

Legend of Zelda Playtest Document Alpha V1

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Basic Game Terms

Welcome to the Legend of Zelda RPG. This is a pre-alpha document, that means only the bare bones of the system is complete, I wouldn't recommend playing a full campaign yet (there aren't any monster's yet!), but you can see how the game works so far. The game is still actively under construction. This document exists to allow all people to participate in playing and recreating the Legend of Zelda video game franchise in a tabletop roleplaying game format while still attempting to keep the feel of the game.

The goal of the system is to have quick character generation (less than 5 minutes) and get into the game. The game system is intended to have very few fundamental rules to encourage newcomers to the genre. The game system is intended to be as flexible as possible, to ensure that any situation can be covered with ease while maintaining balance in the game. If you have any questions/comments please address them to evenglare@gmail.com

Virtues

The fundamental statistics of every character is based on the 3 principal virtues of the Triforce. Each part of the Triforce corresponds to a virtue. Each virtue begins at 1 and is represented in game by using a four sided die also known as a d4. Each virtue has a relationship to a character as noted:

Power – Physical
Wisdom – Mental
Courage – Spiritual

(Game Design Theory: This was the first and most fundamental rule of the inception of the game. The Triforce is the driving force of the Legend of Zelda series. Since I wanted each virtue to be similar in function to other the Legend of the 5 Rings stats [Earth , Fire, Wind, Water and Void] I figured it would translate very easily and add a Zelda feeling to the game.)

Attributes

There are six attributes each character has. These basic attributes are used in making actions in the game. Each attribute begins at 1 and in rolls are represented by a six sided die also known as a d6. These attributes are based off the medallions the sages hold. Each medallion has either a mental or physical relationship as noted:

<u>Physical</u>	<u>Mental</u>
Fire	Light
Water	Shadow
Forest	Spirit

(Game Design Theory: In the spirit of Legend of the 5 Rings' stats I wanted to emulate the ring's attributes. I decided against attributes that were specific like "Agility" and "Perception" since these were represented generally by the virtues. Instead, I decided to use the 6 medallions as attributes. I mean for

these to be utilized implicitly. I wanted to give the GM the power to use general relationships of the medallions to the game world, by this I mean if a person wanted swim they would use the water medallion instead of the fire medallion because swimming is related to water. Later, I list most of the common actions used by Attributes and Virtues. Attacking, swimming, jumping, climbing ... things like that.)

Core Mechanics

The core system uses a roll and keep mechanic. Dice are rolled and then modifiers are applied, after the total is calculated it is then compared to a Target Number (TN). The GM assigns the target number. If the total is equal to or greater than the TN the action succeeds, multiple levels of success are possible as explained below. If the total is less than the TN it fails.

(Game Design Theory: These core mechanics is based off of the Legend of the 5 Rings roll and keep system. It is a tried and true system, it is simple and yet mathematically complex. I have done extensive models of the system and it provides a sort of black body relationship between dice rolled and target number, especially if using exploding dice mechanic. There are mainly 2 types of tabletop rpg systems, roll high and roll under. I chose a system that is relatively easy to understand and a roll high system to allow quick play. You basically want to roll as high as you can on whatever you roll.)

Explanation of Play

To accomplish anything while playing the Legend of Zelda RPG a person must act in response to the Game Master, the person who runs the game. These action are accomplished by dice rolls using the roll and keep system. Dice rolls use this notation:

$$\begin{array}{c} \mathbf{YkZ + Mods} \\ \text{or} \\ \mathbf{Attribute\ k\ Virtue + Mods} \end{array}$$

Y is the number of six sided dice rolled, (based on an attribute) and Z is the number of dice kept (based on a virtue) denoted by the letter k, and modifiers are given by various character choices or GM bonuses.

Example, 4k2 +3, you would roll 4 six sided dice, keep 2 of the highest dice and add them together, then add 3 for the modifier. After this step tell your Game Master your total. The GM will then compare the total to the TN for the situation and then will tell you if you succeed or fail and by how much.

If you have a keep number that is greater than your attribute you must subtrack an amount of virtue die until you have an equal number of rolled and kept dice. When you do this simply add a +1 modifier to the roll for every extra Virtue dice you have subtracked. For example if you had a roll of 3k5, it would then be a roll of 3k3+2, where you would drop the 5 down to a 3, and add 2 to the roll.

Here is how a scene would play out in the game.

GM: Mido, of the Kokiri, is running from a group of Stalfos in hot pit known as Dodongo's Cavern, the cavern is carved from rock and has many levels due to Goron gardens of their famous crop, the bomb flower; this is the home of the small lizards known as Dodongos which dislike smoke.

Mido: (To the GM) I want to The GM agrees, and calls for a climb roll.

GM: Mido, make a Fire Courage roll.

Mido looks to see that his Fire Attribute is 4, and his Courage Virtue is 2. Mido, being a Kokiri, has a +3 bonus to climb rolls from his years in the forest climbing trees and other things.

Mido: Alright so I would roll 4k2 +3. I rolled a 2,4,4,3. So I keep the highest 2 rolls the two 4s and the total comes to 11.

GM: (The GM looks at his notes and sees that the target number for climbing the cliff is a 3 since the cliff is almost trivial to climb.). Alright Mido you have succeeded, since his roll was 11 and the target number needed was a 3. It is important to note that Mido has actually had multiple successes (3), this is described below.

Virtually every roll in the game is made in this way. There are 2 types of these rolls made, Unopposed rolls and Reaction rolls.

(Game Design Theory: I always hated learning the ins and outs of a complex system. I hate learned sub systems as well. I wanted to develop a system with a singular mechanic. Most systems that use a singular mechanic use a roll under system. These systems set a target number and you generally roll under the number. So with a higher number it is easier to achieve a desired effect. I did not want to choose a roll under system because it is not very beginner friendly.)

Types of Rolls

Unopposed Rolls

When making an unopposed roll a player is usually rolling against a target number the Game Master has set beforehand. As in the earlier example, the GM had set the TN to climb to the ledge at 3. To assign this TN as a GM you can assign the challenge based on standard target numbers. These numbers are explained in the table:

TN	DIFFICULTY	PHYSICAL	MENTAL
None	Mundane	Getting out of bed	Remembering menial information
5	Very Easy	Striking an immobile target	Recognizing an old friend
10	Easy	Carrying half your weight	Finding a misplaced Item
15	Average	Lifting your weight	Remembering someone you have seen once
20	Moderate	Jumping a ten foot ditch	Recognizing someone in disguise
25	Difficult	Scaling a cliff with no rope	Finding a well-hidden object

30	Very Hard	Diving safely from a waterfall	Remembering someone's exact words
40	Heroic	Out-wrestling a Goron Chief	Naming the Royal Family ancestors... in order
60	Impossible	Shattering stone with bear hands	Outwitting an event of your destiny

(Game Design Theory: The thinking behind target numbers follows the logic of the standard roll and keep system. These target numbers are based on the heart system of the Zelda RPG system. Each success of a target number does half a heart of damage. Reactive target numbers are based on virtue dice. Since each virtue die is a d4 the average roll of the die is a 2.5. Dealing a full heart of damage would then require 2 successes, 2.5 twice, is 5. A standard 1 heart of damage.)

Reaction Rolls

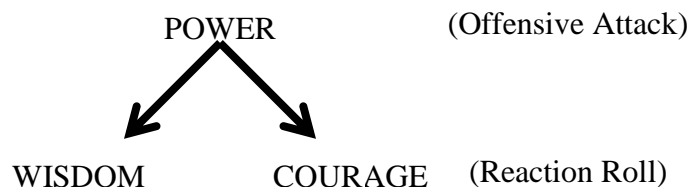
When making an action against a sentient being reaction rolls are used. A reaction roll works just like an unopposed roll, except you are not rolling against a static number, as above. You are making an action against an opponent that can think freely and evade. When making an action you opponent must roll a reaction roll. The reaction roll is noted as this :

Virtue + Mods

Once your opponent makes his reaction roll this is the target number needed to succeed in an action against the opponent. Normally the amounts of success are important in determining the outcome of the situation. For example Darunia wishes to punch a Zora for trespassing into the Goron Hot Springs. Darunia rolls a Fire (Hand to Hand) Power roll which is $3k2 + 2 = 10$. The zora must react, to dodge he rolls his courage virtue and adds a +1 mod (for agility being a zora). He rolls a 2, then adding the 1 he totals 3. Darunia has beaten the zora with 3 successes . Each success does $\frac{1}{2}$ heart of damage. 3 successes would deal a full heart and a half of damage.

In particular when making an action and a reaction roll a character is usually in some form of opposition towards another character. A general look at the fundamental aspects of reaction rolls depends on the situation used, the most common use of this system is in combat where the use of an Attack Skill k Power Virtue is rolled vs either Wisdom (to resist a magical attack), or Courage (to resist a physical attack).

Combat Reaction Roll



(Game Design Theory: This is where I believe I have had my most stride in taking the feel of Zelda and meshed it with table top gaming. Reaction rolls are something I have been noticing in games lately. Rather I have been noticing a severe need for them at least in my games. When playing and making actions on your turn the events shift to you , and sadly in this day and age people don't really care. They will pull out phones or not pay attention in any way possible. I took it upon myself to engage the players whenever possible. If someone attacks your character you need to react to it in some way at all times. In

my opinion It drives mechanics and roleplaying . Using this critical hits arise organically from low and high rolls. .

Character Creation

Basic Outline

Character generation is intended to be quick (around 5 minutes) to get into the game, as well as quick to gain experience and leveling points.

1. First you need to have a concept in mind about what type of character you would like to play. Assuming you are familiar with the Legend of Zelda games, this shouldn't take very long. Have your DM tell you in which era you are playing in and a small synopsis of the story and what racial options are open to you.
 - a. If you are NOT familiar with Zelda imagine a character from a book, or game you have played. Work with your GM on how to realize this character within the realm of Hyrule.
2. First is to quickly fill out the very basic information.
 - a. All virtues start at 1.
 - b. All Medallions start at 1.
 - c. Maximum Hearts are found by adding all virtues together. This should give you 3 hearts.
 - d. Magic points are found by adding the medallions of Light, Spirit, Shadow and the Virtue Wisdom together. This should give you a total magic points of 4 right now.
3. Now you decide your Race. At the time of this writing there are 6 races. These races has specific abilities you can use your ability points (explained below) to enhance your character in a variety of ways. This is discussed in detail in the races section. These races are
 - a. Hylian
 - b. Kokiri
 - c. Sheikah
 - d. Goron
 - e. Zora
 - f. Gerudo
4. Now select a Patron to serve. A patron is someone of high stature within the world 1who you have allegiance with. Most patrons rule a particular race, but there may be other Patrons allowed by your game master. Some sample patrons include, The King of Hyrule, The Great Deku Tree, or The Dragon God Valoo. Most every race has a patron, however you are not restricted to your race's patron. If you do not want to serve a patron and strike out upon your own , this is possible, but living for yourself has very wild consequences.

The GM will secretly pick a patron that you are destined by, and you can discover your destiny unfold in unpredictable ways.

5. Apply Ability Points (AP).

- a. Every player begins with 3 ability points to enhance their character. These ability points can be distributed in a number of ways. A character can allocate these points in any way choosing abilities from either their Race, Attributes, or Virtues.
- b. Each of these has a tree of abilities to gain. When you create your character each character begins with the top ability in their Race tree, associated Attribute tree, and may choose one virtue to assign their last point.

(Game Design Theory: Game design becomes exponentially complex, especially looking at characters, and how they advance. With the advent of the internet and more sophisticated ways of interacting with a much larger number of people, criticisms of virtually every game design emerge as the loudest voice on various message boards.

From personal experience I have noticed less criticism of rules light roleplaying games. This is one of the reasons I have chosen to use a simple system and that of an easy singular mechanic with no sub systems. There are an innumerable amount of systems that have very intricate rules that appeal to a certain type of gamer that likes to tweak characters mechanically. This is NOT one of those games. The emphasis is on enjoyment, and flexibility with a small amount of knowledge required to play the game.)

Skills

The Legend of Zelda RPG is a skill based game. This means that you use skills to achieve desired effects in the game world. A skill is anything ranging from attacking an enemy with a sword, casting a spell like Din's Fire, climbing a tree in the Lost Woods to making a dive from a huge waterfall in Zora's Domain and taking damage.

Each Skill in Zelda RPG is represented by a roll of the dice. A skill roll is done by rolling an attribute (Fire, Water, Forest, Light, Spirit and Shadow) and keeping a number of dice equal to a relevant Virtue (Power, Wisdom and Courage. As you gain heart containers and choose additional abilities many of these new abilities will give modifiers to certain skills. Each attribute is loosely related to a mental or physical action (as described in the table below), however this is not a hard rule. It is handy for a GM to know if a skill or action falls outside of the rules and the game master feels a roll is required.

<u>Physical</u>	<u>Mental</u>
Fire	Light
Water	Shadow
Forest	Spirit

Each Skill is used with a virtue which is dependent on a particular situation. In general situations, the Power Virtue is used in ways that are active, the courage virtue is used in ways that are reactive, and the wisdom virtue is used in ways that are used in assessing situations. Each skill lists the virtue most commonly associated with it, this NOT the only virtue that can be

used with the skill, it is simply the most common. Your GM may, and is encouraged to, find other uses for a particular skill.

Skills in Detail

Below are skills described in detail by attribute. This skill list is in no way complete. These skills are here as the most used in the game. If you wish to do something not covered in the rules, the GM can easily assign an attribute and virtue which may be used in a certain given situation.

<u>Fire</u>	<u>Water</u>	<u>Forest</u>
2 Handed Weapon	1 Handed Weapon	Animal Handling
Athletics	Aquatics	Dual Wielding
Explosives	Awareness	Knowledge: Woods
Intimidate	Knowledge: Oceans/Lakes	Magic: Forest
Knowledge: Mountains	Magic: Water	Ranged Weapon
Magic: Fire	Sailing	Tracking

<u>Light</u>	<u>Spirit</u>	<u>Shadow</u>
Defend	Meditation	Agility
Honor	Diplomacy	Subterfuge
Knowledge: Patron	Knowledge: Divine	Knowledge: Hidden
Magic Item: Royal	Magic Item: Heroic	Magic Item: Hidden
Magic: Light	Magic: Spirit	Magic: Shadow
Potion: Healing	Potion: Defensive	Potion: Magic

Fire

2 Handed Weapon (Power)- This skill is used when making an attack with a 2 handed weapon such as a Biggoron Sword, Pole arm or a Heavy Hammer. 2 Handed weapons usually provide additional damage at a cost to defense as you cannot wield a shield when you are wielding a 2 handed weapon.

Athletics (Power) - This skill is used in making checks that include physical body strength such as climbing or lifting heavy things. Many races gain a bonus to the athletic skill such as a Goron's rolling ability to move quickly, or a Zora's ability to leap out of the water. Many Athletic skills are also used extensively in scenes such as races.

Explosives (Wisdom) - This skill is used when handling explosives. This skill is used for activation of the explosives as well as knowledge of placing them so bystanders do not get harmed during the activation.

Intimidate (Courage)— Intimidate can be used to frighten others, or taunt them into acting. Intimidate can be used in combat to gain an advantage in combat described later in the “combat” section of the book.

Knowledge: Mountain (Wisdom)– Knowledge: Mountain skill checks are made to find out information about mountainous and hilly regions. Knowledge checks usually include information about such things as trails, nearby temples, environmental effects and hazards.

Magic: Fire (Wisdom) – Magic: Fire skills are used when casting all magic spells with the fire descriptor. Example fire spells are Din's Fire and Weapon: Fire.

Water

1 Handed Weapon (Power) - This skill is used when making an attack with a 1 handed weapon such as a Royal, or Kokiri sword. 1 Handed weapons usually provide a balanced approach to attack and defense with the use of a shield.

Aquatics (Power) – A favorite skill among the Zoras, the aquatic skill is used for all things water. This includes but is not limited to things such as breath holding, swimming and performing aquatic stunts.

Awareness (Courage) - Awareness is a useful skill both in and out of combat. Awareness can be used to find hidden things in the environment such as stashed rupees, and keys. In combat, awareness is used to determine action order.

Knowledge: Oceans/Lakes (Wisdom) - Knowledge Oceans/Lake skill checks are made to find out information about large bodies of water. Knowledge checks usually include information about such things as trails, nearby temples, environmental effects and hazards.

Magic: Water (Wisdom)- Magic: Water skills are used when casting all magic spells with the fire descriptor. Example water spells are Ether and Weapon: Ice.

Sailing (Wisdom)- The Sailing skill is used to navigate large bodies of water. This skill is essential during the Wind Waker Era, as well as the ancient past era of Skyward Sword when the Goddess Hylia ruled the world.

Forest

Animal Handling (Courage)- Animal handling is essential in training animals as well as riding them. Animal handling is an essential skill in combat, if you are riding a steed.

Dual Wielding (Power)- This skill is used when making an attacks with weapons in both hands. One skill roll is used to simulate both attacks. Several weapons. Dual Wielding weapons provide a benefit of quickly using one of 2 items when attacking without the need to switch weapons, however this comes at a cost to defense as you cannot equip a shield while dual wielding.

Knowledge: Woods (Wisdom)- Knowledge: Forest skill checks are made to find out about mountainous and hilly regions. Knowledge checks usually include information about such things as trails, nearby temples, environmental effects and hazards

Magic: Forest (Wisdom) - Magic: Forest skills are used when casting all magic spells with the forest descriptor. Example forest spells are Farore's Wind and the Shield spell.

Ranged Weapon (Power) - This skill is used when making an attacks with ranged weapons, such as bows or boomerangs. The benefit of using ranged weapons is being able to attack enemies at a distance; this comes at a cost to defense as you cannot equip a shield while wielding a ranged weapon.

Tracking (Wisdom) – The tracking skill is used for tracking animals and people through the wilderness. The tracking skill can also be used as a path finding skill; this skill is helpful in the lost woods or lost hills.

Light

Defend (Power) – Defend is a full defense skill usable in combat. You may use this skill as an “attack action” instead of attacking. The when the defense skill is rolled each success reduces the number of hearts lost by the next attack.

Honor (Courage)- The honor skill is used when confronting intimidating enemies. This is used to negate the effects of intimidate (as described in the combat section). The honor skill is also used when impressing your patron, or other patrons.

Knowledge: Patron (Wisdom)- Knowledge: Patron skill checks are made to find out about your Patron, his/her lineage and certain possible secrets and connections where possible. You can use Knowledge Patron in temples to find secrets that your patron would want you to find.

Magic Item: Royal (Power)- When using a magic item of the Royal family or patron, you must make use of this skill. Such an item that would require use of this skill would be the Ocarina of Time or The Book of Mudora.

Magic: Light (Wisdom)- Magic: Light skills are used when casting all magic spells with the forest descriptor. Example Light spells are Nayru's Wisdom and the Lightning spell.

Potion: Healing (Wisdom)- The potion skill determines how many hearts you recover when drinking a potion. Different healing potions may modify this.

Spirit

Meditation (Wisdom) - This is a skill that can be used in battle to regain magical power during a turn. This skill is used as an “attack skill”, using this will leave you with a cost to your defense.

Diplomacy (Courage) – This skill is used when trying to persuade a person to help you, or befriend you . Many times this will help gain access to a place sacred to a group of people in which you could not normally go.

Knowledge: Divine (Wisdom) - Knowledge: Divine skill checks are made to find out about the various religions and worshiping rites of the various races and tribes of Hyrule. These checks are used in discerning the best course of action when dealing in a religious context.

Magic Item: Heroic (Power)- When using a magic item intended for the legendary hero, you must make use of this skill. Such an item that would require use of this skill would be the Hero's Bow, or the Magic Wand.

Magic: Spirit (Wisdom)- Magic: Spirit skills are used when casting all magic spells with the spirit descriptor. Example Spirit spells are shooting a blade from your magic sword and magic blast.

Potion: Defensive (Wisdom) - The potion skill determines how well a defensive potion works drinking it. Most potions will provide a certain reduction of heart damage for a specific number of turns dependent on successes.

Shadow

Agility (Power)- The agility skill allows a player rapid movement through complex terrain. Such example include running through the treetops of the lost woods, or braving a cavernous pit with small ledges to run on. An example would be a particularly hazardous part of a chase with a certain grave keeper to acquire his goods.

Subterfuge (Courage) – Subterfuge is favored by the Shiekahs. This skill is used in several actions. One can use it to quickly get away with the use of an object such as a Deku nut. This skill is also used when playing games of chance.

Knowledge: Hidden (Wisdom)- Knowledge: Hidden skill checks are made to find out about the Hidden secrets of the Royal Family and other patrons. Knowledge Hidden checks usually include information about secrets related to specific patrons . An example secret would be the Ocarina of time kept by the Royal Family.

Magic Item: Hidden (Power)- When using a magic item intended to be part of a hidden legacy, you must make use of this skill. Such an item that would require use of this skill would be the Lens of truth, or the Pegasus Boots.

Magic: Shadow (Wisdom) - Magic: Shadow skills are used when casting all magic spells with the shadow descriptor. Example shadow spells would be using Majora's Mask or Reflect spell.

Potion: Magic (Wisdom) - The potion skill determines how much magic you recover when drink a potion. Different magic potions may modify this.

(Game Design Theory: I initially wanted this to be a skill based system, and not class based. I wanted the skills to be open for interpretation and if a skill isn't listed here the GM is encouraged to make their own if a game calls for it. For example, if playing in the Skyward sword era a GM may make a flying skill since it is an important aspect of the game. Otherwise you can use the Handle Animal skill. I also wanted each skill to be used with any virtue. I understand that some

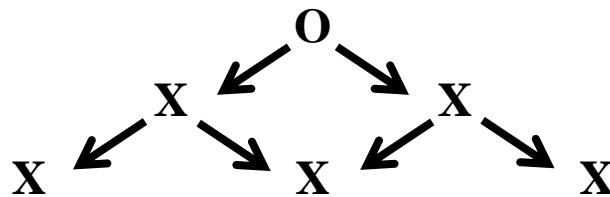
of them may not lend themselves to other virtues easily, but the system is designed to be flexible if the player/GM does come into an odd situation. For example, the potion skills rely on wisdom for their effectiveness, so how would a person use power for such a skill? As a GM I would allow a potion/power roll to let a person examine an unknown liquid to see how potent it is.)

Races

Many different races inhabit Hyrule during various periods of the Kingdom's reign. (Right now this document will focus on the races from the Ocarina of Time, however I am commit to providing support for every race currently known in the Zelda Franchise) Each race is associated with an attribute (medallion) and has a skill tree associate with it. Each skill tree is arranged in a pyramid like pattern. Each race begins with one point at the top of their tree as well as one point at the top of their associated attribute (medallion). The races, descriptions and skill trees are listed below.

Skill Trees

When advancing a character you can apply AP to a particular skill tree. When you do this, you may select an ability that is connected to a previous ability as indicated in the figure below where the O represents your starting point.



Ocarina of Time

Gerudo (Spirit) –They are a reclusive tribe of thieves that consists entirely of women; however, every hundred years, a man who is destined to be their king is born. They have dark tanned skin, golden eyes and red hair. Gerudo warriors frequently wield glaive-like weapons and scimitars. They are known to have relations with Hylian men.

Their culture is extremely different from that of the Hylian race, and it is likely that their societies developed very independently of each other. Those born into Gerudo society typically have little respect for the Hylian people, and the only men they ever truly revere are the males born into their tribe every hundred years. They usually seem to show distaste for Hyrulean culture, as in their eyes living in separate, wooden houses, worshipping Din, Nayru, and Farore, and having differing gender roles between men and women are all blasphemous.

In Gerudo culture, the tribe is usually seen all living together in large forts and blockhouses, sometimes in tents. Their main deity is the Goddess of the Sand, and women fulfill any role in society from architect to warrior. The Gerudo are highly devout worshippers of the

Sand Goddess, as they have constructed a huge monument both on the exterior and interior of the Spirit Temple in the middle of the Haunted Wasteland.

Skill Tree

				+ Agility				
			+2H Weapon		+Dual Wielding			
		+Tracking		+Magic Item: Heroic		+Magic: Spirit		
	+Awareness		+Athletics		+Intimidate		+Defend	
+Dual Wielding		+Intimidate		+Animal Handling		+Athletics		+Honor

Goron (Fire) - The Gorons are a humanoid, rock-eating race that dwell in the mountains. Despite their hulking appearance, Gorons are a relatively peaceful species. They are usually considered, perhaps superficially, to be of low intelligence, although there is no particular indication of this in the games; in fact, there is evidence to the contrary, such as their ability to industrialize ahead of all the other races in *The Legend of Zelda: Twilight Princess*, and some Gorons' roles as archaeologists in *The Legend of Zelda: Skyward Sword*. Aside from Hylians, Gorons are the only race shown both in *Skyward Sword* and other games in the series. Since *Skyward Sword* is generally accepted as the first game in the series' continuity, this makes Gorons and Hylians the oldest confirmed races.

Gorons are physically imposing, as the height and sheer size of the average Goron are almost double that of an average human in certain games. They possess enough physical strength to shatter large boulders and carve out tunnels using only their fists, without suffering any significant fatigue afterwards. They are presumably silicon-based due to a strict diet of rocks and, possibly as a result, they develop rocky growths on their backs as they age. Their apparent immunity to drowning would also stem from this, as the silicate minerals and rocks are extremely common and contain oxygen (this does not, however, explain Goron Link's weakness to water; however, it may be because Gorons must activate it somehow, which Link may not know how to do). However, it is most likely due to their enormous density, which leaves them unable to float or swim.

Goron - Skill Tree

				+2H Weapon				
			+Athletics		+Magic: Fire			
		+Intimidate		+Explosives		+ Know: Mountains		
	+Awareness		+ Fire Resistance		+Defend		+Athletics	
+Magic Item: Heroic		+Magic Spirit		+2 Handed Weapon		+ Magic: Fire		+Explosives

Hylia (Light) – The chosen race of the gods, the Hylians are faithful to the Golden Goddesses and preside over the other races of Hyrule. This is the main reason the Hylians are generally considered superior to other races in Hyrule. The Hylians' name appears to derive from the Goddess Hylia. Physically, Hylians resemble other humans, and the only difference appearance-wise between them is the Hylians' long, elf-like ears that supposedly enable them to hear special messages. Hylians are frequently referred to as humans, indicating that they are considered a sub-race of humans. As the chosen people, Hylians are also given unique psychic and magical abilities. This has been demonstrated in several different ways over time.

In the early part of Hyrule's history, Hylians were the dominant and most populous of the general humanoid races, as shown in *The Legend of Zelda: Ocarina of Time*. Over time, however, the bloodline began to thin, and Hylians were replaced by humans as the most widespread humanoid species, becoming increasingly rarer by the time of *The Legend of Zelda: The Wind Waker*; however, the majority of the Great Sea's inhabitants are still of Hylian descent.

Hylian - Skill Tree

				+Awareness				
			+Honor		+Know: Divine			
		+ 1H Weapon		+2H Weapon		+Magic: Light		
	+Diplomacy		+Honor		+Know: Divine		+Awareness	
+Magic Item: Royal		+ 1h Weapon		+2h Weapon		+Magic: Light		+Know: Patron

Kokiri (Forest) -They are a cautious, child-like and secretive race native to Kokiri Forest. The Kokiri believe that they will die if they leave Kokiri Forest, and therefore, they never leave the safe haven and know nothing about the outside world; however, during the ending of *The Legend of Zelda: Ocarina of Time*, it is revealed that the Kokiri can indeed travel beyond the forest limits. Some characters in other parts of Hyrule identify Link as a "fairy boy" from the forest, indicating that the outside world is aware of Kokiri even though they remain in the forest

The guardian of the Kokiri is the Great Deku Tree, and their self-appointed "boss" is Mido. All Kokiri are ageless, and while they appear as Hylian children, most have existed for centuries prior to the events of *Ocarina of Time*. Each Kokiri has a guardian fairy that functions as a friend, parent and teacher. The Kokiri are known as "the spirits of the forest" and were possibly created by the Great Deku Tree, although according to the official Nintendo strategy guide, they were originally Hylian children that wandered into Kokiri Forest and were transformed by the mystical powers of the region. They are well-known for their distinctive and traditional green garb.

Kokiri- Skill Tree

				+Awareness				
			+Ranged Weapon		+1H Weapon			
		+Meditation		+Magic: Forest		+Know: Forest		
	+Subterfuge		+Athletics		+Ranged Weapon		+Agility	
+Magic: Forest		+Tracking		+Awareness		+Potion: Healing		+Know: Patron

Sheikah (Shadow) - The Sheikah are an ancient clan of ninja-like warriors sworn to protect the Royal Family of Hyrule, even after death; as such they came to be known as "the Shadows of the Hylians". They were skilled in magical and combative art. It is assumed that many died during the Hyrulean Civil War and are considered almost extinct by the events of *The Legend of Zelda: Ocarina of Time*.

While three known Sheikah appear in the games, to maintain the mystery of the race, their emblem makes many small appearances in various games in the series. The physical appearance of the Sheikah is similar to that of the Hylians; only being distinguished by their tan skin, red-colored eyes and extended life spans.

It can be presumed that the Sheikah are related to Hylian race, due to their distinctive pointed ears and their ability to use magic; in fact, Princess Zelda, a native Hylian, has a Sheikah alter ego. It is unknown whether she simply wore a disguise or used magic to transform her shape, but Zelda, when disguised as Sheik, has the red eye color inherent of the Sheikah race.

Sheikah - Skill Tree

				+Subterfuge				
			+Dual Wielding		+Ranged			
		+Know: Hidden		+Magic: Shadow		+Meditation		
	+Honor		+Defend		+Tracking		+ Animal Handling	
+Magic Item: Royal		+Explosives		+Intimidate		+Athletics		+Magic Item: Hidden

Zora (Water) –Zoras are aquatic, blue-skinned humanoid creatures that exist in Hyrule, Labrynna and Termina. They are incredibly skilled natural swimmers. The appearance of Zoras can vary greatly; some are large and round, like King Zora XVI, while others are slender and small, such as Prince Ralis. This suggests the possible existence of subspecies within the Zora race.

Indeed, Zoras are divided into two known major subspecies: the River Zoras, and the Sea Zoras. River Zoras are known as the hostile enemy race that pop out of the water and fire energy balls at Link; whereas the peaceful Zoras are the Sea Zoras. The two differ physically. Despite their names, both types of Zora are known to inhabit both the ocean/sea and bodies of fresh water. Interestingly, a symbol identical to the Mark of Nayru is sometimes associated with the Zora race.

Zora - Skill Tree

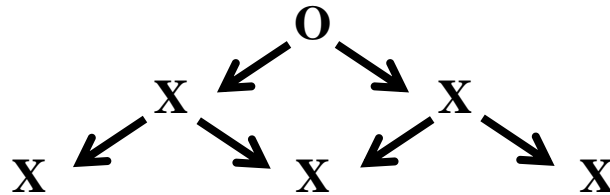
				+Aquatics				
			+Know: Ocean/Lake		+1H Weapon			
		+ Dual Wielding		+Magic: Water		+Agility		
	+Awareness		+Magic Item: Hidden		+Athletics		+Diplomacy	
+Honor		+Know: Patron		+Aquatics		+Agility		+Meditation

(Game Design Theory: Races. There has been many arguments and ideas on how to implement races in roleplaying games. Some argue to make races merely a cosmetic issue, while others feel races should be game defining, early edition of D&D actually used races as classes! I always enjoyed the possibility of races coming into their own. Since the Zelda RPG is a skill based system , races rely on those skills just as medallions do. Races are a bit more flavorful than the attributes. Attributes give bonuses which are meant to evoke the feeling and purpose of each medallion. Races give bonus to varied skills which are meant to capture the feel of each race regardless of what attribute a skill lies under.

Virtues & Attributes

Skill Trees

When advancing a character you can apply AP to a particular skill tree. When you do this, you may select an ability that is connected to a previous ability as indicated in the figure below, where the O represents your starting point.



Virtues

The virtues in the Legend of Zelda Roleplaying Game are based on the 3 sacred Triangles of the Triforce, the Divine Symbol of the people of Hyrule. Each of the virtues represent the core essence of all the people who reside in the world. These virtues are Power, Wisdom, and Courage.

The virtues are use as the “Keep” dice when making a skill roll, they are also used in reaction rolls to assign a target number. If you have more keep dice than rolled dice, each extra keep dice simply adds a +1 modifier to the relevant skill. Each of the Virtues has an associated skill tree to allocate AP as you level as shown below. Each addition to a virtue such as the +Power adds a +1 on virtue rolls **only** (such as making a courage virtue roll against a melee attack). A virtue can have a maximum of 10 points.

Power-

			+Power			
		+Ranged Attack		+1H Weapon		
	+Dual Wielding		+Power		+2H Weapon	
+Power		+Athletics		+Defend		+Power

Wisdom-

			+Wisdom			
		+Magic: Any One		+Know: Any One		
	+Potion: Any One		+Wisdom		+Potion: Any One	
+Wisdom		+Magic: Any One		+Know: Any One		+Wisdom

Courage-

			+Courage			
		+Intimidate		+Awareness		
	+Animal Handling		+Courage		+Honor	
+Courage		+Subterfuge		+Diplomacy		+Courage

Attributes

The attributes in the Legend of Zelda Roleplaying Game are based on the Medallions the Sages hold for the Hero Of Time. Each attribute represents a particular element of a character in a the world. For example, Fire has a strong affinity towards the physical aspects of life as well as the aggressive aspects. An attribute may have a maximum of 15 points.

Fire – Fire represents all that is aggressive and physical, as well as governs the element of fire itself and its environments. Fire is closely loosely to the virtue of power. Fire based characters are normally very independent, and battle oriented. **Fire is the physical side of the Light.**

			+Athletics			
		+ 2H Weapon		+Magic: Fire		
	+Explosives		+Intimidate		+ Know: Mountain	
	+ Fire Resistance	+ 2H Weapon		+Magic: Fire		+Fire Resistance
+ 2H Weapon		+Explosives	+Intimidate		+ Know: Mountain	+ Fire Magic

Water – Water represents that which changes and flows. Water is the source of all of life. Water governs the element of freedom and adventure. Water is loosely linked with the virtue of wisdom. Water characters are a diverse group which can range from serene to aggressive switching moods whenever suits them. Water based character prefer to be around oceans , seas, lakes and other spacious areas. Water is the physical side of the Spirit.

			+Awareness			
		+ 1H Weapon		+Magic: Water		
	+Sailing		+Aquatics		+ Know: Ocean/Lake	
	+Ice Resistance	+1H Weapon		+Magic: Water		+ Ice Resistance
+ 1H Weapon		+Sailing	+ Aquatics		+Know: Ocean/Lake	+Magic: Water

Forest – The forest represents all that is spiritual, enigmatic as well as longevity. Those of the forest tend to be very whimsical in nature. While water is the source of life, the forests were among the first homes of life. The forest is loosely linked with the virtue of courage. Forest characters tend to be curious and steadfast. They are products of ritual and do not like change. Forest is the physical side of the Shadow.

				+ Animal Handling					
			+ Ranged Weapon		+ Magic: Forest				
		+ Tracking		+ Dual Wielding		+ Know: Forest			
	+ Poison Resistance		+ 2H Weapon		+ Magic: Forest		+ Poison Resistance		
+ Ranged Weapon		+ Tracking		+ Dual Wielding		+ Know: Forest		+ Magic: Forest	

Light – The light represents all that is good and holy in the world. Those who possess the light within them tend to be warm caring people, however they also can be devastating when their well-being is threatened. The light is loosely linked with the virtue of power. Light characters tend to be jovial and caring, however when a spark ignites them they can turn into a source of great fury and rage. Light is the mental side of fire.

				+ Light Magic					
			+ Magic Item: Royal		+ Potion: Healing				
		+ Honor		+ Defend		+ Know: Patron			
	+ Light Resistance		+ Magic Item: Royal		+ Potion: Healing		+ Light Resistance		
+ Magic Item: Royal		+ Honor		+ Defend		+ Know: Patron		+ Potion: Healing	

Spirit – The spirit represents the core of the soul. Those with great spirit are connected to all things living. Spirit is loosely linked with the virtue of wisdom. Spiritual characters tend to gravitate towards contemplation on the soul of all things. They are inquisitive of all things trying to link the deeper meaning underlying the creation of Hyrule and its inhabitants. Spirit is the mental side of water.

				+ Magic: Spirit				
			+Magic Item: Heroic		+Potion: Defensive			
		+Diplomacy		+Meditation		+Know: Divine		
	+Spirit Resistance		+Magic Item: Heroic		+Potion: Defensive		+Spirit Resistance	
+Magic Item: Heroic		+Diplomacy		+Meditation		+Know: Divine		+Potion: Defensive

Shadow – Shadow represents all of the secrets of the world. Those relying on shadow are not necessarily evil. Many things need to be hidden for the good of the people. Shadow is loosely linked with the virtue of courage. Shadow characters tend to be reserved and knowledgeable about things not known to the general public. Such characters are usually serious. There are shadow characters who use their skills to play games of chance as well. Shadow is the mental side of forest.

				+ Magic: Shadow				
			+Magic Item: Hidden		+Potion: Magic			
		+ Agility		+Subterfuge		+Know: Hidden		
	+Shadow Resistance		+Magic Item: Heroic		+Potion: Defensive		+Shadow Resistance	
+Magic Item: Hidden		+Agility		+Subterfuge		+Know: Hidden		+Potion: Magic

Game Design Theory: Character advancement is one of the most complex things about creating a tabletop rpg. I have found out it is equal part art and science balancing a character, especially during higher “levels” of play. I was originally presented a challenge of the daunting task of creating skill trees and abilities for all of the attributes and virtues. Once I actually set down, I realized that since this is a skill based game the attributes should increase those skills.

Originally I had the triangular ability tree shape in mind, however there were 2 ways about it. I could have either gone from the base up, or the top down. There are a couple implications to each. If I started with the base going up , the characters would be very diverse when starting off, however attaining

the pinnacle of the triangle everyone would end up with the same ability. In effect this is a bottle neck, if you imagine a funnel, everyone ends up in the same destination. I did not want this. I decided to go the other way , and have all characters end up very diverse, and grow as the player saw fit.)

Combat

Combat in the Legend of Zelda tabletop RPG is intended to be simple, fast and interactive. Many of the detailed minutiae of complex rules such as movement rate and detailed battle maneuvers that slow the game to a halt take a back seat to ease of combat and roleplaying.

To capture the feel of the Zelda franchise combat is played out in specific scenes. In these scenes movement around the scene is unrestricted. However the GM may (and should) call for skill checks if moving around dangerous environments (ex. Fighting underwater, fighting atop a cliff with narrow edges or fighting in a temple with unstable floors. Several such environments will be detailed later in the GM section of the book.

To initiate a combat you can choose to roll an Honor check. The most successes goes first , then the one with the next successes goes, etc. If there is a tie, the players can determine who goes first , or make another check between the players until a winner is clear, however the point of combat is to be fun and fast, so it would be advisable to agree to an order outside of rolling. If the GM ties for a roll , the player always goes first unless otherwise specified (by a magic item or monster ability).

When in combat the GM may draw a simple layout of what the scene looks like. This is purely for the benefit of the player's imagination and has no effect on the game mechanically in anyway. The battle can be played out in the theater of the mind . As combat plays out you take actions each round. Every character has 2 actions they may take during their turn of combat. A move action , or an attack action. Each action is described in detail below.

- **Move Action-** During a move action a character can move anywhere on the field, however some environments may require a skill check to reach. These are made as unopposed checks. Different environment sections may have different effects on the battle. For example a character may climb up a tree to gain an advantage when using an archery skill. These environments will be detailed in the GM section.

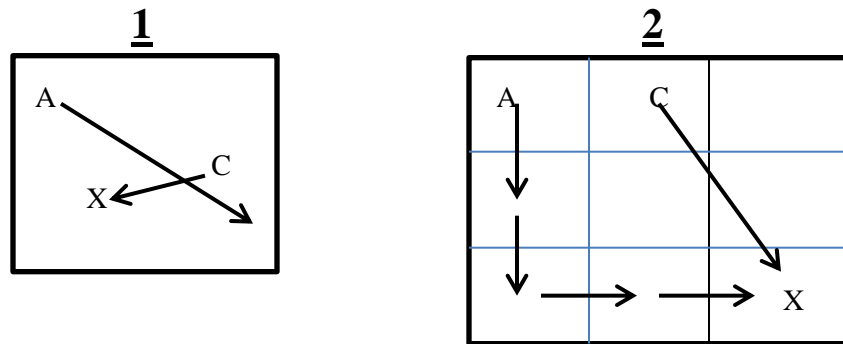
When playing on an exceptionally big battle field such as a large warzone, the battle may be divided up into many scenes. This does impose a movement restriction on those that are not mounted , they can only move to an adjacent battle scene. If you are mounted you may move up to a number of scenes designated by a Handle Animal check vs a TN that your GM has set depending on the situation.

- **Attack Action-** Each character also receives an attack action during their turn. This action is made as a skill check / reaction roll. Most commonly this involves using a weapon attack such as 1H Weapon, or Ranged Attack. Spell casters may use their attack action to cast spells. Other “attack” action include meditation to regain MP or drinking potions, however these are not made as reaction rolls, but as unopposed rolls.
 - When making an attack action , a person rolls the relevant skill, and the defender rolls an appropriate virtue die as a reaction roll. When making an action that relies on power , normally a physical attack, the defender rolls a courage virtue

roll to defend. How many successes determines the amount of half hearts taken away.

- For an example of low level play, if Link is making an attack at an octorok with his sword Link roll $3k2+1$. Link gets a (6, 3, 1) and keeps the (6, 3) and with his +1 mod he gets a total of 10. The octorok then rolls his defense roll of $1d4$ and gets a (3) with no modifiers that is a total of 3. Link does $1\frac{1}{2}$ heart damage to octorok for 3 successes. Since the octorok only has 2 hearts of health, is almost dead!
- For example of high level play, if Link is making an attack at Ganon with his sword Link roll $8k4+6$. Link gets a (5, 5, 4, 4, 1, 6, 6, 2) and keeps the (6, 6, 5, 4) and with his +6 mod he gets a total of 27. Ganon then rolls his defense roll of $4d4 + 3$ and gets a (3, 4, 2, 1) with his +3 modifier he gets a total of 13. Link does 1 heart damage to Ganon for the 2 successes. Link better get ready for a long battle with the King of Thieves!

Example:



In example 1, A and C are facing the enemy X. A runs across the field and shoots it with her bow, while C runs up to X and slashes at it with his sword. In example 2, a large battlefield is depicted as a 3x3 grid of battle scenes. A intends to attack X who is on the far side of the battle field. It will take her 4 turns to get there (you cannot move diagonally). C, however is on his trusty horse who is going to move towards X to attack him. The GM makes him roll a Handle animal check, he rolls $3k2+3$ and gets a total of 9. The GM has set the target number to 4, since the battle field is fairly flat with few enemies. C has achieved 2 successes so he may move 2 battle scenes towards X.

(Game Design Theory: Fun and Fast, if you are looking for a high depth combat simulator, may I point you to warhammer 40k? The Legend of Zelda is a very combat heavy game, however, the combat is fluid and dynamic. In the above examples you can see that play remains the same at every level of the game. At any level of the game combat play is the same.

High level games may begin to become more involved due to larger numbers, however I do expect to run games that take are long running and such play would be a very long way down the road. Infact, high levels of play like that should not come easily at all. Heart containers (and therefore AP) are the most valuable resource in the Legend of Zelda RPG, in the franchise you can finish the game with a small number of hearts , perhaps 10 if you collect each boss container (and do not bother looking for all the heart pieces). The mechanics of battle are to facilitate the play of the game , not the other way around.

I must also make one more comment; each of these examples only includes one character vs one enemy. While this is sufficient to show examples, remember that you and your party will be made up of multiple people, and focusing attacks will take down enemies very quickly.)

Magic

The magic spells in the legend of Zelda are Listed here. Magic spells used in the game are determined by the GM depending on the type of game played. Not all spells are present in all time periods of the Franchise. In the GM section detailing different eras of play , a sample of spells will be given for each era. With that being said, this does not mean that the GM is required to only make available the spells that appear in their respective games.

<u>Fire</u>	<u>Water</u>	<u>Forest</u>
Bombos	Ether	Fairy
Din's Fire	Ice Arrow	Farore's Wind
Fire Arrow	Ice Energy	Quake
Fire Energy	Ice Opposition	Shield
Fire Opposition	Magic Bubble	Shrink
Strength	Water breathing	Speed
<u>Light</u>	<u>Spirit</u>	<u>Shadow</u>
Blade Beam	Magic Blast	Dark Arrow
Immobilize	Manifest	Dark Energy
Life	Nayru's Love	Dark Opposition
Light Arrow	Pure Spirit	Invisibility
Light Energy	Reflect	Jump
Light Opposition	Time Manipulation	Levitation

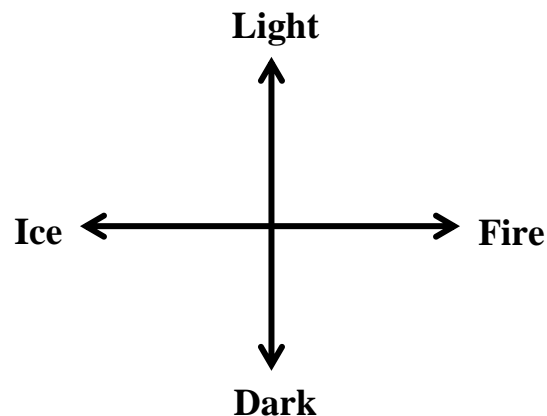
As a general rule all spells must be learned in some way or form usually from some kind of patron, or book of knowledge. When you create a character, you get 2 spells. These spells are given to you by your GM or your GM may allow you to choose 2 spells from a list prepared by him. It is recommended that spells be part of your character's ambition, assuming you choose to be a proficient spell caster.

All spells are made rolling their respective magic skill. Every spell has a Name, Relevant Attribute, MP cost, description, and possibly an element type (Fire, Ice, Light, Dark) associated with it. Each element type is associated with a particular attribute. If a magic skill check is made unopposed they are rolled against a TN of 5.

<u>Attribute</u>		<u>Element</u>
Fire	-	Fire
Water	-	Ice
Light	-	Light
Shadow	-	Dark

Certain enemies will have weaknesses or resistances towards a particular element type. Enemies also may have attacks of particular element types. Each elemental type has an associated weakness as shown in the table below. If a character has a weakness or resistance towards a certain elemental type they take a -2 or +2 modifier to opposing virtue rolls. These modifiers may be higher depending on the level of resistance. For example if an enemy such as a Dodongo has a Fire Resistance 2 modifier, he has a +4 against fire attacks. Many spells grant a +2 per success.

Elemental Opposition Table



Exactly how each spell works is detailed below in their description. When a spell says “takes damage” it refers to taking ½ heart of damage unless otherwise specified.

Blade Beam

Attribute – Light

Element – Yes

MP - 2

Description – Blade beam is a spell that allows your weapon, not necessarily a sword, to be used as a ranged attack with a +2 modifier. Each success of the allows that many turns of the blade beam to be used.

Bombos

Attribute – Fire

Element - Yes

MP - 4

Description – Every enemy on the field takes fire elemental damage x2 per success. (Each success deals 1 full heart of damage).

Dark Arrow

Attribute – Shadow

Element - Yes

MP - 2

Description – The next arrow fired by the target of the this spell gives the arrow the Dark elemental attribute and a +2 modifier per success.

Dark Energy

Attribute – Shadow

Element - Yes

MP - 2

Description – This is a basic magical attack dealing dark elemental damage as a ranged attack. Each success adds a +2 bonus to your skill roll as well as deals damage.

Dark Opposition

Attribute – Shadow

Element - No

MP - 2

Description – This spell grants the target dark resistance or dark weakness as chosen by the caster before the spell is cast. If resistance is chosen the target gains a +2 per success (TN 5) on all virtue rolls against dark elemental attacks. If weakness is chosen the target takes a -2 per success (opposed wisdom virtue roll) on all virtue rolls against dark damage.

Din's Fire

Attribute – Fire

Element - Yes

MP - 2

Description – This magic spell grants a person an aura of fire around them. Whenever they are attacked by a melee attack the attacker takes damage based on the amount of successes, the spell also lasts as many rounds as the number of successes achieved.

Ether

Attribute – Water

Element - Yes

MP – 4

Description – This magic spell deals cold damage as well as freezes the opponents for a number of turns equal to the number of successes against the enemy.

Fairy

Attribute – Forest

Element - No

MP – 6

Description – This spell allows the user to transform into a small fairy for a number of turns equal to the number of successes. The fairy can fly anywhere around the current area unhindered, you cannot be targeted but you also can not make any attack actions.

Farore's Wind

Attribute – Forest

Element - No

MP - 4

Description – This spell works in 2 steps. When cast successfully the surrounding environment is marked. Later, when the spell is cast the caster and his group (up to 4 others) are teleported to the marked environment.

Fire Arrow

Attribute – Fire

Element - Yes

MP -2

Description – The next arrow fired by the target of the this spell gives the arrow the Fire elemental attribute and a +2 modifier per success.

Fire Energy

Attribute – Fire

Element - Yes

MP -2

Description – This is a basic magical attack dealing Fire elemental damage as a ranged attack. Each success adds a +2 bonus to your skill roll as well as deals damage.

Fire Opposition

Attribute – Fire

Element - No

MP - 2

Description – This spell grants the target fire resistance or fire weakness as chosen by the caster before the spell is cast. If resistance is chosen the target gains a +2 per success (TN 5) on all virtue rolls against fire elemental attacks. If weakness is chosen the target takes a -2 per success (opposed wisdom virtue roll) on all virtue rolls against fire damage.

Ice Arrow

Attribute – Water

Element - Yes

MP - 2

Description – The next arrow fired by the target of the this spell gives the arrow the Ice elemental attribute and a +2 modifier per success.

Ice Energy

Attribute – Water

Element - Yes

MP – 2

Description – This is a basic magical attack dealing Ice elemental damage as a ranged attack. Each success adds a +2 bonus to your skill roll as well as deals damage.

Ice Opposition

Attribute – Water

Element - No

MP – 2

Description – This spell grants the target ice resistance or ice weakness as chosen by the caster before the spell is cast. If resistance is chosen the target gains a +2 per success (TN 5) on all virtue rolls against ice elemental attacks. If weakness is chosen the target takes a -2 per success (opposed wisdom virtue roll) on all virtue rolls against ice damage.

Immobilize

Attribute – Light

Element - No

MP – 4/2

Description – When cast this spell immobilizes a target, that target cannot move if successful. This spell can be cast successively every turn thereafter for 2 MP. If the spell is cast after a turn when it was not used or not cast successfully, then it takes 4 MP to recast it on a target.

Invisibility

Attribute – Shadow

Element - No

MP – 6

Description – When this spell is cast, each success makes the target invisible. When the target is invisible they cannot be target, however may still make actions as they see fit (like attacking).

Jump

Attribute – Shadow

Element - No

MP – 2

Description – When this spell is cast, each success gives the target a +2 bonus on all agility skill checks.

Levitation

Attribute – Shadow

Element - No

MP – 6

Description – When the spell is cast it gives the target unrestricted movement over any terrain a number of turns equal to that many successes.

Life

Attribute – Light

Element - No

MP - 2

Description – When this spell is cast the target gains half a heart of life equal to the amount of successes rolled.

Light Arrow

Attribute – Light

Element - Yes

MP - 2

Description – The next arrow fired by the target of the this spell gives the arrow the Light elemental attribute and a +2 modifier per success.

Light Energy

Attribute – Light

Element - Yes

MP - 2

Description – This is a basic magical attack dealing Light elemental damage. Each success adds a +2 bonus to your skill roll as well as deals damage.

Light Opposition

Attribute – Light

Element - No

MP - 2

Description – This spell grants the target light resistance or light weakness as chosen by the caster before the spell is cast. If resistance is chosen the target gains a +2 per success (TN 5) on all virtue rolls against light elemental attacks. If weakness is chosen the target takes a -2 per success (opposed wisdom virtue roll) on all virtue rolls against light damage.

Magic Blast

Attribute – Spirit

Element - Yes

MP - 2

Description – This is a basic magical attack dealing damage. Each success adds a +2 bonus to your skill roll as well as deals damage.

Magic Bubble

Attribute – Water

Element - No

MP - 2

Description – This spell creates a magical bubble that distracts the target. The target takes a -1 on his next virtue roll , as well as damage equal to the number of successes made.

Manifest

Attribute – Spirit

Element - No

MP - 4

Description – This spell functions in 2 parts.

-Upon initial casting this spell creates a cube approximately as large as a standard Hylian (around 5x5 ft.). This cube can be moved with an athletics check of TN10.

-The spell can then be used again for free, creating magical bolts of energy that can target a number of enemies equal to the number of successes doing damage equal to the number of successes as well.

Nayru's Love

Attribute – Spirit

Element - No

MP - 6

Description – This spell reduces all damage done to a target to 0 for a number of turns equal to the number of successes.

Pure Spirit

Attribute – Spirit

Element - No

MP - 2

Description – This spell grants the target a +1 on all wisdom virtue rolls a number of rounds equal to the number of successes made. If the target is in the sacred realm, the target attains his true form for the same number of rounds.

Quake

Attribute – Forest

Element - no

MP - 4

Description – When this spell is cast, all enemies on the field take damage per success.

Reflect

Attribute – Spirit

Element - No

MP - 4

Description – This spell provides a magical reflective barrier against other spells. The number of rounds this is active is equal to the number of successes made. When a spell is cast on a target who has reflect, the attacker must make the magic attack against himself.

Shield

Attribute – Forest

Element - No

MP - 2

Description – This spell grants the target a +1 to all courage virtue rolls for a number of turns equal to the number of successes made.

Shrink

Attribute – Forest

Element - No

MP - 4

Description – This spell shrinks a target to a small size like the minish people. The target can not attack, nor can he be targeted. This effect lasts a number of rounds equal to the number of successes rolled. This can be used to give another player time to recover or be used on an enemy (using a reaction roll instead of the standard TN5).

Speed

Attribute – Forest

Element - No

MP - 2

Description – When this spell is cast it gives the target a +2 bonus per success on all Athletic and Aquatic (swimming) checks, equal to a number of turns per success.

Strength

Attribute – Fire

Element - No

MP - 2

Description – When this spell is cast it gives a +2 bonus on all Weapon and Dual Wielding skill checks per success, equal to a number of turns per success.

Time Manipulation

Attribute – Spirit

Element - No

MP - 6

Description – When cast, this spell manipulates time in strange ways. There are one of two ways this can be used.

- Speed Time – A target may take a number of actions (either move or attack) equal to the number of successes made.
- Slow Time – A target will lose a number of actions equal to the number of successes made.

Water breathing

Attribute – Water

Element - No

MP - 2

Description – This spell allows the caster to breathe underwater for a number of rounds equal to twice the successes made.

(Game Design Theory: Spells. The bane of every RPG and fighter known to man. The hardest part of spell creation wasn't the mechanical aspect of the spells, thanks to a fundamental system. It was finding all the spells in the Zelda franchise and then figuring out how to implement them to capture the feel of playing a Zelda game. There were the usual suspects such as the Zelda II spells, and Ocarina of Time Spells. However after that I had to be inventive. I started ripping magic out of the items and monsters of Hyrule. Soon after I found that I could actually make most anything in the Legend of Zelda with these spells. This will eventually be how I create the magic items in this game. Things like the Winged Boots will have levitation spell associated with them. The Magic sword will have the blade beam , Zora's scale will have water breathing.

I also chose to add the symmetrical properties not necessarily seen in Zelda games, but I feel were implied. Such as the Dark Arrows. Some magic spells are never used by link but I also decided to add them . Things like the Dark energy attack which is used by Ganon, or the Immobilize spell which is used by Zelda in several games to pin Ganon for the final blow.)

Questions and Comments/ feedback

-Austin Denson-

When allocating points to abilities does it just increase by 1 for every point you put into it or does the bonus increase with the # of points? And when increasing the points does that just increase the Y in the YkZ formula?

A- You begin at the top, and then from there when you gain a heart container, you can put a point in any skill that is below it.

Those increase the modifier by +1 (example , at beginning zora has a +1 in aquatics, that means his aquatics roll would be $2k1 + 1$ to his aquatics rolls) however, when you put a point in a medallion you get to add a extra die to that virtue or medallion.

-Michael Smith-

How Will Crafting Work?

The GM will probably allow the player make some sort of power and/or knowledge check, depending on the material. Fire for metal, forest for wood, and water potions.

Are you going for a talent tree idea like WoW and SWTOR or is it still similar to the skill and talents like pathfinder?

I havent decided the format exactly for character advancement. It will either be a Talent Tree for each (kind of like an MMO) or a sort of "pool" of abilities" where every ability carries equal weight. So when you gain a heart container you can just assign a specific point and gain that ability.

If the talents are like WoW and SWTOR when you spend a point does the effect increase by a certain percentage or specific number (knowing that percentage requires a little more mathematics)?

When you gain an ability point and allocate it into a virtue or attribute, it will probably grant a mod benefit by +1 more often than not. Such as putting a point There will be some abilities (mostly racial) that will give you special things, such as a Goron rolling, a zora fin attack, and stuff like that.

In said talent tree are we able to specialize in an area? Idea I had for a said talent tree would be to construct a triform symbol or a separate page for each Virtue and have icons with a box to spend points and then a different page explaining the effects of each talent. Is there a level cap?

Specialization will come from how you distribute your points during the time when you gain a heart container. There will be the 6 medallions and the Virtues, as well as racial abilities to distribute points.

Sticking to the Zelda layout will we have to find certain items in dungeons?

A-Most definitely. Of course not all weapons need to be found in a dungeon, but the iconic ones will be. Like the hook shot.

What is the currency ?

A-Rupees of course.

Another thing, fairies played an important role in the Zelda series will each player(pending on race) have a fairy familiar.

A-The kokiris will certainly have a fairy familiar. It will probably grant them a bonus on attack rolls. Sort of like a targeting system.

Will players be able at some point to carry fairies for revival?

A-For sure, as in the games, bottles will have to be made out of a special glass to hold a fairy, or other magical potion.

-Tyler Dennis-

Is the courage virtue going to be used for anything other than reactions? It seemed a little underpowered since power and wisdom related to skills.

A-Courage rolls are related to skills as well. Courage isn't (primarily) related to as many skills as power and wisdom. Courage skills include (but are not limited to) those like diplomacy, Handle Animal, Honor, and Intimidate.

however courage does serve a very important function of physical defense since most enemies attack physically.

At character creation all start with 1 point in every Attribute (medallion)? Or will there be other modifiers to those from the start from race or something similar?

A- Everyone will start out with one point in each attribute (medallion) however, particular races will start out with a 2 in a particular attribute. For instance kokiri will have 2 points in forest medallions. Races will also differ by having a couple of skill modifiers, for instance zorans will have a bonus to aquatics. Gorons will have a bonus in explosives. Things like that.

