Breath of the Wild
Custom Character Text Editor

Companion Guide V1.0

November 14, 2022

By SpaceGeorge

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This project is dedicated to anyone who has ever made a Linksona.

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.

The Legend of Zelda: Breath of the Wild – Custom Character Text Editor (CCTE) was developed and tested with Python 3.9.7 on Windows 10. It is untested with other operating systems and older versions of Python.

Custom Character Text Variety Packs 1 and 2 were developed and tested with BCML v3.8.6. They are untested with older versions of BCML.

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 CCTE 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 the Custom Character Text Editor

The **BotW Custom Character Text Editor (CCTE)** is a text modding tool that allows *The Legend of Zelda: Breath of the Wild* players to customize Link and Zelda's name, pronouns, and gender.

CCTE is the upgraded successor of my previous text modding tool, [**DIY Pronoun Wardrobe (DIY PW)**](). With this tool, Link and Zelda's names are now additionally customizable up to 8 characters.

To accommodate a wider variety of gender customization, much of the game's text is altered in DIY PW 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.* All DIY PW edits for pronoun and gender customization are included in CCTE.

Custom Character Text Variety Packs 1 and 2 are two sets of ready-to-install text mods that were generated with CCTE.

Acknowledgements

Many thanks to polarbunny and Lauren (Laureeeeeeeeeeeeeen) 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

Custom Character Text Editor 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
○ Setup tutorial video by NiceneNerd
○ Setup tutorial video by ZelKidd

Prerequisites

Required for all CCTE mods:

1. CEMU users:
   - *The Legend of Zelda: Breath of the Wild* for the Nintendo Wii U
   - CEMU
2. Switch and Switch emulator users:
   - *The Legend of Zelda: Breath of the Wild* for the Nintendo Switch
   - Nintendo Switch **or** Yuzu
3. Python 3.8.8 64-bit
   - 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
   - *BotW* mods are installed via this application.

Additional requirements for the CCTE tool:

1. Python 3.9+ 64-bit
   - 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

CCTE 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 CCTE mod alongside other *BotW* mods, and these other *BotW* mods also contain text edits, then the CCTE 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 CCTE mod may be installed at any priority without text display errors.

Multiple CCTE mods can be installed and active at the same time; however, the game will only display the text edits of the CCTE 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 CCTE mod installed alone in the base game, the Player still needs to wear the full Gerudo outfit before they are permitted entry into Gerudo Town.

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 CCTE and all CCTE mods before proceeding. (You don't need the prerequisites specific to CCTE just yet.)

1. Download the full Custom Character Text Editor project from GitHub.
2. Once CCTE has downloaded, extract the files. The contents will look like this:
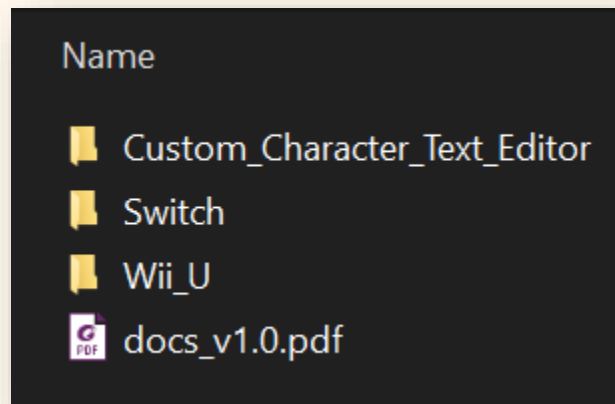
Custom Character Text Variety Pack 1

<u>Download Contents</u>

1. **CEMU Users:** Open the subfolder labeled `Wii_U`.
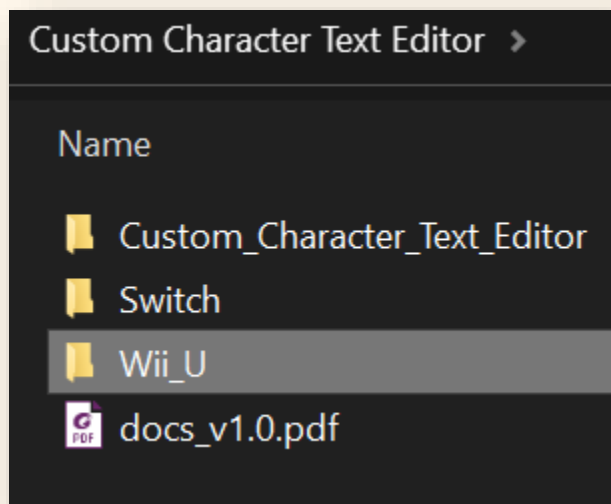
Open the subfolder labeled `Custom Character Text Variety Pack 1`.
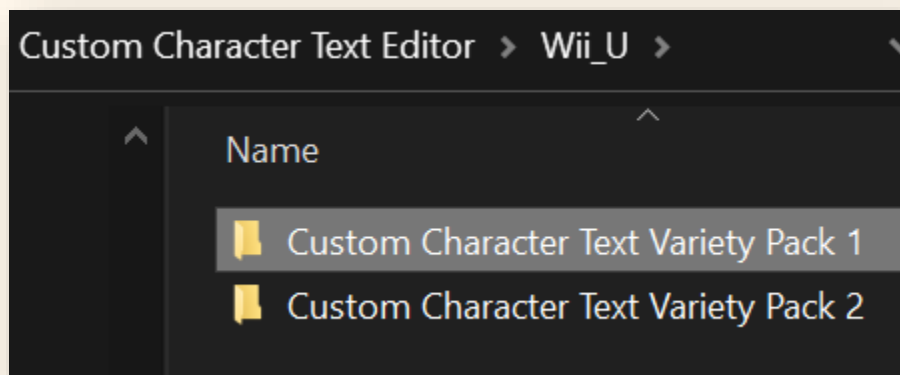
All available mods (denoted by the .bnp file extension, which is unique to
BCML) in this mod set are listed as follows:
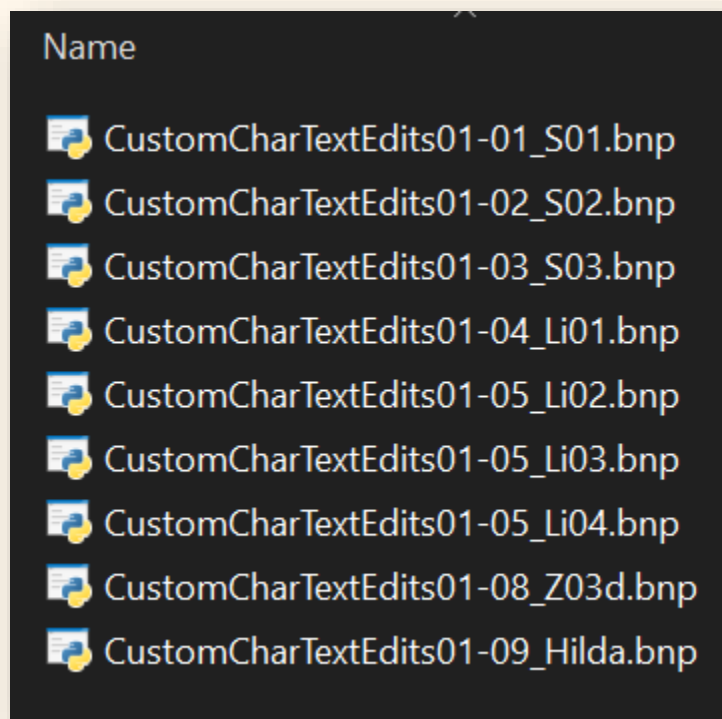
a. **Switch and Yuzu users:** Similar to the steps outlined above for CEMU users, navigate to the subfolder `Switch > Custom Character Text Variety Pack 1`. The list of available mods is as follows:
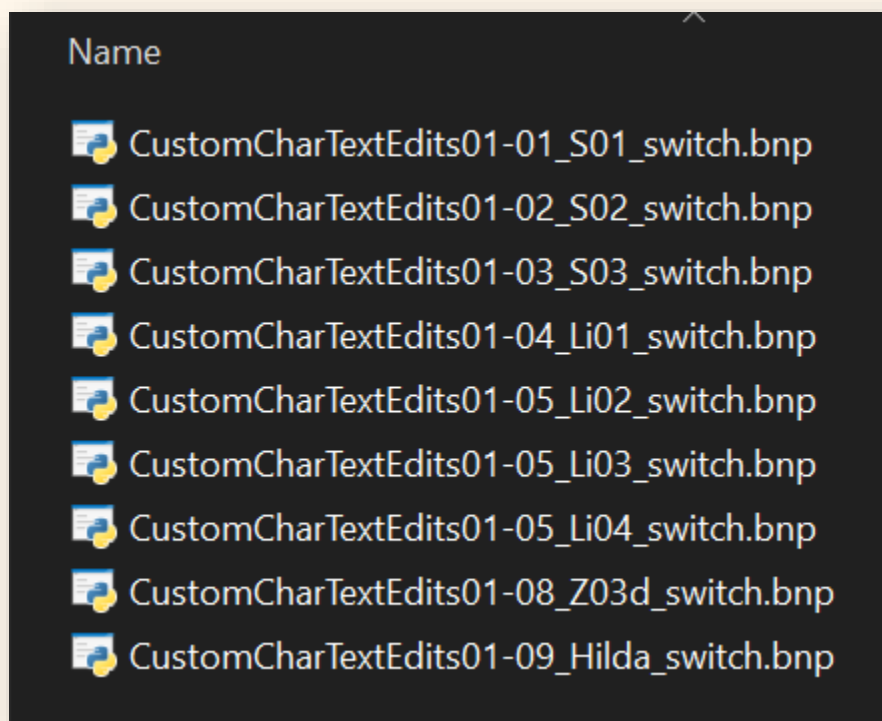
Name

CustomCharTextEdits01-01_S01_switch.bnp
CustomCharTextEdits01-02_S02_switch.bnp
CustomCharTextEdits01-03_S03_switch.bnp
CustomCharTextEdits01-04_Li01_switch.bnp
CustomCharTextEdits01-05_Li02_switch.bnp
CustomCharTextEdits01-05_Li03_switch.bnp
CustomCharTextEdits01-05_Li04_switch.bnp
CustomCharTextEdits01-08_Z03d_switch.bnp
CustomCharTextEdits01-09_Hilda_switch.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
S01	Sheik	he/him	Boy	Zelda	she/her	Girl
S02	Sheik	they/them	Nonbinary	Zelda	she/her	Girl
S03	Sheik	he/him she/her they/them	Nonbinary	Zelda	she/her	Girl
Li01	Linkle	they/them	Nonbinary	Zelda	she/her	Girl
Li02	Linkle	he/him	Boy	Zelda	she/her	Girl
Li03	Linkle	she/her	Girl	Zelda	she/her	Girl
Li04	Linkle	he/him she/her they/them	Nonbinary	Zelda	she/her	Girl
Z03d	Zelda	she/her	Girl	Hilda	she/her	Girl
Hilda	Hilda	she/her	Girl	Zelda	she/her	Girl

Use this table as a guide for each mod's name, pronouns, 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:
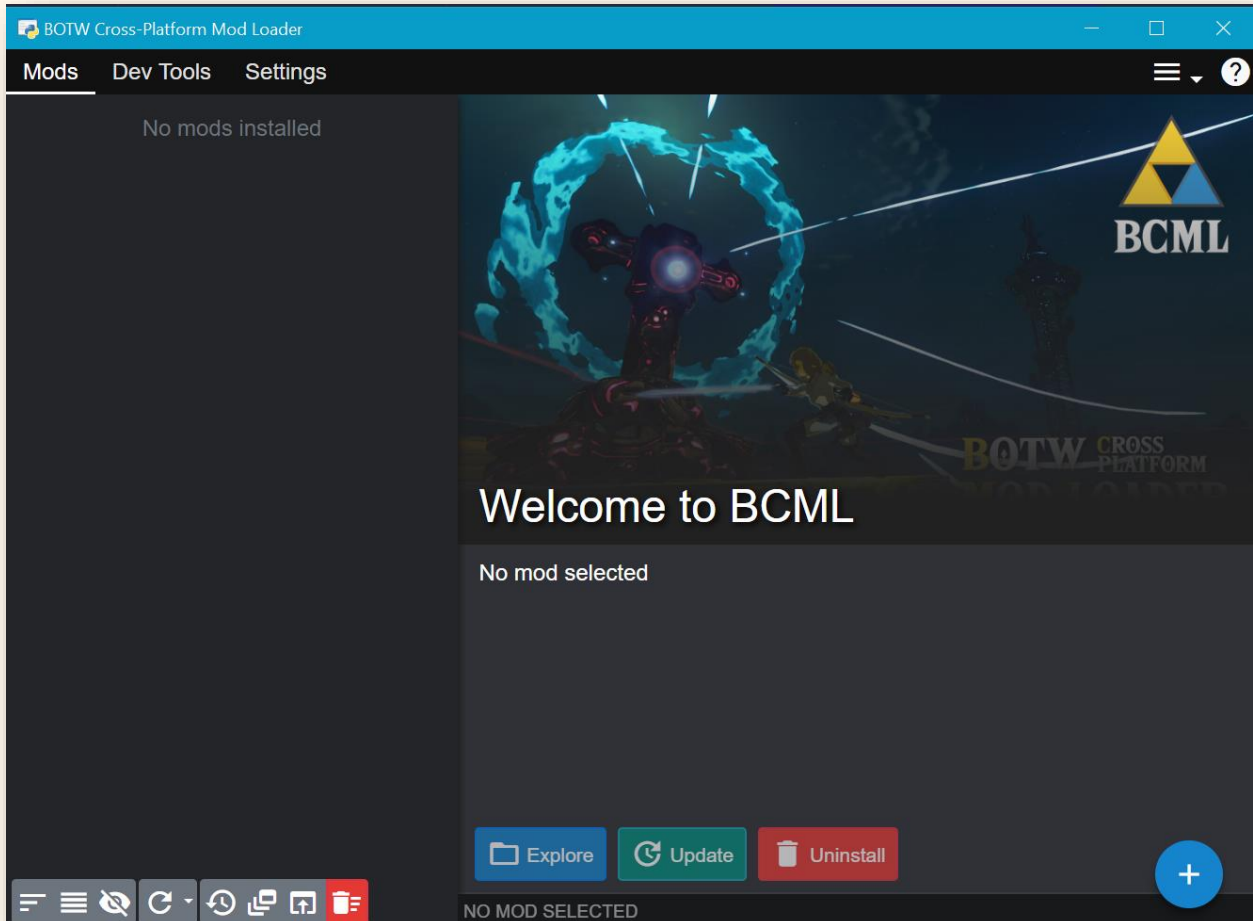
3. Install a mod from Custom Character Text Variety Pack 1 in BCML with the floating (+) button in the bottom right corner of the window below:
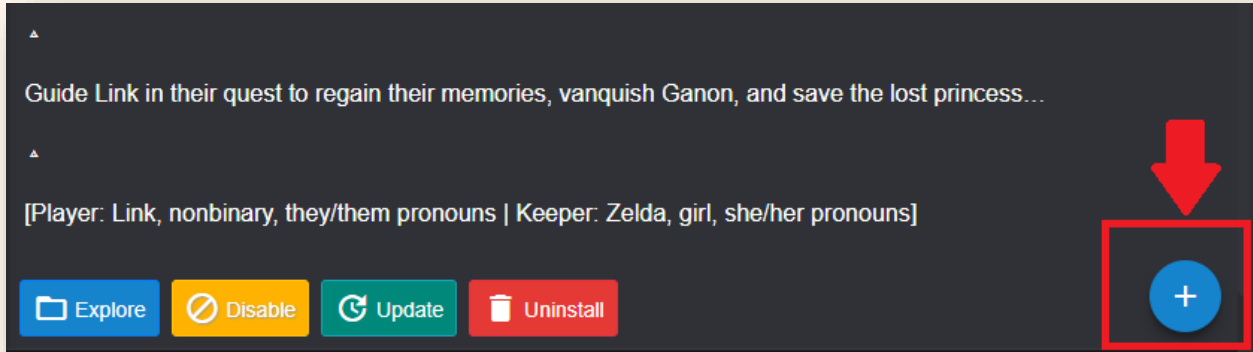
a. See the Installing Mods docs for BCML for additional reference on how to install mods into BCML. Alternatively, refer to the BCML tutorial videos in the Contact and Support section.

4. Once a Custom Character Text Variety Pack 1 mod is successfully installed in BCML, the mod will appear on the left as follows:
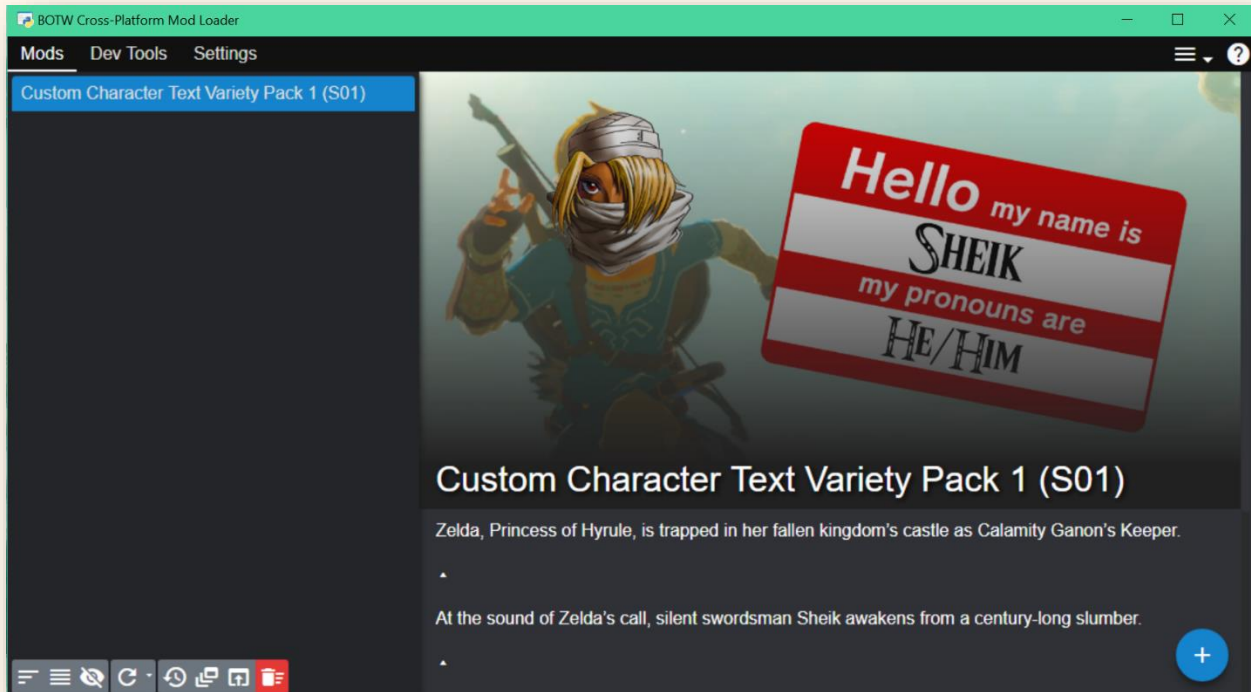
Note that the mod is active by default.

Congratulations on successfully installing a mod from Custom Character Text Variety Pack 1! You may now play *BotW* with your chosen name, pronouns, and gender edits applied.

Custom Character Text Variety Pack 2

<u>Download Contents</u>

1. **CEMU Users:** Open the subfolder `Wii_U > Custom Character Text Variety Pack 2`. All available mods (denoted by the .bnp file extension, which is unique to BCML) in this mod set are listed as follows:

Name

CustomCharTextEdits02-01_As01.bnp

CustomCharTextEdits02-02_As02.bnp

CustomCharTextEdits02-03_As03.bnp

CustomCharTextEdits02-04_Goose.bnp

CustomCharTextEdits02-05_Goku.bnp

CustomCharTextEdits02-06_Steve.bnp

CustomCharTextEdits02-07_Waluigi.bnp

CustomCharTextEdits02-08_Woody.bnp
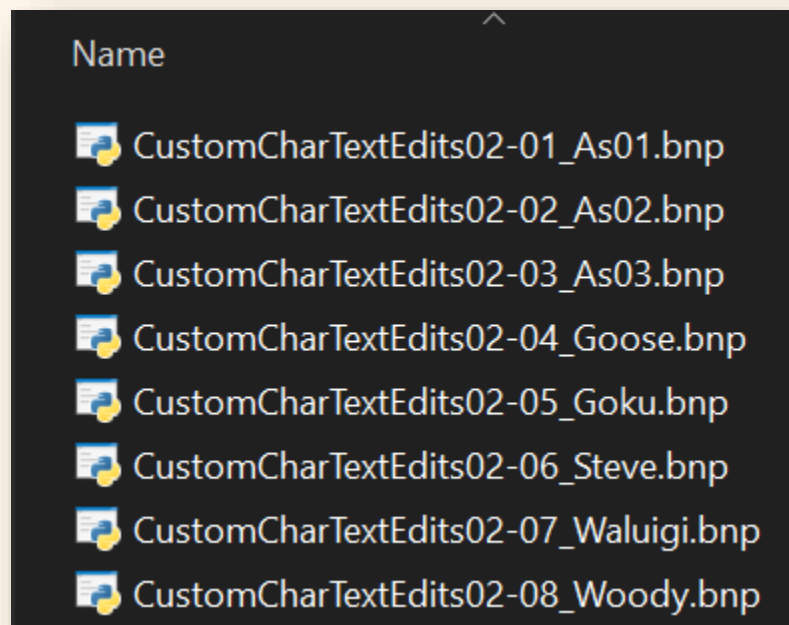
a. **Switch and Yuzu users:** Open the subfolder `Switch > Custom Character Text Variety Pack 2`. The list of available mods is as follows:

Name

CustomCharTextEdits02-01_As01_switch.bnp

CustomCharTextEdits02-02_As02_switch.bnp

CustomCharTextEdits02-03_As03_switch.bnp

CustomCharTextEdits02-04_Goose_switch.bnp

CustomCharTextEdits02-05_Goku_switch.bnp

CustomCharTextEdits02-06_Steve_switch.bnp

CustomCharTextEdits02-07_Waluigi_switch.bnp

CustomCharTextEdits02-08_Woody_switch.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
As01	Ashitaka	he/him	Boy	Zelda	she/her	Girl
As02	Ashitaka	he/him	Boy	San	she/her	Girl
As03	Ashitaka	he/him	Boy	Mononoke	she/her	Girl
Goose	Goose	he/him	Boy	Zelda	she/her	Girl
Goku	Goku	he/him	Boy	Zelda	she/her	Girl
Steve	Steve	he/him	Boy	Zelda	she/her	Girl
Waluigi	Waluigi	he/him	Boy	Zelda	she/her	Girl
Woody	Woody	he/him	Boy	Zelda	she/her	Girl

Use this table as a guide for each mod's name, pronouns, 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:
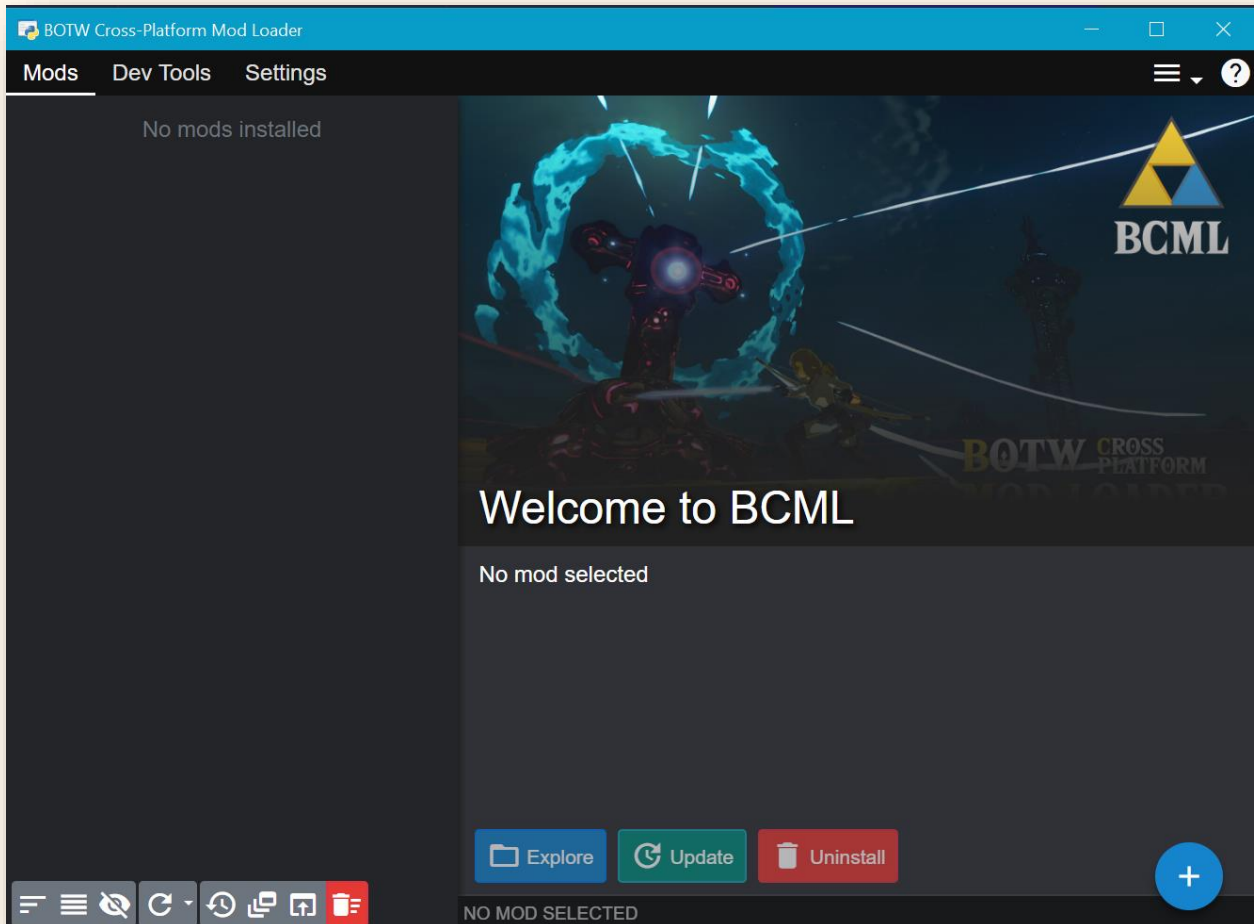
3. Install Pronoun Wardrobe mods in BCML with the floating (+) button in the
    bottom right corner of the window below:
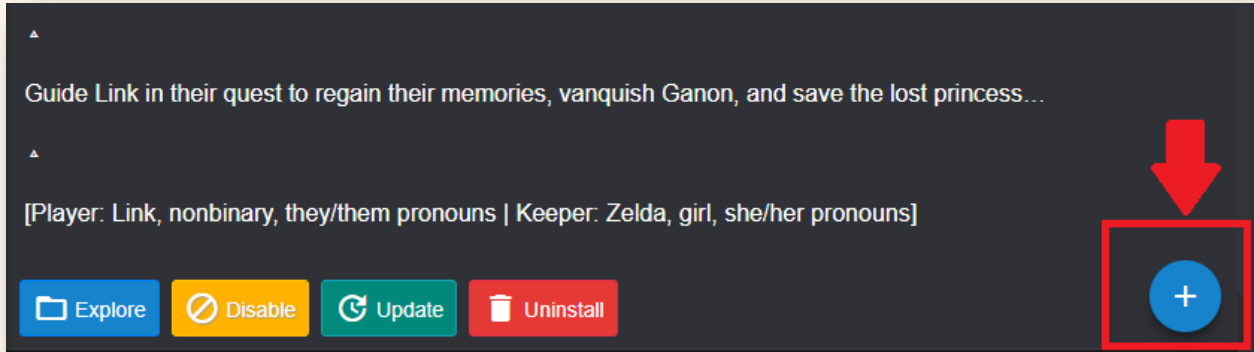
a. See the Installing Mods docs for BCML for additional reference on how to
    install mods into BCML. Alternatively, refer to the BCML tutorial videos
    in the Contact and Support section.

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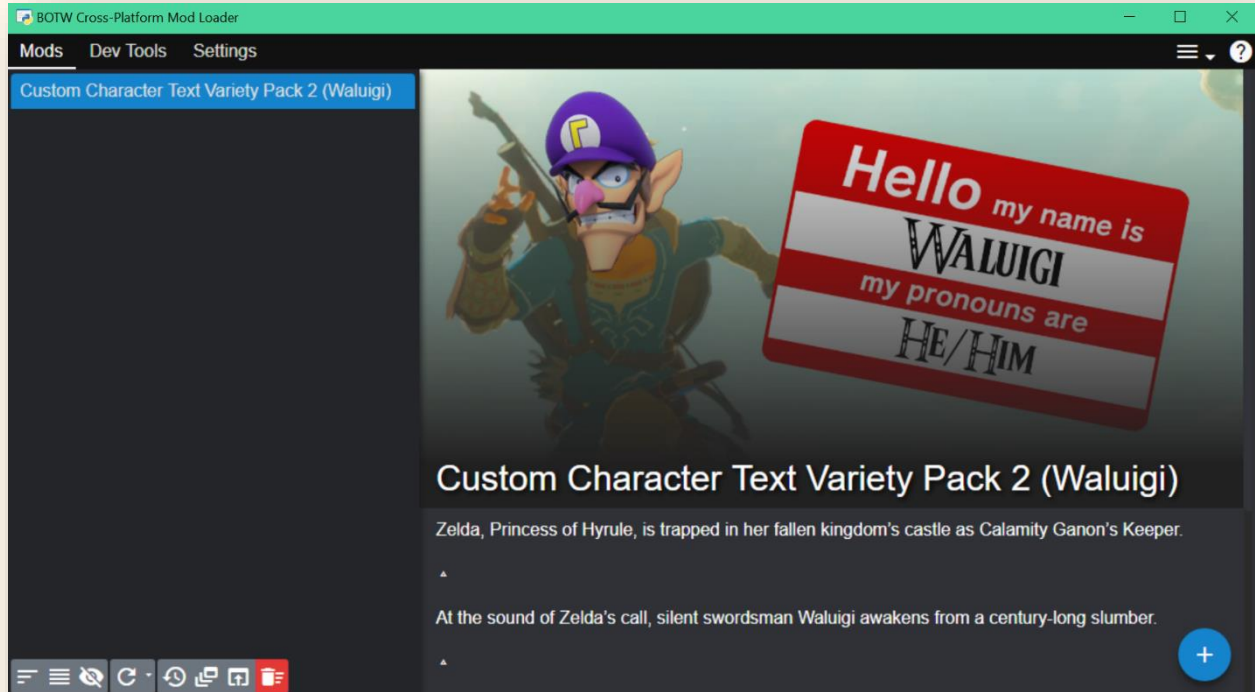
Note that the mod is active by default.

Congratulations on successfully installing a mod from Custom Character Text Variety Pack 2! You may now play *BotW* with your chosen name, pronouns, and gender edits applied.
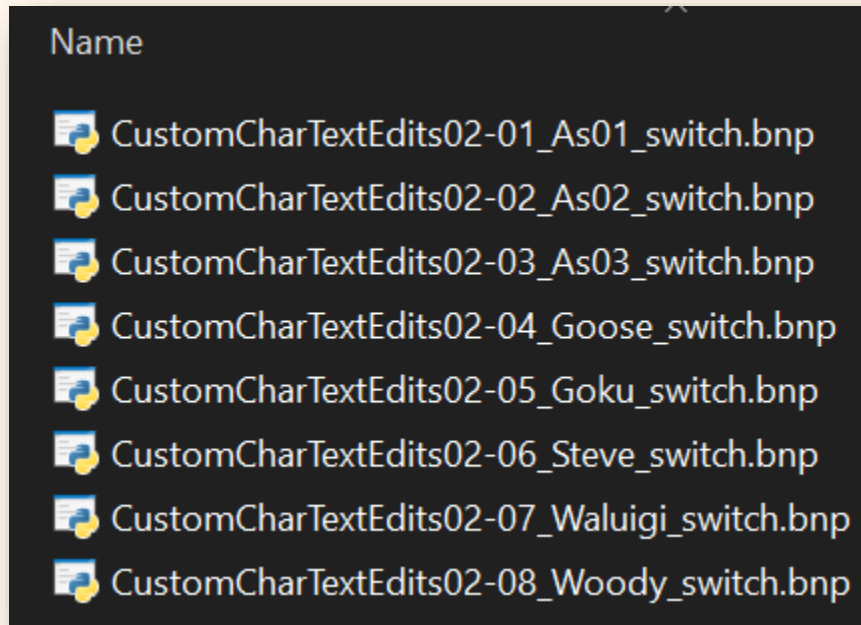
Custom Character Text Editor

Download Contents

1. Open the subfolder labeled `Custom_Character_Text_Editor`. The contents will look like this:
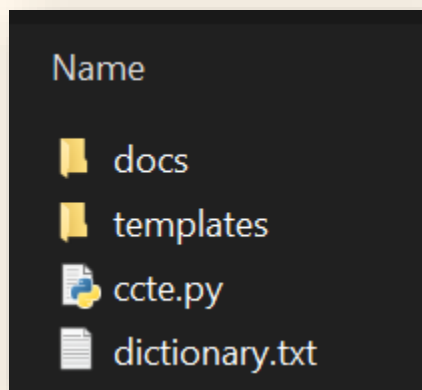
Mod Generation Part I: ccte.py
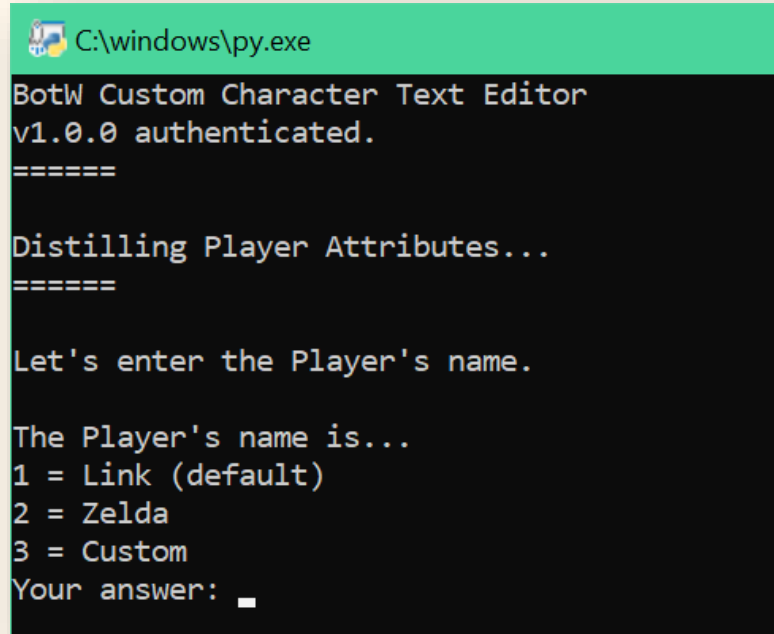
2. Install Python 3.9+ 64-bit.
3. In Command Prompt, install PrettyTable with the following command:
   pip install prettytable
4. Install tqdm with the following command:
   pip install tqdm

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

```
C:\windows\py.exe

BotW Custom Character Text Editor
v1.0.0 authenticated.
======

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

Let's enter the Player's name.

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

The customization possibilities are endless—here are three of them:

Idea A: Customize Link and Zelda's Names Only

    i.   Let's customize both Link and Zelda's names. Begin by entering "3" for the
first prompt, to denote that we will enter a Custom name for Link:

```
BotW Custom Character Text Editor
v1.0.0 authenticated.
======

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

Let's enter the Player's name.

The Player's name is...
1 = Link (default)
2 = Zelda
3 = Custom
Your answer: 3_
```

```
Let's enter the Player's name.

The Player's name is...
1 = Link (default)
2 = Zelda
3 = Custom
Your answer: 3
Name customization screen activated.
Please enter a name for the Player (1-8 characters).
Your answer: _
```

ii. Enter a custom name up to 8 characters long. Then, enter two custom
nicknames, each up to 6 characters long.

```
The Player's name is...
1 = Link (default)
2 = Zelda
3 = Custom
Your answer: 3
Name customization screen activated.
Please enter a name for the Player (1-8 characters).
Your answer: Kengo_
```

```
Name customization screen activated.
Please enter a name for the Player (1-8 characters).
Your answer: Kengo

Please enter a nickname given to the Player by a genius scientist
great-aunt turned six-year-old. Check it! (1-6 characters)
Your answer: KenKen

Please enter a nickname given to the Player by a
Zora childhood friend (1-6 characters).
Your answer: Kenny_
```

iii. Confirm that your input is correct.
  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 **ccte.py** again, to restart the customization process from the
beginning.

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

+---------------------------------------+------------+
|                 Player Name           | Your Input |
+---------------------------------------+------------+
|                 Full Name             |    Kengo   |
| Nickname from a genius scientist great-|   KenKen   |
|    aunt turned six-year-old. Check it! |            |
|   Nickname from a Zora childhood friend. |   Kenny   |
+---------------------------------------+------------+
Is this correct? Y/N: _
```

iv.   Follow the next prompt and enter a number for the corresponding gender
       option. Because only Link and Zelda's names are customized in this example,
       let's enter "1" to denote that the Player is a boy, just like he is in the base
       game.

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

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

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

The Player's gender is...
1 = boy (default)
2 = girl
3 = nonbinary
Your answer: 1
▮
Confirmed. The Player is a boy.
Is this correct? Y/N: y▮
```

v.   Next, you are prompted to choose whether you would like to customize the Player's pronouns. We will again choose the default option, to match the Player's pronouns in the base game, by entering "no." Note that the Player's pronouns in the base game are she/her/hers while wearing the full Gerudo Set, and he/him/his while wearing other clothing instead.

```
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: no

The Player's default pronouns—with and without the Gerudo Set—are shown below:
+----------------------+----------------------+------------------------+
|    Type of Pronoun   | Your Input (Default) | Your Input (Gerudo Set) |
+----------------------+----------------------+------------------------+
|       Subjective     |          he          |          she           |
|       Objective      |          him         |          her           |
|  Possessive Determiner |        his         |          hers          |
|    Possessive Pronoun  |        his         |          N/A           |
|        Reflexive     |        himself       |          N/A           |
|    Singular or Plural  |      Singular      |        Singular        |
+----------------------+----------------------+------------------------+
Is this correct? Y/N: y
```

vi.   Lastly, the program reviews all entered attributes for the Player. Follow the
        prompt to confirm whether your input is correct.

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

+------------------------------------------+-----------+
|             Player Name/Gender           | Your Input |
+------------------------------------------+-----------+
|               Full Name                  |   Kengo   |
|  Nickname from a genius scientist great- |   KenKen  |
|    aunt turned six-year-old. Check it!   |           |
|   Nickname from a Zora childhood friend. |   Kenny   |
|                  Gender                  |    Boy    |
+------------------------------------------+-----------+


+----------------------+----------------------+---------------------------+
|    Type of Pronoun   | Your Input (Default) | Your Input (Gerudo Set)   |
+----------------------+----------------------+---------------------------+
|      Subjective      |          he          |            she            |
|      Objective       |          him         |            her            |
| Possessive Determiner|          his         |            hers           |
|  Possessive Pronoun  |          his         |            N/A            |
|      Reflexive       |        himself       |            N/A            |
|   Singular or Plural  |        Singular      |          Singular         |
+----------------------+----------------------+---------------------------+
Is this correct? Y/N: _
```

vii.   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 **Steps i-vi**; simply
        follow the prompts. Enter "3" when prompted for the Keeper's name, then
        enter "1" when prompted for the Keeper's gender, and lastly enter "no"
        when prompted to customize the Keeper's pronouns. This results in a Keeper
        who is a girl, whose pronouns are she/her, and whose name is customized.

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


+-------------------+------------+
| Keeper Attribute | Your Input |
+-------------------+------------+
|       Name        |  Patricia  |
|      Gender       |    Girl    |
+-------------------+------------+


+------------------------+----------------------+
|    Type of Pronoun     | Your Input (Default) |
+------------------------+----------------------+
|       Subjective       |         she          |
|       Objective        |         her          |
|  Possessive Determiner |         her          |
|       Reflexive        |       herself        |
|    Singular or Plural  |       Singular       |
+------------------------+----------------------+
Is this correct? Y/N: y
Keeper Attributes extracted. Press Enter to continue.
```

viii.   Once both Player and Keeper attributes are entered, confirm whether the final
        review is correct. Then proceed to **Step 6**.

```
Final review of both Player and Keeper attributes:
+---------------------------------------+--------+---------+
|              Name & Gender            | Player | Keeper  |
+---------------------------------------+--------+---------+
|              Full Name                | Kengo  | Patricia|
| Nickname from a genius scientist great-| KenKen |   N/A   |
|   aunt turned six-year-old. Check it!  |        |         |
|  Nickname from a Zora childhood friend.| Kenny  |   N/A   |
|              Gender                    |  Boy   |   Girl  |
+---------------------------------------+--------+---------+

+------------------------+-------------------------+-----------------------------+
|     Pronoun Type       | Player Pronouns (Default) | Player Pronouns (Gerudo Set) |
+------------------------+-------------------------+-----------------------------+
|      Subjective        |           he            |            she              |
|      Objective         |           him           |            her              |
| Possessive Determiner  |           his           |            hers             |
|   Possessive Pronoun   |           his           |            N/A              |
|      Reflexive         |         himself         |            N/A              |
|   Singular or Plural   |         Singular        |          Singular           |
+------------------------+-------------------------+-----------------------------+

+------------------------+-----------------+
|     Pronoun Type       | Keeper Pronouns |
+------------------------+-----------------+
|      Subjective        |       she       |
|      Objective         |       her       |
| Possessive Determiner  |       her       |
|      Reflexive         |     herself     |
|   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): ▪
```

Idea B: Customize Link and Zelda's Pronouns and Gender Only

i.   Let's customize both Link and Zelda's pronouns and gender. Begin by
        entering "1" for the first prompt, to denote that the Player's name is the
        default name, Link:

```
BotW Custom Character Text Editor
v1.0.0 authenticated.
======

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

Let's enter the Player's name.

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

Confirm that the input is correct by entering **y** or **Y**:

```
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_
```

ii.   Confirm that your input is correct.

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 **ccte.py** again, to restart the customization process from the
    beginning.

```
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
```

iii.   Follow the next prompt and enter a number for the corresponding gender
         option. In this example, we will enter "3" to denote that the Player is
         nonbinary.

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

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

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

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_
```

iv.   Next, you are prompted to choose whether you would like to customize the
         Player's pronouns. In this example, we will enter "yes" to customize the
         Player's default pronouns to they/them/theirs as follows:

```
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: y_
```

```
You have chosen to customize the Player's pronouns.
First, let's enter the Player's pronouns while wearing non-Gerudo Set clothing.

Please enter the Player's subjective pronoun (1-4 characters).
Examples: he (default), she, they
Example sentence: *He* takes a long nap.
Your answer: they

Please enter the Player's objective pronoun (1-4 characters).
Examples: him (default), her, them
Example sentence: I give the ladle to *him.*
Your answer: them

Please enter the Player's possessive determiner (1-5 characters).
Examples: his (default), her, their
Example sentence: *His* hair is pink.
Your answer: their

Please enter the Player's possessive pronoun (1-6 characters).
Examples: his (default), hers, theirs
Example sentence: The Hateno house is *his.*
Your answer: theirs

Please enter the Player's reflexive pronoun (1-8 characters).
Examples: himself (default), herself, themself
Example sentence: The hero cooks soup for *himself.*
Your answer: themself

Please choose the group of sentences that feels most natural
with the Player's pronouns.
1 = They takes the sword. They is Hyrule's last hope. (singular)
2 = They take the sword. They are Hyrule's last hope. (plural)
Your answer: 2

Thank you. These are the Player's pronouns while wearing non-Gerudo Set clothing:
+-----------------------+------------+
|    Type of Pronoun    | Your Input |
+-----------------------+------------+
|       Subjective      |    they    |
|       Objective       |    them    |
| Possessive Determiner |    their   |
|   Possessive Pronoun  |   theirs   |
|       Reflexive       |  themself  |
|   Singular or Plural  |   Plural   |
+-----------------------+------------+
Is this correct? Y/N: _
```

    a. For further reference on pronouns, see <u>Table of Third-Person Singular</u> <u>Pronouns</u>.

    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 <u>giving the Player **two** sets of</u> <u>default pronouns.</u> In this example, we will give the Player just one set by entering "no," then "yes" when prompted:

```
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: n
If you proceed, the Player will have *one* primary set of pronouns
while wearing normal clothing, just like in the default game.
Is this correct? Y/N: y_
```

    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. In this example, we will customize these pronouns to
    they/them as well:

```
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: _
```

```
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

Please enter the Player's objective pronoun (1-4 characters).
Examples: her (default), him, them
Example sentence: Riju gives the helm to "her."
Your answer: them

Please enter the Player's possessive determiner (1-5 characters).
Examples: her (default), his, their
Example sentence: "Her" swordplay is electric.
Your answer: their

Please choose the group of sentences that feels most natural
with the Player's pronouns.
1 = They enters Gerudo Town. They is the new Sand-Seal Race Champion. (singular)

2 = They enter Gerudo Town. They are the new Sand-Seal Race Champion. (plural)
Your answer: 2

Thank you. These are the Player's pronouns while wearing the Gerudo Set:
+-----------------------+------------+
|     Type of Pronoun   | Your Input |
+-----------------------+------------+
|        Subjective     |    they    |
|        Objective      |    them    |
|  Possessive Determiner |   their    |
|    Singular or Plural  |   Plural   |
+-----------------------+------------+
Is this correct? Y/N: _
```

v.   Lastly, the program reviews all entered attributes for the Player. Follow the prompt to confirm whether your input is correct.

```
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) | Your Input (Gerudo Set)      |
+------------------------+---------------------+------------------------------+
|      Subjective        |         they         |            they              |
|      Objective         |         them         |            them              |
|  Possessive Determiner |         their        |            their             |
|   Possessive Pronoun   |        theirs        |            N/A               |
|       Reflexive        |       themself       |            N/A               |
|   Singular or Plural   |        Plural        |           Plural             |
+------------------------+---------------------+------------------------------+
Is this correct? Y/N: y_
```

vi.   Once the user confirms the entered Player attributes are correct, the next step is to enter the Keeper attributes. In this example, we will also set the Keeper as nonbinary, with they/them pronouns. This step is very similar to **Steps i-v**; simply follow the prompts. Enter "1" when prompted to set the Keeper's name as Zelda, then enter "2" when prompted for the Keeper's gender, and lastly enter "yes" when prompted to customize the Keeper's pronouns. This results in a nonbinary Keeper named Zelda, with they/them pronouns.

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

Please enter the Keeper's name and gender.

The Keeper's name is...
1 = Zelda (default)
2 = Link
3 = Custom
Your answer: 1
Keeper Name confirmed.

Initiating Gender selection screen...
The Player's gender' is: Nonbinary
The available options for the Keeper's gender are as follows:

1 = Girl (default)
2 = Nonbinary
Your answer: 2
Keeper is Nonbinary.
The Keeper Name and Gender are as follows:

+-----------------+-----------+
| Keeper Attribute | Your Input |
+-----------------+-----------+
|       Name       |   Zelda   |
|      Gender      | Nonbinary |
+-----------------+-----------+
Is this correct? Y/N: y
The Keeper's default pronouns are she/her.
Would you like to customize the Keeper's pronouns? Y/N: y

You have chosen to customize the Keeper's pronouns.
Let's enter the Keeper's pronouns.

Please enter the Keeper's subjective pronoun (1-4 characters).
Examples: she (default), he, they
Example sentence: *She* conducts tech research.
Your answer: they

Please enter the Keeper's objective pronoun (1-4 characters).
Examples: her (default), him, them
Example sentence: I gave *her* a haircut.
Your answer: them

Please enter the Keeper's possessive determiner (1-5 characters).
Examples: her (default), his, their
Example sentence: I fueled up *her* motorcycle.
Your answer: their

Please enter the Keeper's reflexive pronoun (1-8 characters).
Examples: herself (default), himself, themself
Example sentence: She smiled to *herself.*
Your answer: themself

Please choose the group of sentences that feels most natural
with the Keeper's pronouns.
1 = They bears the light. They is Hyrule's Goddess-blood royal. (singular)
2 = They bear the light. They are Hyrule's Goddess-blood royal. (plural)
Your answer: 2
```

vii.   Once both Player and Keeper attributes are entered, confirm whether the final
        review is correct. Then proceed to **Step 6**.

```
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 | Nonbinary |
+------------------------------------------+-----------+-----------+

+-----------------------+-------------------------+-----------------------------+
|     Pronoun Type      | Player Pronouns (Default) | Player Pronouns (Gerudo Set) |
+-----------------------+-------------------------+-----------------------------+
|      Subjective       |           they          |             they            |
|      Objective        |           them          |             them            |
| Possessive Determiner |          their          |            their            |
|  Possessive Pronoun   |          theirs         |             N/A             |
|      Reflexive        |         themself        |             N/A             |
|  Singular or Plural   |          Plural         |            Plural           |
+-----------------------+-------------------------+-----------------------------+

+-----------------------+-----------------+
|     Pronoun Type      | Keeper Pronouns |
+-----------------------+-----------------+
|      Subjective       |      they       |
|      Objective        |      them       |
| Possessive Determiner |      their      |
|      Reflexive        |    themself     |
|  Singular or Plural   |     Plural      |
+-----------------------+-----------------+
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): _
```

Idea C: Customize Link and Zelda's Name, Pronouns, and Gender

   i.   Let's combine Ideas A and B, and customize Link and Zelda's name, pronouns, and gender. In this example, we will create a mod where the Player and Keeper have the following attributes:

       a. Player:

          i. Name: Kris

             1. Nicknames: Krissy, Knight

         ii. Pronouns: they/them

        iii. Gender: nonbinary

       b. Keeper:

          i. Name: Frisk

         ii. Pronouns: they/them

        iii. Gender: nonbinary

   ii.   Follow the prompts to customize the Player's attributes:

```
Let's enter the Player's name.

The Player's name is...
1 = Link (default)
2 = Zelda
3 = Custom
Your answer: 3
Name customization screen activated.
Please enter a name for the Player (1-8 characters).
Your answer: Kris

Please enter a nickname given to the Player by a genius scientist
great-aunt turned six-year-old. Check it! (1-6 characters)
Your answer: Krissy

Please enter a nickname given to the Player by a
Zora childhood friend (1-6 characters).
Your answer: Knight
```

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

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: y

You have chosen to customize the Player's pronouns.
First, let's enter the Player's pronouns while wearing non-Gerudo Set clothing.

Please enter the Player's subjective pronoun (1-4 characters).
Examples: he (default), she, they
Example sentence: *He* takes a long nap.
Your answer: they

Please enter the Player's objective pronoun (1-4 characters).
Examples: him (default), her, them
Example sentence: I give the ladle to *him.*
Your answer: them

Please enter the Player's possessive determiner (1-5 characters).
Examples: his (default), her, their
Example sentence: *His* hair is pink.
Your answer: their

Please enter the Player's possessive pronoun (1-6 characters).
Examples: his (default), hers, theirs
Example sentence: The Hateno house is *his.*
Your answer: theirs

Please enter the Player's reflexive pronoun (1-8 characters).
Examples: himself (default), herself, themself
Example sentence: The hero cooks soup for *himself.*
Your answer: themself

Please choose the group of sentences that feels most natural
with the Player's pronouns.
1 = They takes the sword. They is Hyrule's last hope. (singular)
2 = They take the sword. They are Hyrule's last hope. (plural)
Your answer: 2
```

```
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: n
If you proceed, the Player will have *one* primary set of pronouns
while wearing normal clothing, just like in the default game.
Is this correct? Y/N: y
```

```
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

Please enter the Player's objective pronoun (1-4 characters).
Examples: her (default), him, them
Example sentence: Riju gives the helm to "her."
Your answer: them

Please enter the Player's possessive determiner (1-5 characters).
Examples: her (default), his, their
Example sentence: "Her" swordplay is electric.
Your answer: their

Please choose the group of sentences that feels most natural
with the Player's pronouns.
1 = They enters Gerudo Town. They is the new Sand-Seal Race Champion. (singular)
2 = They enter Gerudo Town. They are the new Sand-Seal Race Champion. (plural)
Your answer: 2
```

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

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


+------------------------+----------------------+---------------------------+
|    Type of Pronoun     | Your Input (Default) | Your Input (Gerudo Set)   |
+------------------------+----------------------+---------------------------+
|       Subjective       |         they         |           they            |
|       Objective        |         them         |           them            |
|  Possessive Determiner |         their        |           their           |
|   Possessive Pronoun   |         theirs       |           N/A             |
|       Reflexive        |       themself       |           N/A             |
|   Singular or Plural   |         Plural       |          Plural           |
+------------------------+----------------------+---------------------------+
Is this correct? Y/N: y
Player Attributes extracted. Press Enter to continue._
```

iii.   Once all Player attributes are confirmed, follow the prompts to customize the
         Keeper's attributes:

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

Please enter the Keeper's name and gender.

The Keeper's name is...
1 = Zelda (default)
2 = Link
3 = Custom
Your answer: 3
Name customization screen activated.
Please enter a name for the Keeper (1-8 characters).
Your answer: Frisk

Keeper Name confirmed.

Initiating Gender selection screen...
The Player's gender' is: Nonbinary
The available options for the Keeper's gender are as follows:

1 = Girl (default)
2 = Nonbinary
Your answer: 2
Keeper is Nonbinary.
```

```
The Keeper's default pronouns are she/her.
Would you like to customize the Keeper's pronouns? Y/N: y

You have chosen to customize the Keeper's pronouns.
Let's enter the Keeper's pronouns.

Please enter the Keeper's subjective pronoun (1-4 characters).
Examples: she (default), he, they
Example sentence: *She* conducts tech research.
Your answer: they

Please enter the Keeper's objective pronoun (1-4 characters).
Examples: her (default), him, them
Example sentence: I gave *her* a haircut.
Your answer: them

Please enter the Keeper's possessive determiner (1-5 characters).
Examples: her (default), his, their
Example sentence: I fueled up *her* motorcycle.
Your answer: their

Please enter the Keeper's reflexive pronoun (1-8 characters).
Examples: herself (default), himself, themself
Example sentence: She smiled to *herself.*
Your answer: themself

Please choose the group of sentences that feels most natural
with the Keeper's pronouns.
1 = They bears the light. They is Hyrule's Goddess-blood royal. (singular)
2 = They bear the light. They are Hyrule's Goddess-blood royal. (plural)
Your answer: 2
```

```
Next, you have the option to enter a second set of pronouns
for the Keeper.

Would you like to enter a second set of pronouns for the Keeper? Y/N: n
If you proceed, the Keeper will have *one* set of pronouns,
just like in the default game.
Is this correct? Y/N: y
```

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

+-----------------+------------+
| Keeper Attribute | Your Input |
+-----------------+------------+
|      Name       |   Frisk    |
|      Gender     | Nonbinary  |
+-----------------+------------+


+----------------------+------------+
|     Pronoun Type     | Your Input |
+----------------------+------------+
|      Subjective      |    they    |
|       Objective      |    them    |
| Possessive Determiner |   their   |
|       Reflexive      |  themself  |
|   Singular or Plural  |   Plural   |
+----------------------+------------+
Is this correct? Y/N: y_
```

iv.   Once both Player and Keeper attributes are entered, confirm whether the final
        review is correct. Then proceed to **Step 6**.

```
Final review of both Player and Keeper attributes:
+----------------------------------------+-----------+-----------+
|              Name & Gender             |  Player   |  Keeper   |
+----------------------------------------+-----------+-----------+
|              Full Name                 |   Kris    |   Frisk   |
| Nickname from a genius scientist great-|  Krissy   |    N/A    |
|   aunt turned six-year-old. Check it!  |           |           |
|  Nickname from a Zora childhood friend.|   Knight  |    N/A    |
|                Gender                  | Nonbinary | Nonbinary |
+----------------------------------------+-----------+-----------+

+------------------------+----------------------------+------------------------------+
|      Pronoun Type      |  Player Pronouns (Default)  |  Player Pronouns (Gerudo Set) |
+------------------------+----------------------------+------------------------------+
|       Subjective       |            they            |             they             |
|       Objective        |            them            |             them             |
| Possessive Determiner  |            their           |             their            |
|   Possessive Pronoun   |            theirs          |             N/A              |
|       Reflexive        |            themself        |             N/A              |
|   Singular or Plural   |            Plural          |             Plural           |
+------------------------+----------------------------+------------------------------+

+------------------------+------------------+
|      Pronoun Type      |  Keeper Pronouns |
+------------------------+------------------+
|       Subjective       |        they      |
|       Objective        |        them      |
| Possessive Determiner  |        their     |
|       Reflexive        |        themself  |
|   Singular or Plural   |        Plural    |
+------------------------+------------------+
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): y_
```

6. After entering **y** or **Y** for "yes," the program processes your edits and ends with a message that is formatted like this:

Idea A:

```
Success!
Player: Kengo | he/him/his | Boy
Keeper: Patricia | she/her | Girl
Output generation complete. Press any key to continue.
```

Idea B:

```
Success!
Player: Link | they/them/theirs | Nonbinary
Keeper: Zelda | they/them | Nonbinary
Output generation complete. Press any key to continue.
```

Idea C:

```
Success!
Player: Kris | they/them/theirs | Nonbinary
Keeper: Frisk | they/them | Nonbinary
Output generation complete. Press any key to continue.
```

7. The DIY_Pronoun_Wardrobe directory now contains an additional "output" subfolder:
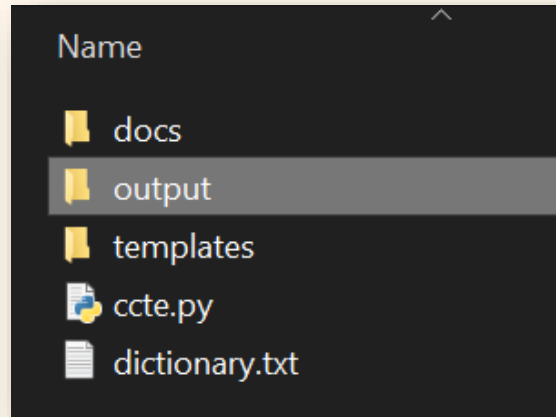
8. Inside of the new output folder are 8 subfolders, which are required for the next step.

Mod Generation Part II: msyt-tools

9. Install rstb with the following command:
<div align="center">

`pip install rstb`

</div>

10. Install sarc with the following command:
<div align="center">

`pip install sarc`

</div>

11. Install msyt-tools.
12. 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)**.

13. Next, open the msyt folder. There should be 8 subfolders here; **delete** all of these.

```
Name

  bin
  docs
  msyt
  resources
  0_set-language.bat
  1_setup-files.bat
  2_pack-msyts.bat
  USen.i18n
```
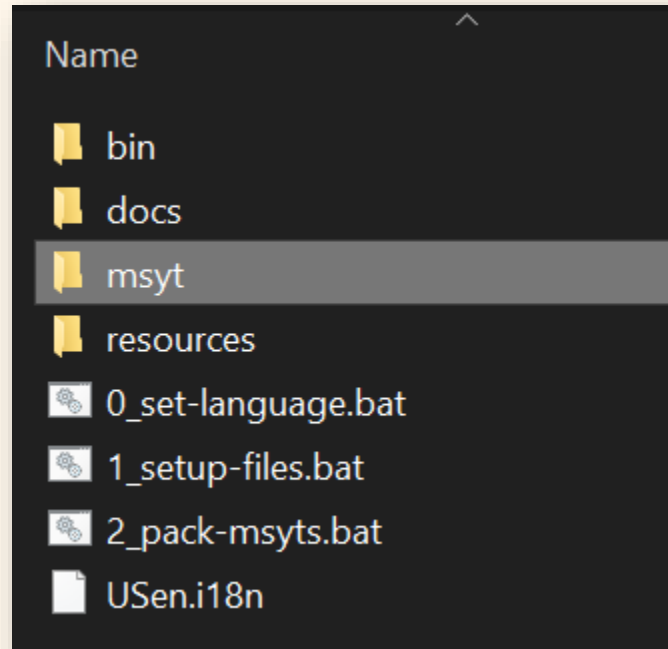
14. Recall the 8 subfolders you generated in **Custom_Character_Text_Editor >
    output**, in **Step 7**. Copy all of these and paste them inside of the msyt subfolder
    from **Step 13**.
15. Per the msyt-tools docs, run **pack-msyts.bat** to pack your mod, and create a
    rules.txt document to go with it.
16. Your mod should now consist of the two following items, which are required for
    the next step:

```
Name

  content
  rules.txt
```
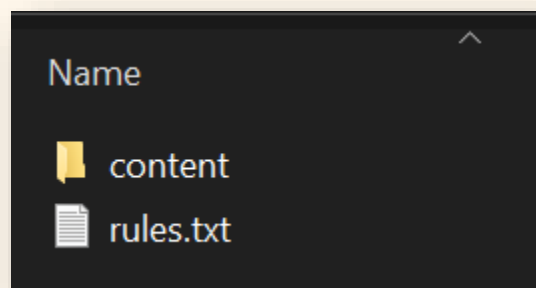
Mod Generation Part III: BCML

17. Open BCML. Navigate to the **Dev Tools** tab. If BCML is setup correctly, the display should look like this:
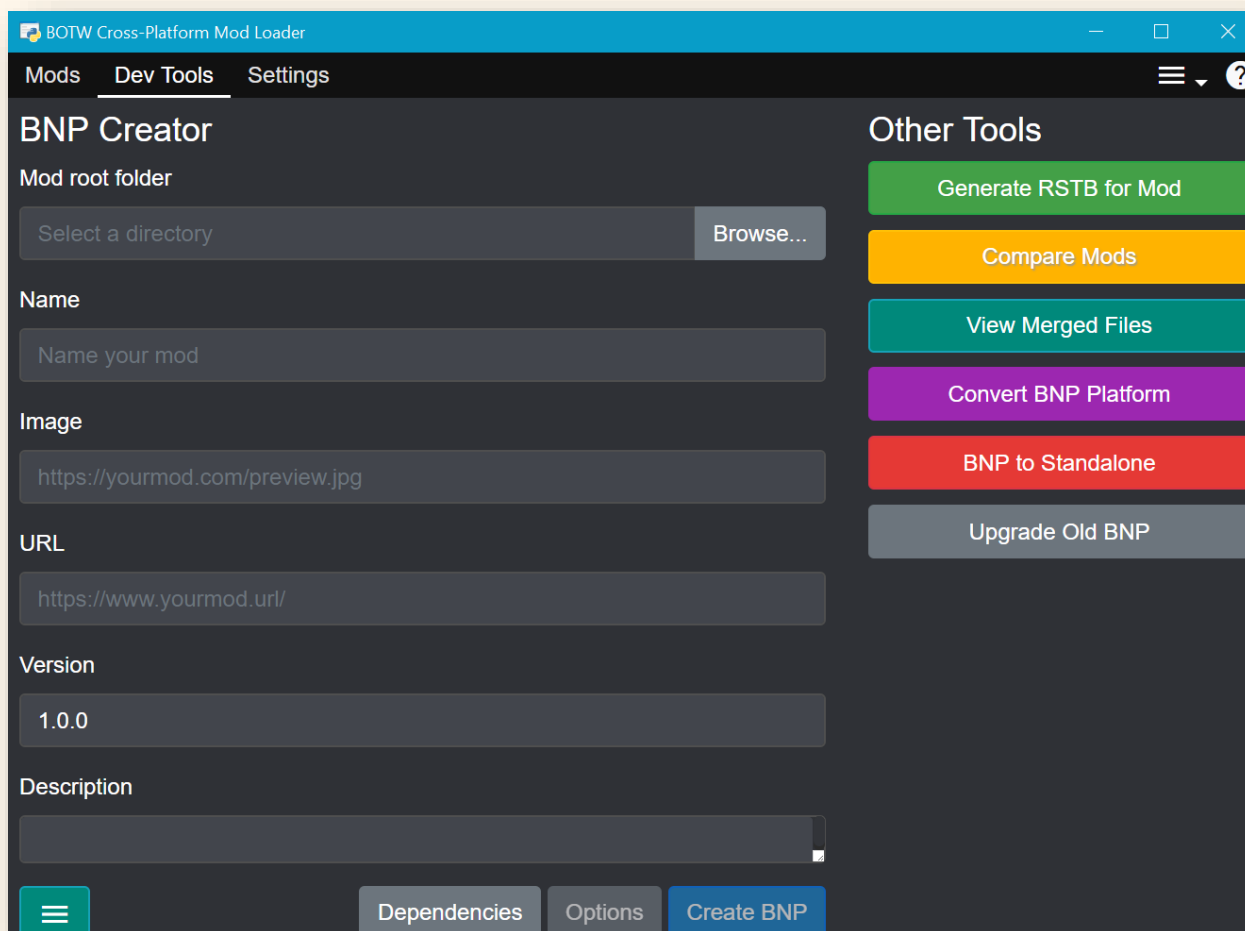
18. For the **mod root folder** field (the top-most field in the screenshot), click on **Browse** and navigate to the folder containing your mod. In this tutorial, the folder is titled **CCTE-sample**:
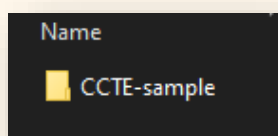
a. Remember that inside of your **CCTE-sample** folder are two items: the
    content folder and the **rules.txt** file:
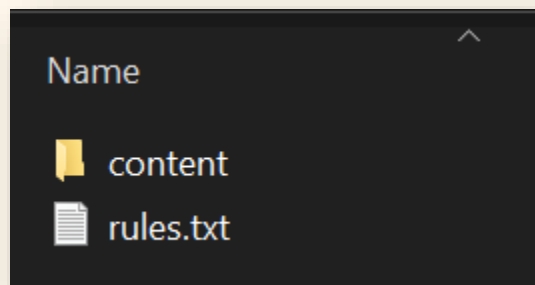
19. The BCML display looks like this once you have chosen your mod root folder:
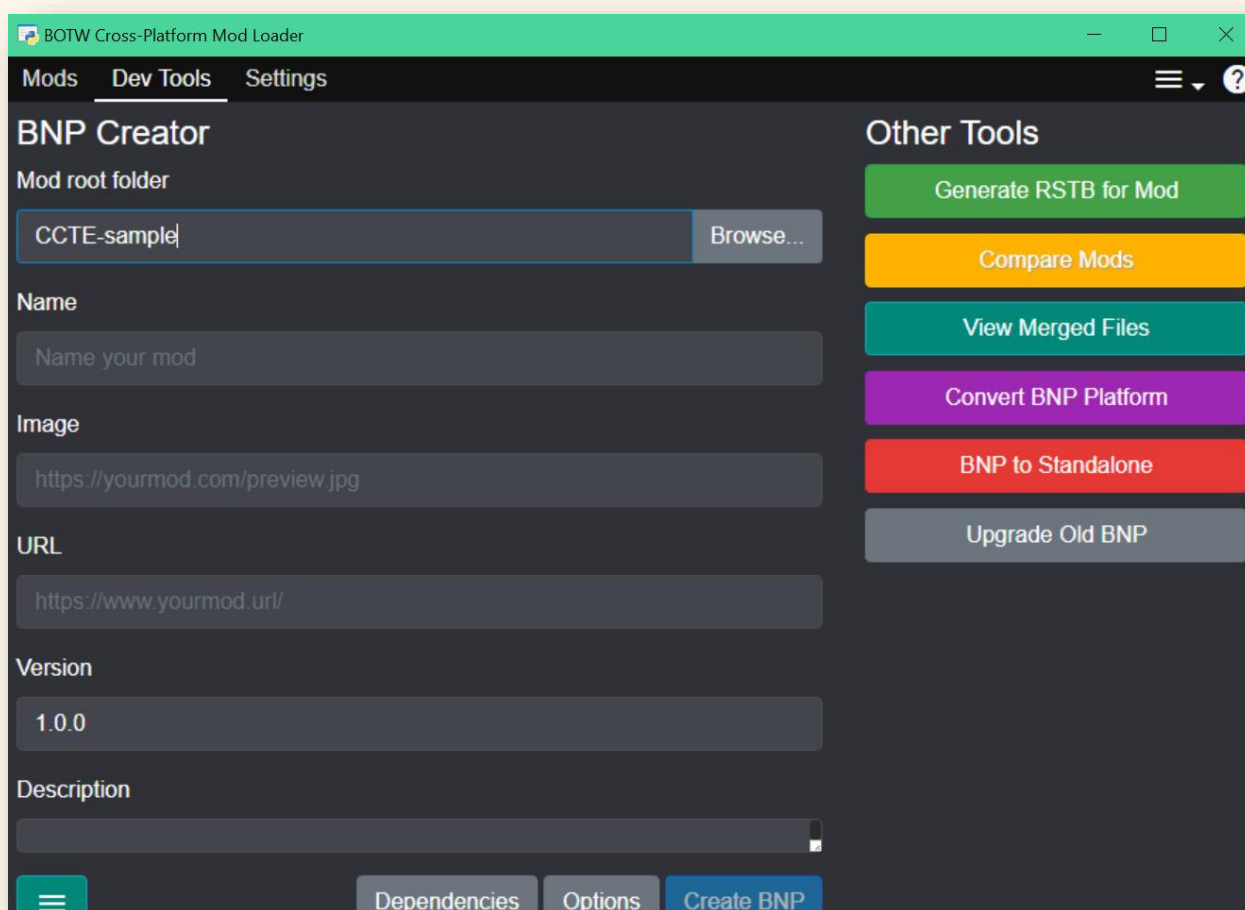
20. Give your mod a name in the **Name** field. You may also add a description in the
Description field (optional):
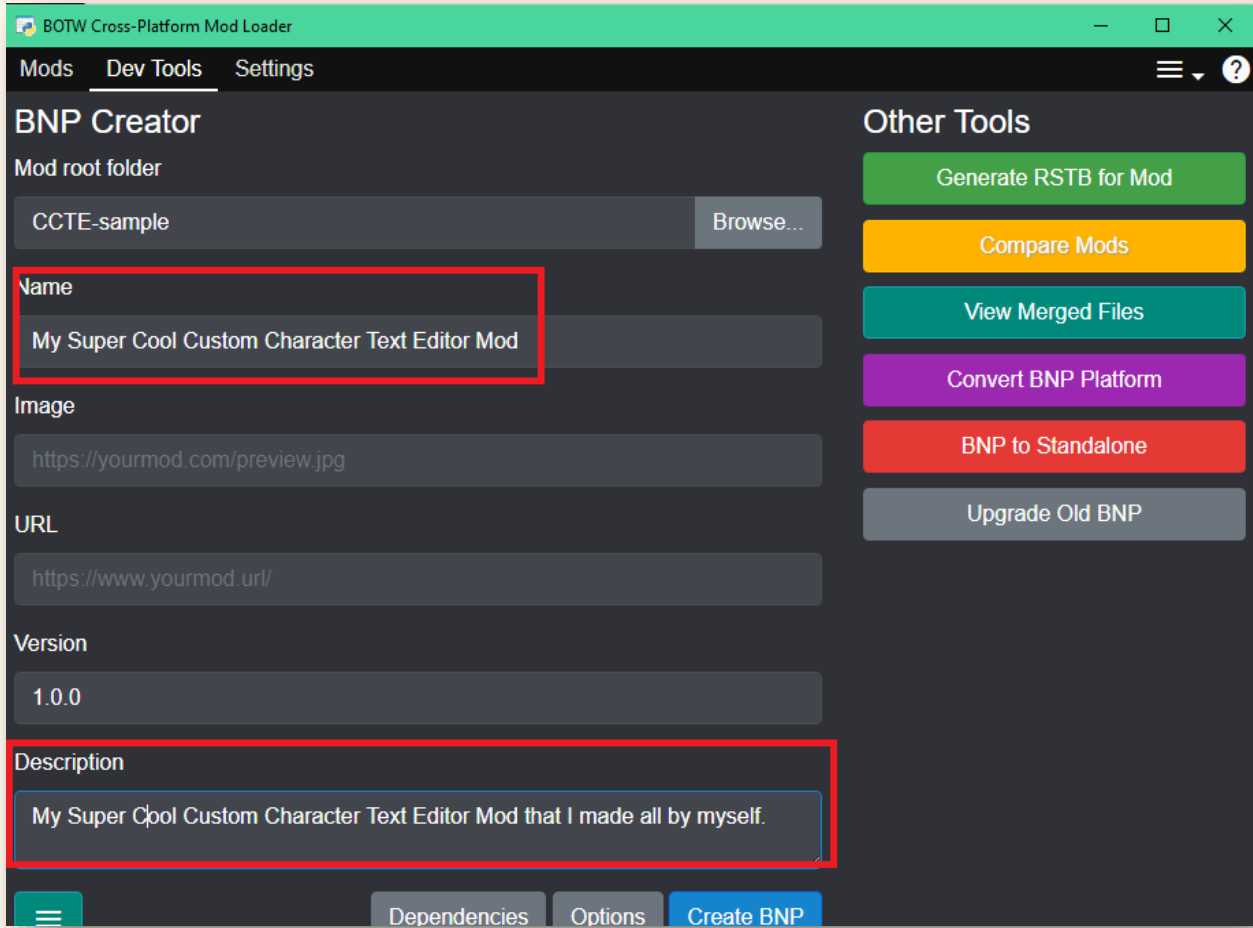
21. Click on **Create BNP** at the bottom of the window to generate the **bnp** version of
your mod:
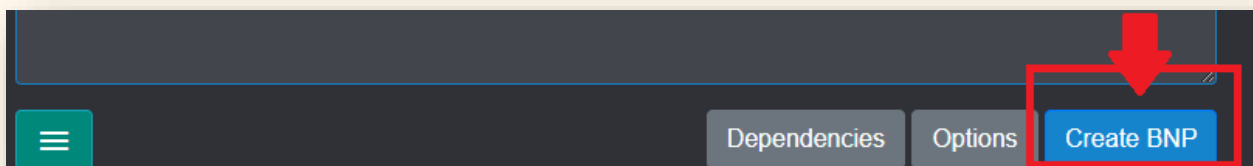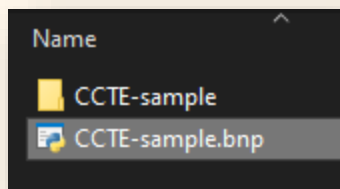
22. **Additional step for Switch and Yuzu users (CEMU Users may skip to Step 24):**
Open the interface for converting Wii U mods to Switch by clicking on the
"Convert BNP Platform" button on the right.
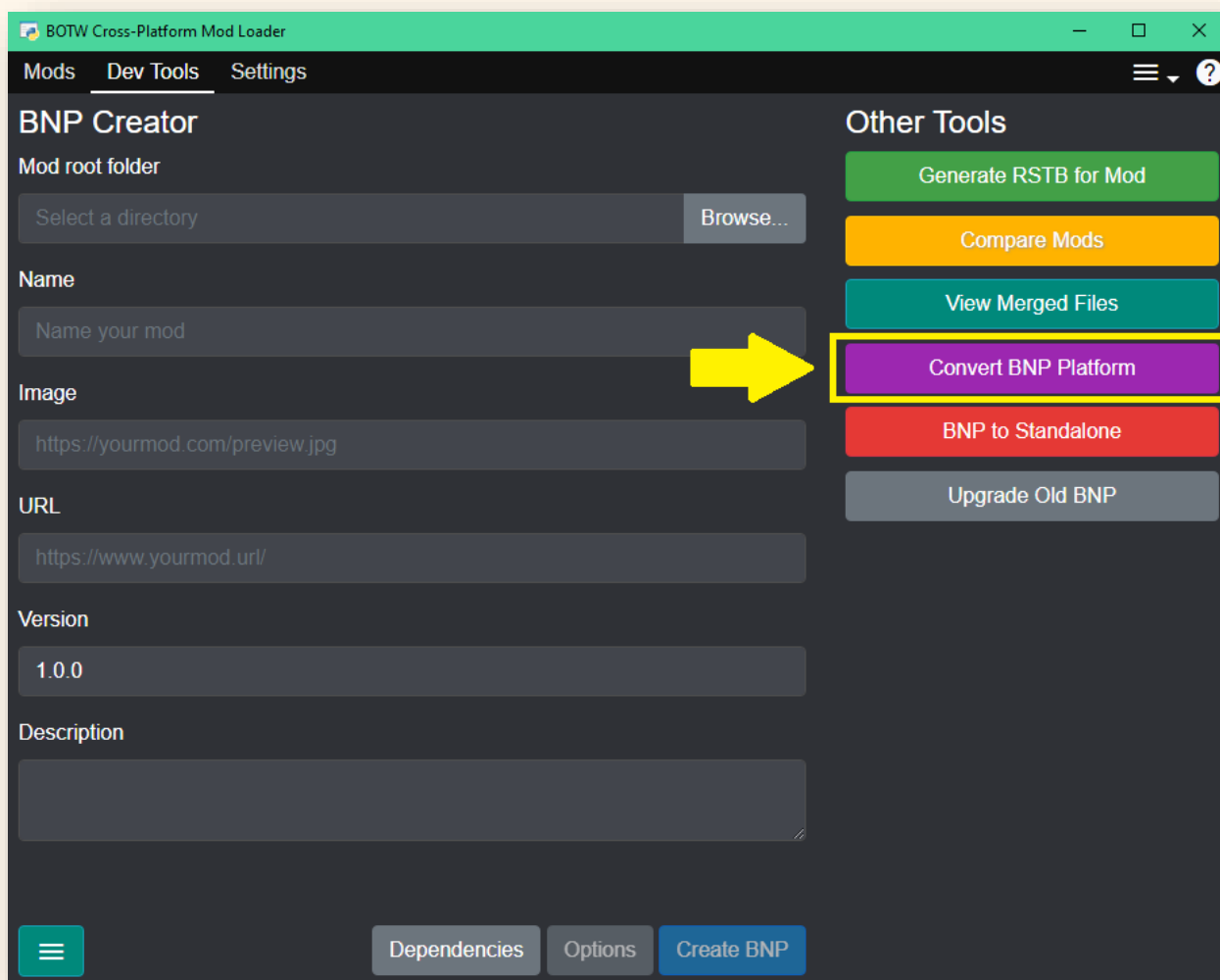
b. Click the "Browse" button on the right to locate the **bnp** you just made in **Step 21** (titled CCTE-sample.bnp in our example). Note that this mod only works for the Wii U version of *BotW*. Click "Convert" in the lower right.
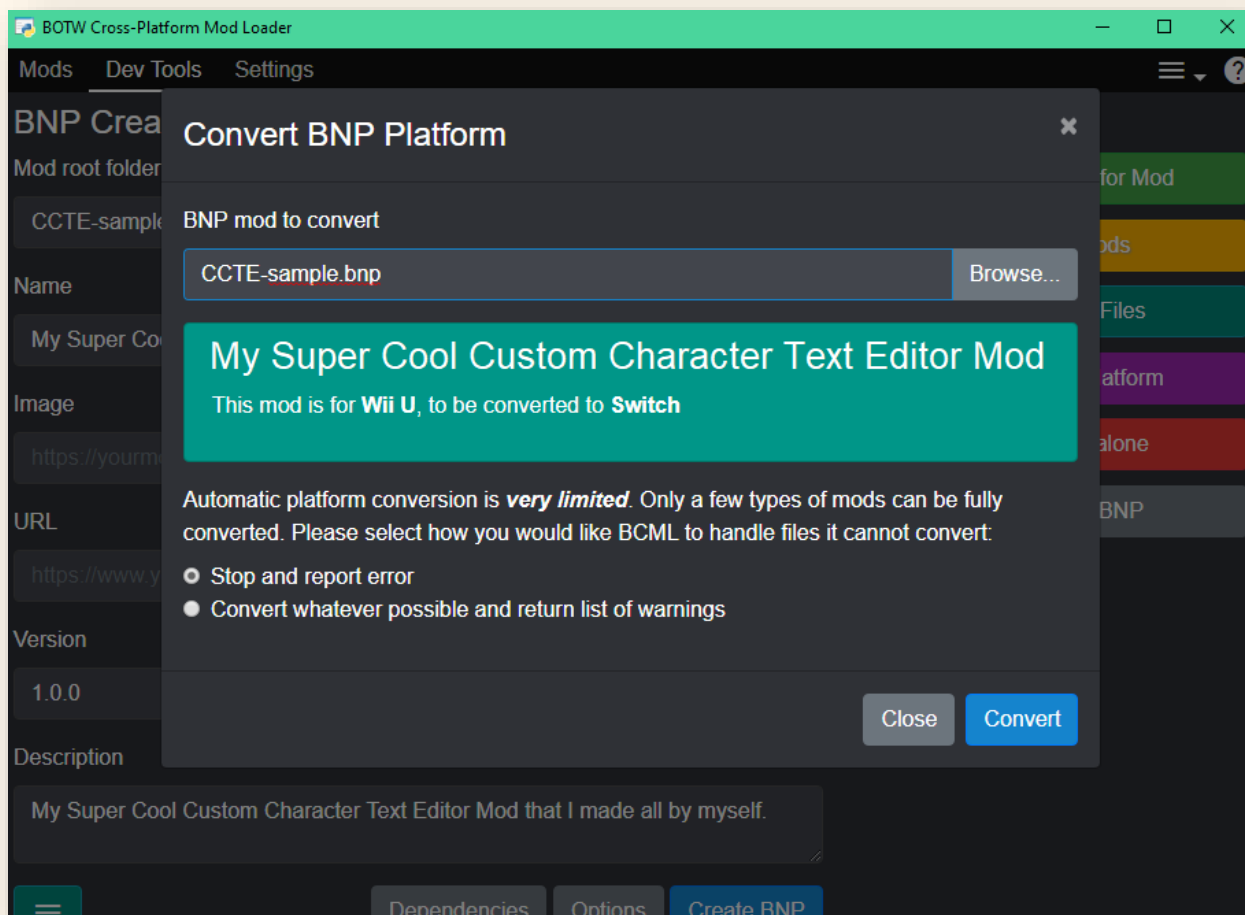
     c.   A new bnp will be generated with the same title as your Wii U mod. However, the title will be altered to include "_switch" at the end.
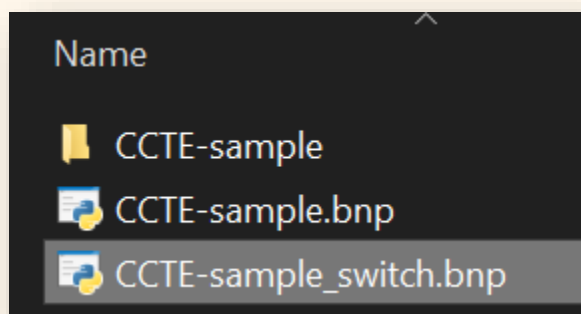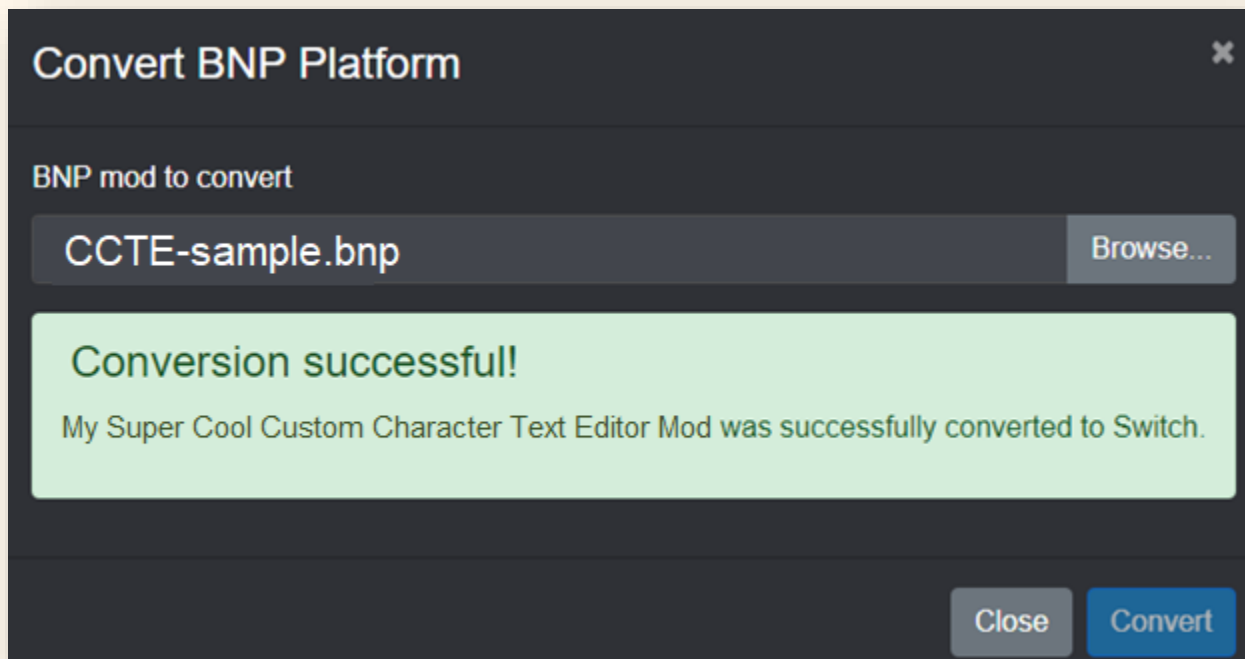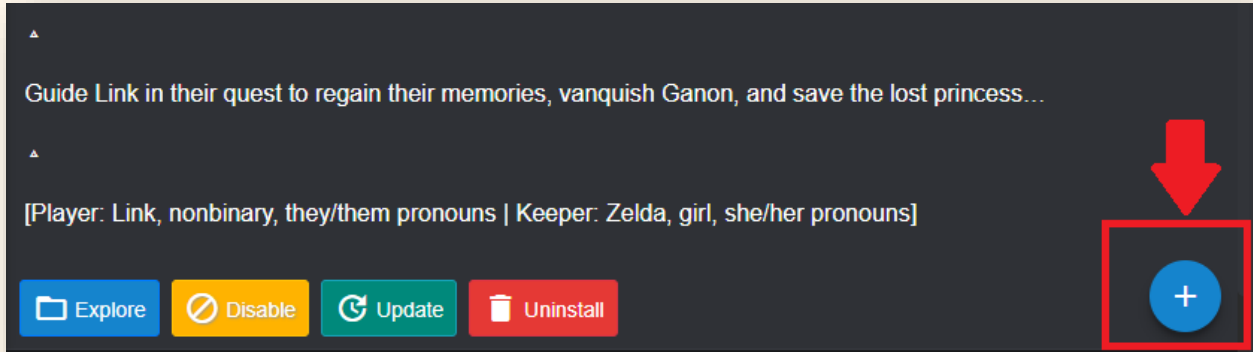

23. This new **.bnp** file will be installed into your game in the next step.

Install with BCML

24. Navigate to the **Mods** tab in BCML. If set up correctly, the display will look like this:
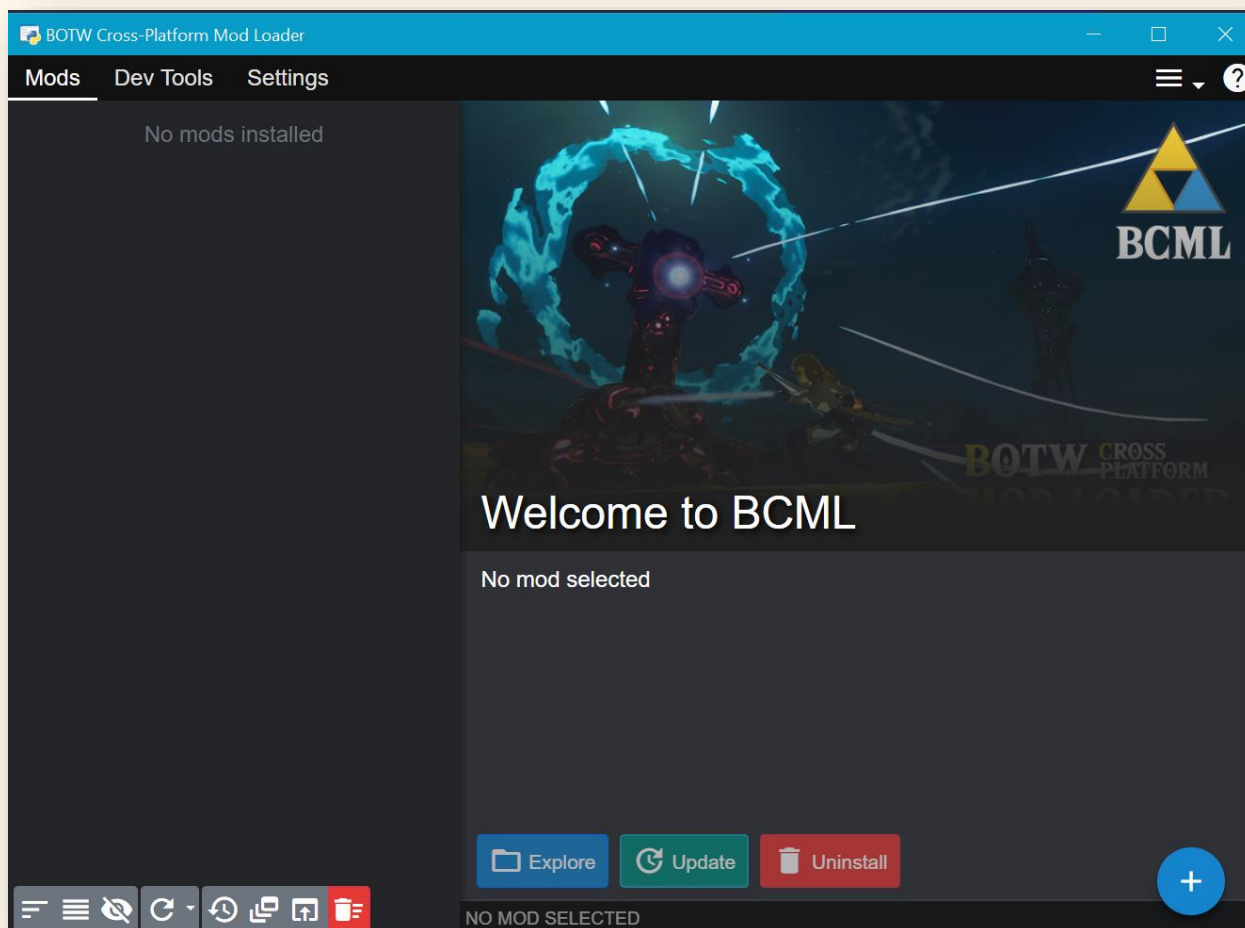
25. Install your new Custom Character Text Editor mod in BCML with the floating
    (+) button in the bottom right corner of the window below:

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.

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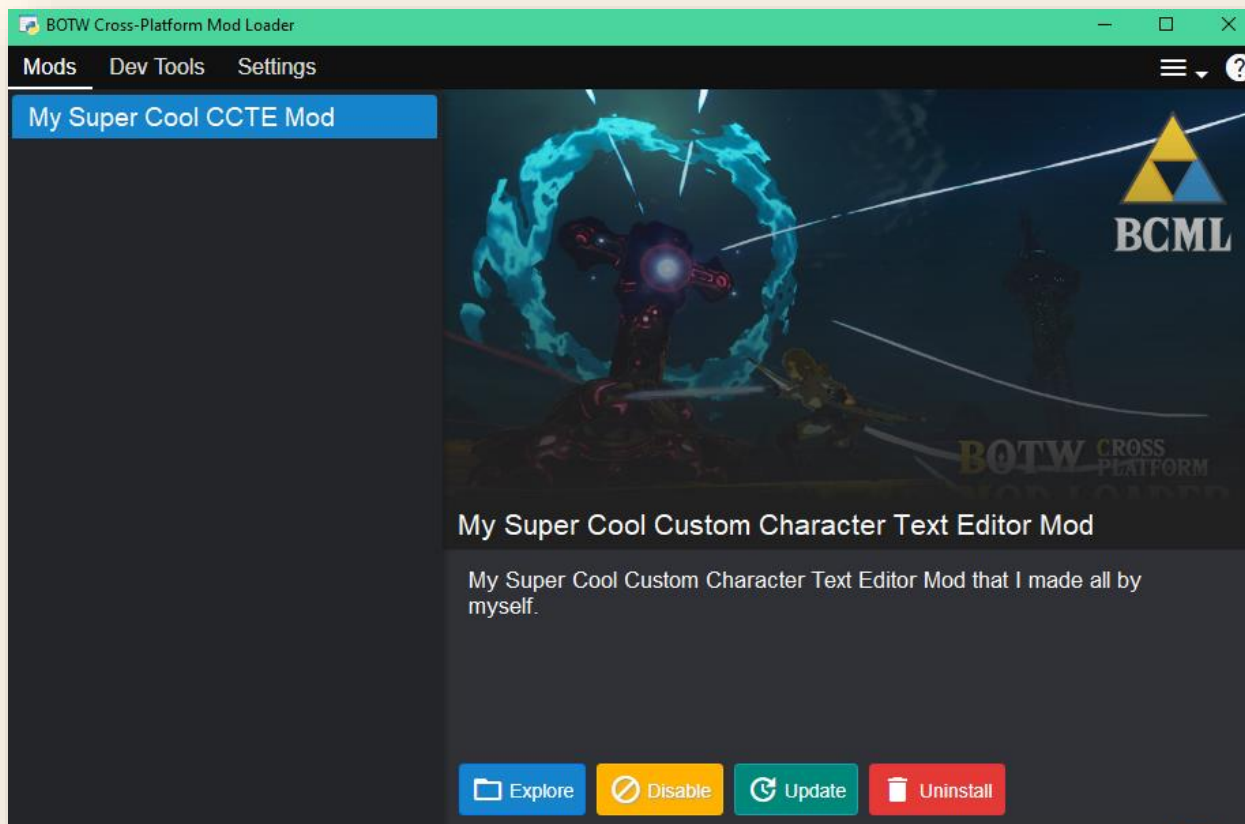
Note that the mod is active by default.

Congratulations on successfully creating and installing your very own Custom Character Text Editor mod! You may now play *BotW* with your own uniquely customized name, pronoun, and gender 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/zem/zirs	**ze** takes a long nap	I give the ladle to **zem**	**zir** hair is pink	the Hateno house is **zirs**	the hero cooks soup for **zemself**
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

Name Edits

1. Hudson's dialogue about **Bolson Construction's hiring policies** changes slightly if the Player's name ends in "son."
2. There is a Yiga footsoldier disguised as a Traveler who tries to remember what your name is. The three words that the Player may offer as alternative suggestions are **randomly generated** in each mod created with CCTE, depending on the first letter of the inputted Player name.
   a. For example, if the Player's name is **"Toby,"** the Player may suggest the words **"Time," "Temple,"** and **"Tears."**
3. A regular at one of the stables usually tells the Player that they don't look like the type of person who would be a **researcher**. If the Player's name is Zelda, this character remarks that the Player does, in fact, look the type.

Gender and Pronoun (Pronoun Wardrobe) Edits

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.