



HYLIAN

Hylians (*"HY-lee-an"*) are the most widespread of people in Hyrule, renowned for their many cities and a broad cultural influence. In many ways hylions parallel real-world humans, but distinct, as real-world humans do not exist in most legends of Hyrule.

Hylians tend to be very sympathetic towards creatures outside their own people, sometimes even when the sentiment is not mutual. Perhaps this is why even folks as disparate as gorons and zora often have close ties with hylions.

Though hylions are closely tied with Hyrule, a kingdom ruled over by a Royal Family of hylions, they are not unique to this land. Hylions can be found across the sea in seemingly any land hospitable enough to sustain their way of life.



Dan-Heron

VARIED APPEARANCES

Hylians come in a wide variety of shapes, sizes, statures, and colors—with appearances more diverse than almost any other lineage. Skin tones all have a tinge of tan, but range from so dark as to be nearly jet-black to so pale as to be snow-white, with the majority landing somewhere in the middle as a sandy color.

Hair color is typically black, brown, or blonde but can include red, white, red, blue, and on occasion even more esoteric colors. Eyes are most often brown, sometimes blue, and can often be rarer colors.

Those of strong sheikah ancestry typically have red eyes and white hair their entire lives, while other hylions' hair only becomes white with advanced age. Those of Lorulean heritage are more likely to have hair and eyes of a navy blue or dark purple color.

Most modern hylions have pointed ears, though some have rounded ears.

HYLIA'S CHOSEN

Hylians get their name from the goddess Hylia, who has been considered the patron deity of these people since time immemorial. According to legend she played a hand in vanquishing Demise, a demon so tainted with evil that his name itself has become foreboding, and paved the way for hylions to settle the land. According to other tales Hylia incarnated as the first princess of Hyrule, Zelda, and every firstborn princess since then has carried this bloodline and this name.

The magical powers and supernatural perception wielded by some hylions is said to be a direct result of ancestry to this goddess, or at least the worship of her.

Many hylions still uphold this deity, and some claim to even hear her words, but reverence of her is not universal. In lands where Hylia isn't revered as widely, such as Termina and Holodrum, the term "hylian" is less frequently used in favor of more regional names such as Terminan and Holodrumite.

Princess Zelda and the Hyrule Royal Family are the longest-lasting and most influential kingdom in the known world. They honor the legacy of Hylia in their regalia.

CAPITAL CITIES

Compared to most people, hylians as a whole are rather structured and hard-working. Their economies are very robust, their military forces are often well-trained, and their libraries of knowledge tend to be relatively deep and broad—at least compared to most other people in this world.

Castle Town, home to the royal family and many hylians, has sat in the heart of Hyrule since ancient times. It is the largest city in its continent, home to a bustling center of trade and study. The castle and surrounding town have survived countless raids by armies and monsters thanks to its organized military forces and stone walls. Even so, it has been rebuilt many times.

Castle Town is mirrored by many other cities across lands and worlds—Clock Town in Termina, Lynna City in Labrynna, or even Thieves' Town in Lorule. It seems wherever hylians settle they tend to create a particularly robust city or two.

AGRICULTURE & PROSPERITY

Hylians' wide population doesn't come from nothing. Their prosperous ranches like Lon Lon, and farming villages like Hateno, provide a seemingly endless surplus of food and resources across robust trade networks that sprawl across the lands they call home. It's little surprise that travelers, merchants, and adventurers of hylian ancestry are encountered most often walking between cities or sailing between coasts.

The culinary traditions of hylian are, likewise, legendary. Well-prepared hylian food is even said to heal wounds instantly, or have other magical benefits. This culture has come to influence even gorons—who don't even eat the same foods as hylians, but nonetheless often reshape the rocks they eat to resemble hylian meats or other dishes.

For all this and more hylians seem to have a wellspring of goods to flood the markets of the world. Some say hylians are even the progenitor of the world's most widespread currency, the rupee.

HYLIAN NAMES

Hylian names encompass many styles and originate from diverse lands, but a name is most likely composed of two syllables. Surnames are rarely used except for nobles.

Famous male names include Beedle, Dampé, Daphnes, Error, Gaepora, Goose, Gulley, Gustaf, Ingo, Jovani, Julius, Kafei, Link, Mutoh, Sakon, and Talon.

Famous female names include Agitha, Amei, Anju, Aryll, Cremia, Karane, Linkle, Irene, Marcy, Mallara, Malon, Peatrice, Romani, Telma, Tetra, and Zelda.

LINEAGE DETAILS

Type. Your creature type is humanoid (hylian).

Size. Adult hylians are usually between 5 and 6 feet. Your size is Medium.

Alignment. Hylians vary wildly in alignment, even more than most, but as a whole have a slight leaning towards neutral good.

Age. Hylians reach adulthood in their late teens and have a life expectancy of just under a century. A rare few, especially those of the Sheikah heritage, have lived to see 120 years or more.

Diet. As a Medium humanoid, each day you prefer to consume at least 1 pound of food and 1 gallon of water. Hylians enjoy a varied diet of grains, fruits, vegetables, dairy, and meats.



CHARACTER TRAITS

As a hylian, you have the following traits:

Ability Score. Increase one ability score of your choice by 1.

Speed. Your walk speed is 30 feet.

Keen Senses. The sharp eyes and long ears of hylians are so astute, some say they can even hear the gods. You have proficiency in the Perception skill.

Hylia's Chosen. The goddess Hylia has guided hylians since time immemorial, and her divine protection still lingers in all modern hylians. When you make a save with which you lack proficiency, add a +1 bonus to the roll if no other bonus applies.

Language. You can read, write, and speak Hylian.

Heritage. Hylians hail from all across the world, adapting to many biomes and cultures. You have one heritage of your choice from divine, outlander, sheikah, terminan, and urbanite.

DIVINE

Those of divine ancestry have a particularly strong connection to the goddess Hylia herself, and the Hyrule Royal Family, whether they realize it or not. Divine hylians often wield minor magical ability, and resist foul magic better than most. These hylians tend to have particularly pointed ears, though there's little to visually distinguish them from other hylians. Princess Zelda is a divine hylian, as are most of the royal family.

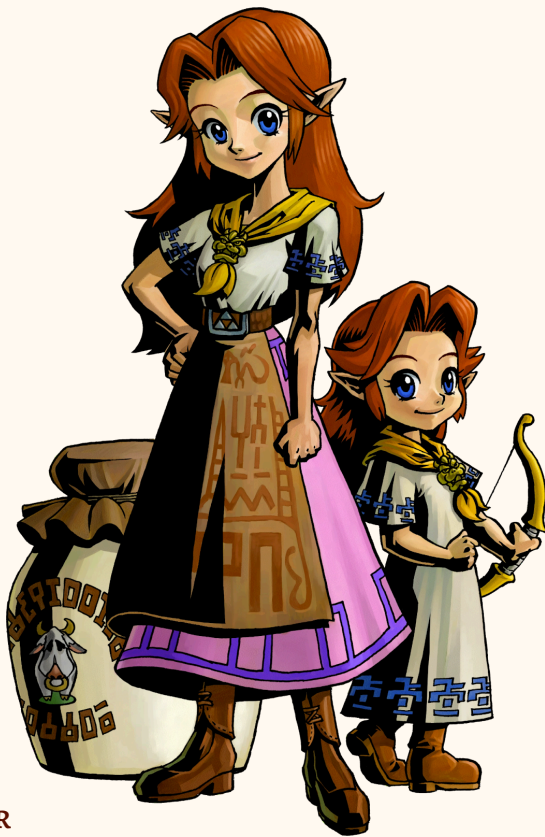
Ability Score. Increase your Wisdom or Charisma by 1.

Hylia's Sword. You know one cantrip of your choice from *bolt of time*, *light*, *luminous lure*, and *message*. Your casting ability for this cantrip is the highest of your Intelligence, Wisdom, and Charisma.

Hylia's Shield. You have advantage on any Intelligence, Wisdom, or Charisma save imposed on you by a spell.

Ancestral Memories. You are proficient in the Religion skill.





OUTLANDER

These folk live far from what most other hyliahs consider civilization, including farms in the outfields, or even dimly lit caves. These hard-workers are adapted to independent and often difficult life outside the protection of city walls. Outlander hyliahs are more likely than most to have hair shades of red or brown. Malon, Talon, and several incarnations of Link are outlander hyliahs.

Ability Score. Increase your Strength and Constitution scores by 1 each.

Survivor. You are proficient in the Survival skill.

Improvised Skills. When you make any ability check that uses a skill in which you lack proficiency, add a +1 bonus to the roll if no other bonus applies.

Stamina. Add your PB to all Constitution checks you make.

Outland Language. You can read, write, and speak one extra language of your choice.

URBANITE

The most emblematic of hyliahs, urbanites typically hail from larger capitals like Hyrule Castle Town or Lynna City. They are renowned for their close connection to the gods, especially Hylia, as well as their strong economy and relatively industrious technology. Urban hyliahs tend to value community and their connections to others. There are more hyliahs of this heritage than any other.

Ability Score. Choose two different ability scores, and increase them both by 1 each.

Skilled. You are proficient in any two skills of your choice. If you prefer, you can replace either of these with proficiency in any tool or any language.

Hard-Working. You have advantage on any ability check you make during a downtime activity.

Urban Tact. While in an urban environment, you can reroll an ability check you fail if the check uses Intelligence, Wisdom, or Charisma. You can't do so again until you finish a long rest.

SHEIKAH

Sheikah are a mysterious sect of hyliahs, who usually have white hair and often have red eyes. Until recently sheikah have lived in secret villages not known to other folks, even other hyliahs, and as such much of what is commonly known about them is shrouded in rumors and tall tales. Many say sheikah move at impossible speed, or can see truths others cannot. Historically they were even known as "shadow folk," whose existence was often thought to be mythical.

In truth sheikah are tightly-knit folks who dutifully pass down ancient secrets of magic and cunning from one generation to the next. Some of the oldest secrets in Hyrule are held only in the whispers of sheikah—including even legendary machines, or the words of gods. In part to keep these secrets, and in part for safety, until recently sheikah deliberately kept their existence hidden from outsiders.

Impa, Paya, Pura, and Robbie are sheikah. Zelda once disguised herself as Sheik, a sheikah warrior.

Ability Score. Increase your Dexterity and Intelligence scores by 1 each.

Fleet of Foot. Your walk speed increases to 35 feet.

Sheikah Magic. You know one cantrip of your choice from *cryonis*, *magnesis*, *message*, and *minor illusion*. Intelligence is your casting ability for it.

Seeker of Truth. Thanks to a sharp mind and the secrets of your ancestors, you have proficiency in any one skill of your choice.

Secret Arts. You are proficient in either the Ancient language, or any musical instrument of your choice.

TERMINAN

Hailing from the far-off land of Termina, these folk are renowned for wielding relatively advanced technology. Their Clock Town is famously centered around a gigantic, transforming clock which itself is a feat of exceptional engineering.

Terminans infrequently call themselves hyliahs, as most don't uphold Hylia or any deities in particular reverence. Their stories, faiths, and cultures are unique unto themselves. Kafei, Anju, and the Happy Mask Salesman are Terminans.

Ability Score. Raise your Dexterity and Charisma by 1 each.

Reliable Worker. If you would roll a 9 or lower on an ability check made during downtime, you can treat the result as 10.

Studied Skills. Terminans have a rich oratory and musical story-telling culture, and many enroll in formal education. You have proficiency in either the Performance skill, or any Intelligence-based skill of your choice.

Internal Clock. Attuned to the steady rhythm of your hometown's clock, you are always aware what time it is within 5 minutes of accuracy.

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