

CHAPTER 2.1: COMBAT



Hyrule is a very dangerous place, and those who do not master the art of combat will not get far. Combat in this game is handled in rounds, like many other RPGs. The breakdown of rounds occurs here:

1. Action Dice

At the start of each round, every player rolls 1D10 for each Action Dice they have. These are kept separate, and set aside. Each Action Dice represents a single action that a character can make. Actions represent just about anything, including drawing a sword, raising a shield, shooting a bow, or casting a spell. Some actions require multiple Action Dice. These will be noted in their individual descriptions.

2. Order of Actions

The person with the lowest Action Dice goes first. The dice is then discarded. In the case of a tie, the PCs go first, followed by the NPCs. If the tie occurs between two PCs, or two NPCs, the players/storyteller determines the order. Once the action is resolved, the next in line goes.

3. Resolve Action

There are several actions that may be taken. See the Combat Actions section later in this chapter for details.

4. End Round

After all Action Dice have been spent, all remaining characters return to the first step, and start the next round.

Combat Actions:

Draw Weapon

It takes one action to draw a weapon and ready it for combat. This includes drawing a sword, drawing a bow, or loading a ranged weapon. In other words, a character using a bow must take two actions to ready it (one to draw the bow, another to load it).

Melee Attack

The attacker rolls 1D20, and adds his Strength and related Skill to the roll, in addition to the weapon's Bonus, if any. He must beat the target's Defense in order to connect the attack. A tie goes to the defender.

If the attacker hits, he deals an amount of damage equal to the difference of the attack roll, plus the weapon's Damage.

Example: Link, a Hylian, attacks a Stalfos with his Short Sword. He rolls 1D20, getting a 12. His Strength is 2, his 1-H Edge skill is 4, and the weapon's bonus is 3, for a total attack roll of 21. The Stalfos's Defense is 18, meaning Link hit. Link beat the roll by 3, and the damage for a short sword is +1, so the Stalfos takes 4 hearts of damage.

Ranged Attack

Ranged attacks work just like Melee attacks, except Agility is the primary attribute instead of Strength.

Defensive Stance

The character assumes a defensive stance, preparing to defend himself. He gains a +2 bonus to his Defense, as well as adding in any Active Shield bonus he may have. This effect lasts until the character's next Action.