

## CHAPTER 1.1: CHARACTER CREATION



Creating characters in Adventures in Hyrule is fairly simple. There are 5 major steps to follow. If you have any trouble, ask your storyteller.

### 1: Concept

Decide on a character concept. This is the most important phase, as it determines what sort of path you want to take with your character.

You may now spend 5 points in your Attributes. Don't worry about the remainder being zero: that's the average for most people. None of your attribute may go above 3 at this point during the creation phase.

### 2. Race

Select a Race from Section 1.2, Races. This is the species of your character. It will largely affect what equipment you can use, so think carefully. Every race is aligned with a specific element, and have very unique personalities and histories. Also, all races gain a number of unique modifiers and bonuses. Record those on your character sheet, as well as your racial Special Ability. But don't worry about these when selecting a race: Choose one that fits you best.

### 3. Class

Select a Class from Section 1.3, Classes. This is your character's profession. They are grouped into very broad categories, making it much easier to pick one. Feel free to customize the feel of the classes as well; Don't feel limited by those titles. A Gerudo mage may be a Witch, while a Kokiri mage may call himself a Shaman.

After you've selected your class, consult the appropriate chart to determine starting Hearts and Magic, and record those. Next, you get 10 skill points to spend. A General or Class skill costs 1 point, and a non-class skill costs 2 points. No skill (or combo, in the case of General) may ever be higher than your current level +1. Then select your first Special Ability from Section 1.4, Special Abilities.

### 4. Equipment.

You only get 250 rupees to start with, so pick your equipment carefully. Equipment is the lifeblood of most adventurers, and in Hyrule, that's no exception. Don't worry about having the best equipment in the world at this stage, however. There's plenty of time for that on your quest! See Section 1.5 for a full list, and refer to the individual entries for more detailed information on each item. For weapons, armor, and the like, fill in their stats on the second page of the character sheet.

### 5. Finishing touches

Now to wrap up, write down on the Character Sheet how many rupees you have left after buying equipment. All characters start with one Action Dice, so write that down as well. Now, fill in your armor and shield information on the Defense section, and tally up the result. The higher this number, the less likely you are to get hurt. Now, fill in a quote for your character to add a little dash of flavor. And that's it. You are ready to play!