

CREATING A HYRULEAN HERO

Follow these steps below to create a legendary character — a hero — to represent yourself in the world of Hyrule.

You and your fellow **players** each control a **hero** in the world legends weaved by your **narrator**. Just like in a video game, your hero is defined in part by numbers representing what they can do and by what items they have, but also by their appearance, their personality, their bonds, and their actions. These rules focus on the numbers, but be sure to consider what kind of person you want to portray in your ensuing adventures.

These rules are meant for a full Hyrulean campaign. If your campaign doesn't take place in Hyrule, use either the default character creation rules or whatever rules your narrator believes will work best for you. Whether creating a Hyrulean character or not, the first step is always to consult your narrator.

To record your character's details, you can use any typical character sheet for *D&D*. You can also jot them down on any parchment or Sheikah Slate you have handy.

STEP 1: ABILITY SCORES

One of the most fundamental aspects of your hero are their numerical ability scores. The six scores are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

You can choose one of the four methods below to determine your ability scores. These methods are designed to be interchangeable; if one player wants to roll ability scores and another wants to use point-buy, the scores could be a little better or a little worse, but almost never to the extent either player will feel useless by comparison. However you generate your scores, be sure to record them.

METHOD A: STANDARD ARRAY

You have six numerical scores: 14, 13, 12, 11, 9, and 8. You can assign these scores to your six abilities in any order you like.

This method creates a very balanced character. These scores can be easily optimized with your lineage and class to create an effective hero who still has room to grow, and doesn't have any glaring weaknesses.

METHOD B: ROLLED ARRAY

This is a good option if you want something a bit different, or want to take a chance at being above-average. If you would be disinterested in committing to a character with poor abilities, it is best if you choose a method other than this one. Considering this, your narrator might reasonably omit this option.

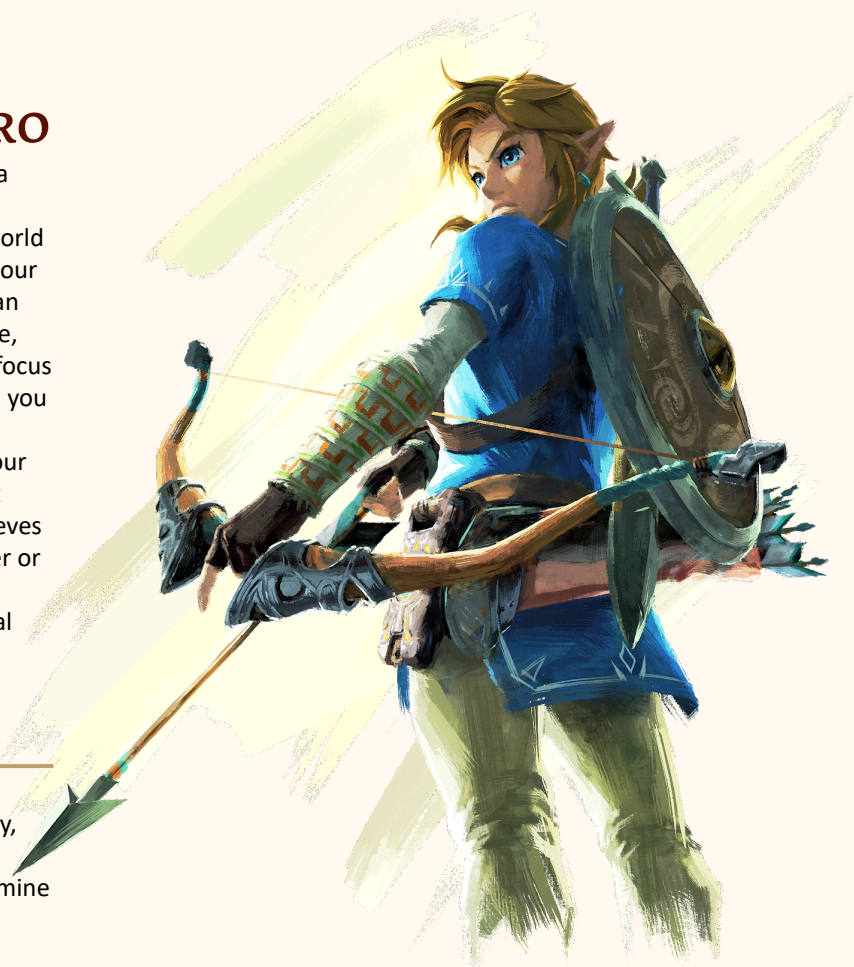
Roll $4d4+1$, and record the number you rolled. Do this five more times, until you have six numbers. The six numbers you rolled become your six ability scores, which you can assign to your six abilities in whatever order you like—with one exception. If you roll a 7 or lower, you can't assign it to your Constitution.

If you don't roll at least one result above 7, which is unlikely, you can re-roll a completely new array. This is the mercy rule.

ROLLED ARRAY PROBABILITIES

Before considering the mercy rule, this method's average result is 11, with a small chance of being as low as 5 or as high as 17. The most probable Rolled Array will be comparable to the Standard Array, but with possibilities for underpowered or overpowered spreads.

There's a ~3% chance of scoring even a single 17 across all six rolls, and equally low odds of rolling a single 5. There's a ~30% chance you'll roll a single score above 14.



METHOD C: POINT-BUY

This method gives you full control over the exact numbers your ability scores can be, which may be preferred if you enjoy optimizing your hero's capabilities.

You have 27 points to spend on your ability scores. The cost of each score is shown in the adjacent table. For example, a score of 13 costs 7 points. This method cannot be used to lower a score below 7 or raise a score above 14. You can't make an array quite as valuable as the standard array, but in exchange you get much more control over what your scores are.

You can't assign a 7 to your Constitution.

Score	Cost
7	0
8	1
9	2
10	3
11	4
12	5
13	6
14	7

METHOD D6 SPREAD

This can be a good option for an experienced player who is interested in creating a character around locked-in scores.

All your ability scores start at 9. Roll 12d6, and tally the individual results of each d6.

- For each **1**, increase your **Strength** score by one.
- For each **2**, increase your **Dexterity** score by one.
- For each **3**, increase your **Constitution** score by one.
- For each **4**, increase your **Intelligence** score by one.
- For each **5**, increase your **Wisdom** score by one.
- For each **6**, increase your **Charisma** score by one.

This will end up with the same number of points in the standard array, minus 1. There's a chance of very balanced scores or one extremely high locked-in score. Unlike the Rolled Array, there's no chance of all low scores or all high scores.

STEP 2: CHOOSE YOUR CLASS

Choosing a class has the most long-term impact on your hero's capabilities, especially those you employ in combat. Choose one from **champion**, **opportunist**, **researcher**, **sage**, and **scion**. Each of these classes is fully detailed in [Chapter ?]: Classes. Your narrator might enable more class options than those listed here.

Depending on your choice, there are other decisions to make regarding your class, as detailed on each class's page. Champion is perhaps the simplest option initially. If you choose sage or scion, you will need to choose a subclass right away, but other classes let you get a feel for it before you commit to a subclass.

Speed. Your speed is how far you can move on each turn. You start with a walk speed of 30 feet, but your class and lineage may decrease or increase this distance. You might also gain different speed types, such as with a zora's swim speed.

CLASSES AT A GLANCE

A **champion** utilizes weapons and relies on exemplary physical prowess to get the job done. Most incarnations of Link are champions, as are characters like Daruk, Revali, Ralph, the Hero's Shade, Swiftblade, and Orca. Strength or Dexterity is usually a champion's most important ability score, followed by Constitution.

An **opportunist** wields finesse and tact to swiftly win hearts and exploit weaknesses. Sheik, Linkle, and even garo are various opportunists. Dexterity is typically an opportunist's most important ability score.

A **researcher** studies magic and casts spells from memorization and practice. Midna, Maple, Pura, Twinrova, and even wizzrobes are all different kinds of researchers. Intelligence is a researcher's most important ability score.

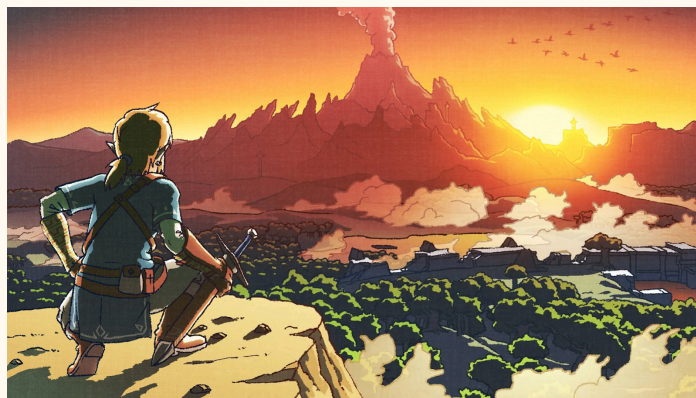
A **sage** wields mysterious elemental powers and restorative magic bestowed by the gods. Most incarnations of Princess Zelda are sages, as are characters like Medli, Sidon, and Rauru. Wisdom is a sage's most important ability score.

A **scion** inherited supernatural power directly from a muse, a spirit, a calling, or a powerful being like a dragon or great fairy. Kass, the Happy Mask Salesman, Volga, and Wizzro are different scions. Charisma is usually a scion's most vital ability.

FLEXIBLE ABILITY SCORES

The Ability Score Increase feature of your lineage represents typical folks, but heroes are rarely typical. If your narrator enables it, you may ignore your Ability Score Increase trait and instead assign ability score increases tailored to your character. To do so, take each Ability Score Increase you gain from your race or subrace and apply it to an ability score of your choice. If you gain more than one increase, you can't apply those increases to the same ability score, and you can't increase a score above 20.

For example, if your race is sea zora you normally increase your Wisdom by 2 and your Charisma by 1, but if your narrator enables this option you could instead increase your Dexterity by 2 and your Constitution by 1. You couldn't however increase your Dexterity by 3.



STEP 3: CHOOSE YOUR LINEAGE

The world of Hyrule is inhabited by countless different creatures, each of a lineage ranging from the familiar hylia, to the stalwart gorons, to the alien twili. Your lineage is your species, and lineages described here are human-like—or “humanoid.”

As your lineage you can choose from the options below. Your narrator might offer more options for lineages depending on the nature of your campaign. Your lineage affords you several traits you may want to record on your character sheet.

LINEAGES AT A GLANCE

Common lineages include hylia, goron, zora, gerudo, and rito. These lineages appear in the most popular legends of Hyrule, and count many adventurers and heroes among them. Any common lineage is a fine choice to choose for your character.

Gerudo are tall, powerful women who resemble hylia in many ways, but are taller and generally have stark red hair, deep tan skin, and tend to be much more athletic. Many adhere to a proud warrior culture. Most gerudo live deep in the desert. Ganondorf is the most infamous gerudo, but other renowned gerudo include Urbosa, Riju, Nabooru, Koume, and Kotake.

Gorons are built like mountains, eat rocks, and wade through lava. Gorons are indomitable both as warriors and as friends. They treat each other as entirely male. Darunia, Daruk, Biggoron, Gorko, and Darbus are renowned gorons. Link once took the form of Darmani, a goron hero.

Hylia are the most widespread, influential, and industrious people of Hyrule. Most travelers and adventures hail from this familiar race. Unlike many folks, hylia are always expected to be fully clothed. Link, Zelda, Impa, and most well-known Hyrulean characters are hylia.

Rito are beaked avian folk, who are mostly able to fly on feathered wings. They settle on cliffs, mountains, and islands often beyond the reach of land-bound creatures. Revali, Tulin, Teba, Medli, and Quill are rito.

Zora are amphibious people somewhat resembling fish, who typically live along coastlines and rivers. Many among them can innately wield magic. Sidon, Mipha, Ruto, and Oren are some of the most renowned zora characters. Link once even took the form of Mikau, a sea zora musician.

Uncommon lineages include anouki, deku scrubs, koroks, twili, and zonai. They are not present in all legends of Hyrule, and even when they are, these folk are either less populous or tend to be less adventurous than common lineages.

Rare lineages include kikwi, mogma, kokiri, lizalfos, lynels, skull kids, stalfos, subrosians, toky, and many more. These folk tend to rarely become heroes in Hyrule. Some have traits not suited to all campaigns. You should always consult your narrator before you consider making a character of a rare lineage. Rare lineages are detailed on legendsofhyrule.net.

STEP 4: IMPROVE

An **improvement** represents an area of training or aptitude for your hero, which may set you apart. As your improvement, you can gain *one* of the following three options:

- Gain one Hyrulean feat for which you qualify.
- Increase two different ability scores by 1 each.
- Increase one ability score by 2.

This improvement can't increase any ability score above its maximum, which is initially 20.

STEP 5: ITEMS

Some legendary heroes start without even so much as a sword, but thankfully your character has amassed some gear or wealth prior to the start of your adventure. Your hero always starts with a set of common clothes, 2 rations, and 2 bottles of water.

You also start with the Items from your class.

Finally, and optionally, you can start with any sentimental trinket you like that has negligible economic value, such as a ragdoll or a tiny wooden figurine.

Your hero can Carry a number of items equal to their Strength score, but you probably don't start with that many. Anything you're wearing, like clothes or armor, doesn't count against this limit. For your carry limit, up to 10 light items only count as 1 normal item.

STEP 6: STATISTICS

By now you should have several statistics recorded, including your speed based on your heritage, your known languages, your heart points from your class, and any proficiencies you have with saves, skills, and tools. It's time to jot down a final few statistics of your character if you haven't already done so. Since you're starting at 1st level, your proficiency bonus (or "PB") is +2.

ARMOR CLASS

The higher your AC, the harder it is to hit you in combat. If your first class is a Hyrulean class, by default your AC equals:

8 + your PB + your Dexterity modifier + your armor + your shield

All pieces of armor you're wearing count towards your AC.

However no more than one shield counts towards your AC; if you have more than one shield, you only use the highest bonus. If you don't have a shield, it's just 0. If your attire doesn't include any armor, that's treated as 0 too.

Some lineages or classes have a feature which grants you an alternative AC, which you can use as it describes.

WEAPONS

For each weapon your character wields, it can be helpful to crunch some numbers in advance. Discern the modifier you use when you attack with the weapon and the damage you deal when you hit. When you make an attack with a weapon, you roll a d20 and add your PB (only if you are proficient with the weapon) and your Strength modifier.

For a weapon that has the **finesse** property, such as a broadsword, you can use your Dexterity modifier instead of your Strength modifier.

For a weapon that has the **aimed** property, like slingshots and bows, you can't add your Strength modifier and instead must add your Dexterity or Wisdom modifier.

PASSIVE PERCEPTION

The higher your passive Perception, the harder it is for creatures to hide from your notice. Your passive Perception equals 10 + your Wisdom modifier. If you are proficient in Wisdom saves, you add your PB as well.

STEP 8: DESCRIBE

It's time to flesh out your hero as a person, if you haven't done so already, and design them as a character. You can describe your hero in as much or as little detail as you like: appearance, personality, backstory, flaws, and more. Your character's lineage and class can help to inspire characterization ideas, but you never need to adhere to them; your character's personality and story are entirely yours to decide.

You may also decide to give your character an alignment, though in *Legends of Hyrule* this is optional. Giving your character ideals to uphold and goals to achieve can help your narrator craft adventures tailored to your party. If your character has relationships to other characters you namedrop—family members, work associates, peers, and so on—this can help the narrator create better narratives, too.

You should always at least decide on a name for your character. The description for your chosen lineage provides examples of common or renowned names for members of that lineage. Most Hyrulean characters only have a given name, but you can add a surname or family name if you like.

FINAL STEP: ASSEMBLE

Legends of Hyrule is about heroes working together. This game assumes your character will be in a party of two to eight heroes each portrayed by a different player, all working together in a world described by your narrator.

It's best to talk with your fellow players and narrator about how your characters would meet and interact, or how they might know each other from events that took place before the campaign even started. Your group may even prefer to build their characters under a joint concept, such as being from the same village or fighting for a shared cause. Even if your characters come from completely different backgrounds, teamwork and cooperation greatly enhance your success in Hyrule.

After all, it's dangerous to go alone.



THE NEXT LEVEL

As your adventure progresses, your hero is likely to gain experience points, find *heart pieces* and *heart containers*, or reach milestones. Any of these three options can be used to increase your character's level—as detailed below. Your narrator decides which of these is best suited for your campaign.

XP. The amount of experience points you need to reach the next level is described in the *Player's Handbook* (2014) or other fifth edition content. Experience points are optional.

Hearts. If you find and consume a *heart container*, you gain the full amount of experience points between your current level and your next level. Assembling enough *heart pieces* creates a *heart container* for you.

Milestones. Finally, for milestones, your narrator might decide at appropriate times that your accomplishments are enough to inspire your character to level up without needing either experience points or heart containers. Upon reaching such a milestone, you automatically gain the full amount of experience points between your current level and the next level.

LEVEL UP

When your character gains a level, they become more powerful according to their class.

Your class describes how with each level, you gain more heart points and a new Heart Die. Your class also typically grants new features for each level, as detailed within the class itself.

INCREASING PROFICIENCY BONUS

Your PB is initially +2. It increases by 1 for every four levels you gain after the first, increasing to +3 at 5th level and +4 at 9th level, and so on. See the adjacent chart.

Level	PB
1st	+2
5th	+3
9th	+4
13th	+5
17th	+6
21st	+7

INCREASING ABILITY SCORES

Some features can let you raise your ability scores. You can't increase any ability score above its maximum, which is 20. However, some effects can increase the maximum itself.

When your Constitution modifier increases by 1, your heart point maximum increases by 1 for each level you've attained (including the newly-gained level). Temporary adjustments to your Constitution modifier don't affect your heart point max.

THE END?

Legends of Hyrule assumes 12th level is where a campaign will reach its finale. At this level your party would be able to face virtually any challenge in Hyrule — and stand a fair chance in a fight against Ganon or another final boss. That said, there is no hard limit. Your campaign could even go well beyond 20th level!

As Hyrulean classes stop at 12th level, to progress further you must multiclass. If you like, you can start multiclassing at earlier levels.

MULTICLASSING

Multiclassing is optional, and is best reserved for experienced players. Multiclassing allows you to gain levels in multiple classes.

Normally it's best to focus your character on one class, as this allows you to attain powerful synergistic features quickly. However, you might want to have your character take levels in different classes. This trades specialization for versatility.

When you gain a new level, instead of gaining a level in the same class, you can gain a level in a class other than the one you initially chose. You must first meet the requirements of the class as noted later in this column.

The Heart Dice you gain from different classes combine; if for example you're a 3rd-level sage and 1st-level champion, your Heart Dice are 3d8 plus 1d12. Whenever you would expend a Heart Die you can choose which one to expend.

All your levels are added together to determine your character level. For example if you're a 3rd-level sage and a 1st-level champion, you're a 4th-level character. You can still only gain one character level at a time, and each time you do you can only advance one class level at a time.

Your character level—not your class level—is what determines your PB and the power of your cantrips.

Hyrulean Incompatibility. One character can't multiclass in both a Hyrulean class and a non-Hyrulean class. It's still fine if one party member has Hyrulean classes and another party member has non-Hyrulean classes.

Initial Class Benefits. You only gain the items, proficiencies, reactions, and equipment from your initial class, not any class you gain through multiclassing. Aside from these, some other class features might specify you get them only if it is your "initial class."

MULTICLASS REQUIREMENTS

To gain a level in class other than your initial class, you must meet the requirement of the new class:

For a **champion**, you must be proficient with all martial weapons, or have a Strength score of at least 13.

For an **opportunist**, you must have proficiency in the Perception skill, or have a Dexterity score of at least 13.

For a **researcher**, you must have discovered a major unknown source of arcane knowledge (decided by your narrator), or have an Intelligence score of at least 13.

For a **sage**, you must have experienced a dramatic life-changing event or a severely life-risking danger in the campaign (decided by your narrator), or you must have a Wisdom score of at least 13.

For a **scion**, you must have received a major boon directly from a deity or a guardian spirit (decided by your narrator), or you must have a Charisma score of at least 13.

