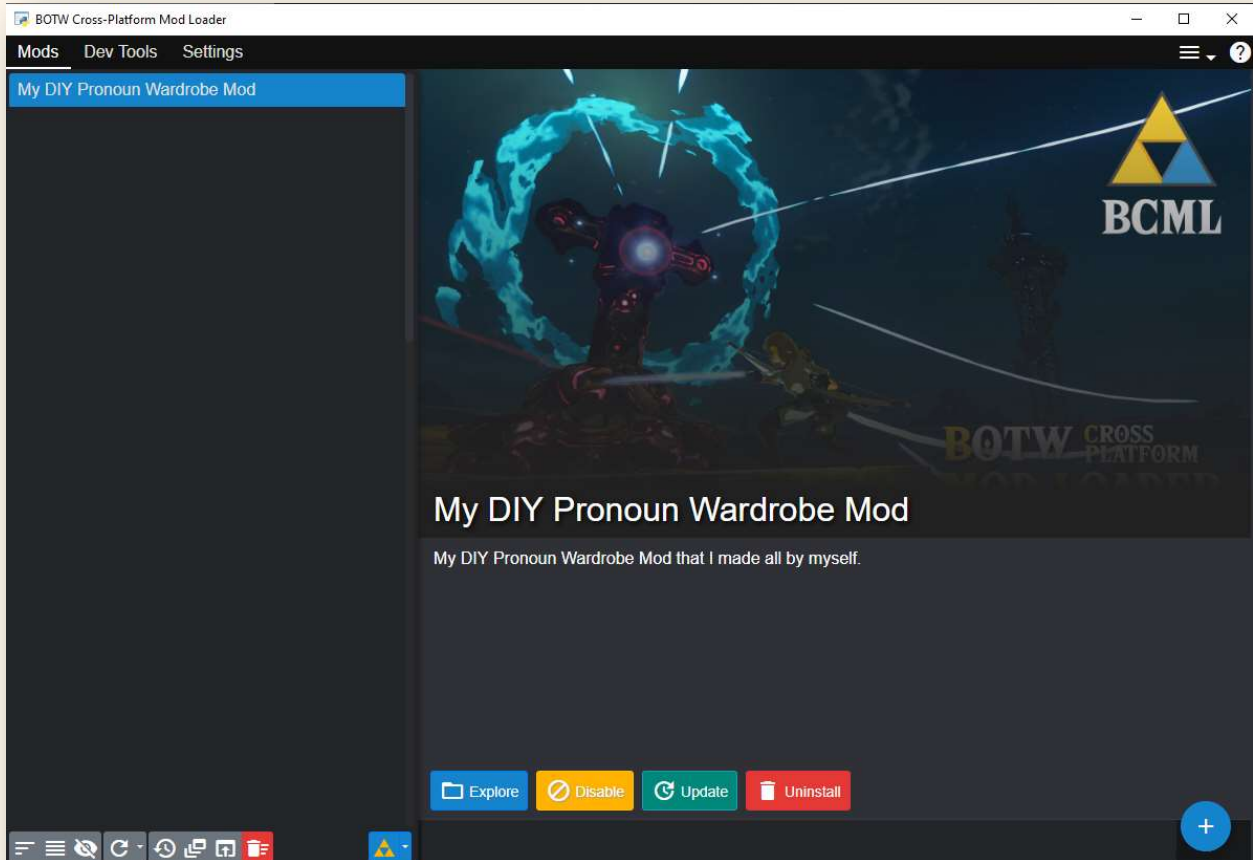
Note that the mod is active by default.

Congratulations on successfully creating and installing your very own DIY Pronoun Wardrobe mod! You may now play *BotW* with your own uniquely customized gender and pronoun edits applied.

Table of Third-Person Singular Pronouns

Pronoun	Subjective	Objective	Possessive Determiner	Possessive Pronoun	Reflexive
he/him/his	**he** takes a long nap	I give the ladle to **him**	**his** hair is pink	the Hateno house is **his**	the hero cooks soup for **himself**
she/her/hers	**she** takes a long nap	I give the ladle to **her**	**her** hair is pink	the Hateno house is **hers**	the hero cooks soup for **herself**
they/them/theirs (singular)	**they** take a long nap	I give the ladle to **them**	**their** hair is pink	the Hateno house is **theirs**	the hero cooks soup for **themself**
fae/faer/faers	**fae** takes a long nap	I give the ladle to **faer**	**faer** hair is pink	the Hateno house is **faers**	the hero cooks soup for **faerself**
e/em/eirs	**e** takes a long nap	I give the ladle to **em**	**eir** hair is pink	the Hateno house is **eirs**	the hero cooks soup for **eirself**
per/per/pers	**per** takes a long nap	I give the ladle to **per**	**per** hair is pink	the Hateno house is **pers**	the hero cooks soup for **perself**
ve/ver/vis	**ve** takes a long nap	I give the ladle to **ver**	**vis** hair is pink	the Hateno house is **vis**	the hero cooks soup for **verself**
xe/xem/xyrs	**xe** takes a long nap	I give the ladle to **xem**	**xyr** hair is pink	the Hateno house is **xyrs**	the hero cooks soup for **xemself**
ze/zir/zirs	**ze** takes a long nap	I give the ladle to **zir**	**zir** hair is pink	the Hateno house is **zirs**	the hero cooks soup for **zirself**

Final Notes on Pronoun Wardrobe

The following is an incomprehensive list of edits included in these mods that accommodate both a nonbinary Player, and nonbinary identities within the overall in-game universe:

- **Gerudo Town**
  - The Gerudo word for "nonbinary person" (singular or plural) is *varqso*.
    - The word *varqso* is inspired by *sarqso*, the Gerudo word for "thank you." It is also inspired by the fact that both *vai* and *voe*, the Gerudo words for "woman" and "man," respectively, begin with the letter "v."
  - Women and nonbinary folks are allowed to enter Gerudo Town.
  - If the Player is nonbinary or a woman, there is an additional requirement that women and nonbinary folks who wish to enter Gerudo Town must also be **fashionable enough** before they are permitted entry.
- If the Player is nonbinary, the Gorons call the Player "sibling-goro." If the Player is a woman, the Player is called "sister."
  - "Sibling-goro" is derived from the Goron habit of ending all sentences with "goro," a habit that is more pronounced in the original Japanese versions of *Zelda* titles.
- If the Player is nonbinary, other characters occasionally casually refer to the Player as a rabbit, or a rabbit-related word, e.g., "hare" and "flopsy."
  - This is inspired by the rabbit imagery often used among *Zelda* titles, particularly when Link is turned into one in the events of *The Legend of Zelda: A Link to the Past.*
- All references to the Player's sexuality are altered to be as ambiguous as possible.
  - In the base game, other characters occasionally assume the Player is attracted to "the ladies." For example, as one Hylian says to the Player:

    But you look like you're probably already popular with the ladies, so maybe [Lover's Pond is] not where you're headed.

    The Player is instead generically referred to as "finding a sweetheart" in this case.

- There are a few references in the text to the Player and Keeper's *The Legend of Zelda: Ocarina of Time* counterparts. If the Player's gender is customized, their *Ocarina of Time* counterpart's gender is also altered to match. The same holds true for the Keeper and their own *OoT* counterpart.
  - Though both the Player and Keeper's names can be changed to either Link or Zelda, Wolf Link retains his original name, gender, and pronouns across all mods.
- Silent Princesses are still known as Silent Princesses across all mods.

Lastly, as a bonus, there are a few minor edits that make the text more accurate to the original Japanese wording. One example is where a Gerudo warns the Player of sandstorms "so thick[,] you can't tell *vai* from *voe*." Her dialogue now instead reads, "you can't tell left from right."

Additional Resources

"In Focus: Nonbinary People" by GLAAD

A reference that explains the meaning of the term "nonbinary," from the 11th Edition of the GLAAD Media Reference Guide. Founded in 1985, GLAAD is an American organization that advocates for accurate representation of LGBTQ+ people in media, including television and video games.

Pronoun Dressing Room by failedslacker

An interface for users to try on different pronouns — analogous to trying on different clothes in a dressing room. Once a user inputs pronouns of their choosing and clicks the "Try it on!" button, several excerpts of text are automatically generated using the inputted pronouns. Several lists of pronouns are also available as references to browse.

Gender-Neutral Patches by Tony Smith | April 11, 2016

A blog post that contains "gender-neutral patches" available to download for several Zelda titles, ranging from The Legend of Zelda to The Legend of Zelda: Twilight Princess. In these patches, all pronouns and gender references are altered such that Link is referred to in a gender-neutral manner. OP was initially inspired to make these patches for his daughter.

Note that this blog's latest entry is from April 2016 and now seems to be inactive.

"Flip All the Pronouns" by Mike Hoye | November 07, 2012

A blog post that contains a patch available to download for The Legend of Zelda: The Wind Waker (GameCube), which "flips" all pronouns and gender references such that Link is referred to as a girl. OP was initially inspired to make this pronoun patch for his daughter.