

CHAPTER 1.2: RACES



electing a race is one of the most important steps in character creation.

When recording race on your character sheet, make note of your race's size. This determines what equipment you can carry, and what size holes you can squeeze through.

It also tells you just how much weight your character can pick up. When determining if something can be lifted, decide on the size category of the item, which is rated Tiny, Small, Medium, Large, or Huge. See the Weapon section for help on this. Sizes can go above or below these limits. Simply add numbers. A REALLY large item is Huge +1, then Huge +2, etc.

To lift an item that is considered one level above 2-Handed requires a Strength roll, difficulty 10. The next level up requires a difficulty 15 roll, and it increases by 5 each level up.

For some example sizes, see the following chart.

Size	Item
Tiny	Bar of Soap
Small	Brick
Medium	Shovel
Large	Heavy Chair
Huge	Caber
Huge +1	Average Tree
Huge +2	Boulder

Once an item is picked up, it can be thrown a short distance (a few feet, at most). The Storyteller will determine what roll, if any needs to be made, and how much damage will be dealt if it hits someone.

Racial Comparison Chart

Race	Size	Bonus Skill	Attribute Bonuses	Special Ability
Kokiri	Short	Perform	+2 AGI, +1 CHA, -2 STR	Guardian Faery
Gerudo	Average	Alertness	+2 AGI, +1 WIT, -2 CHA	Uncanny Dodge
Goron	Giant	Craft	+2 STR, +1 CON, -2 INT	Rock Punch
Zora	Average	Swim	+2 INT, +1 AGI, -2 CHA	Aquatic Mastery
Hylian	Average	Any 3	+1 any, +1 any, -1 any	Any



Kokiri

Hylian

Zora

Gerudo

Goron