

CHARACTER SHEET

[Appearance]

Name:

Age:

Gender:

Race: (see below the sheet for playable races)

Personality:

Biography:

Independent Traits: (this includes racial traits and characteristics. You will only start with racial traits.)

- **STATS** (these are ranked from F to S as the natural cap. These all start from E, but can be redistributed. You also get one free rank up on top of that. In short, your default is an E/E/D combination, but it can be redistributed within those confines.)

Health: (this affects how much punishment you can take)

Stamina: (this affects how much physical exertion you can handle per post)

Magic Bar: (this affects how much magic you can cast per post)

- **Blessings** - (Leave this empty for now)

Power: - -

Courage: - -

Wisdom: - -

- **Attributes** (You will have 10 points to distribute not including the blessing bonus. The max amount is 10 for each stat, and all are required to have at least one point.)

Strength: (comes into play when using physical force of any kind)

Constitution: (comes into play when enduring attacks of any kind)

Dexterity: (comes into play when trying to land attacks)

Agility: (comes into play when trying to avoid attacks)

Intelligence: (comes into play when using sorceries, or when conversing academics)

Piety: (comes into play when using sacraments, or when conversing religion)

Equipment-

Main Weapon: (held in the dominant hand, or two-handed. Please note you can really have any weapon type you want to start with, it will just be of unremarkable quality regardless of appearance)

Off-Hand:

Armor:

Other: (Do you carry any extra tools? Include only ones that can be used for combat here. These can be consumables, or just weird artifacts and items. If you can carry it, additional weapons too.)

Known Arts (List your known combat styles and magic schools here. You can have a total of 2 in any combination regardless of requirement, as the requirement is only for being able to use it)

- **Techniques** (Including passives. Techniques you put here can be used regardless of fighting style, but will still require the correct weapon type. You can have 3 here, plus 1 for every 2 points in Dexterity OR Strength, the higher of the 2. Furthermore, plus 1 for every Courage OR Power blessing. The higher of the 2)
- **Spells** (You can have 2 Sacraments, and 2 Sorceries, plus 1 of each for every 2 points in Piety and Intelligence respectively. Furthermore, plus 1 for every Wisdom blessing)

Inventory: (every item that you've obtained and own in the RP goes here)

Theme Song: (Optional)

Notes: (anything you'd like to note that has no place to be entered above?)

PLAYABLE RACES

- **Hylia** - The most common race in Hyrule, with long ears and fair hair. Their history dates back to the time of the second king when a large group of immigrants from beyond the borders settled in the Faron region.
 - **Ears of the Goddess** - Hylians are said to be the ones closest to the goddesses themselves, and so gain one extra blessing in Power, Courage, or Wisdom, of their choice. The stat bonus from this blessing does apply too.
- **Hylander** - Also called the first Hylians, they originate from the Highlands, also with long ears, the main difference with the common Hylia however is that Hylanders naturally have much harder bodies. They are taller and physically more powerful. The ideal warrior.
 - **Warrior's Birth** - Hylanders are born to be warriors, and certainly have the strength to prove it. Hylanders start off with 1 extra point in Strength and Constitution. They can also enter an enraged state that makes every attack that relies on strength more powerful.
- **Sheikah** - The Sheikah are from a foreign land known as Hinoka, but were established by the first king's closest aide in clandestine operations. Through many generations, they have mingled with Hylians from the shadows. They maintain a sharp appearance, and commonly sport white hair or red eyes, or both.
 - **Ways of Shadow** - The Sheikah are a skilled people when it comes to the shadowy arts of subterfuge. In shadowed areas or night time, Sheikah are able to blend in with the shadows. Sheikah also start off with 1 extra in Agility and Dexterity.
- **Goron** - The large, powerful, and very round peoples of the Eldin region have been historically very friendly with Hyrule, and it comes to no surprise they are rather welcoming. They are often seen as imposing due to their size and raw strength, and can turn into powerful balls to bowl down opponents. They however leave much to be desired as casters.
 - **Boulder Physiology** - Gorons are large, sturdy people, starting out with 2 extra Constitution. They can also turn into a ball to roll at enemies and knock them over.
- **Zora** - The Zora are a graceful, aquatic people, and it was not until the Scholar King, the fifth King of Hyrule that their relations improved to the state it is today, as prior they had mainly only traded, and nothing else. The Zora have a great emphasis on culture and the arts, favoring those who offer things of beauty and grace, or show prowess and skill in even martial arts. And it goes without saying that the magically inclined are welcome within their city.
 - **Graceful Swimmers** - Zoras are graceful, and quite magically inclined, starting with 1 extra point in both Dexterity and Intelligence. They are also able to swim underwater for indefinite periods of time.
- **Rito** - Perhaps some of the most striking peoples, the Rito are a race of bird people, considered to be a rare sight, even compared to the Gerudo who are generally only ever seen as traders or mercenaries, but at the very least for them, some live outside of their

home region. The Rito however do not, either traveling very often, or settled in Kholotto. Rito are known to be able to lunge into the air and stay there for awhile, and even fly.

- **Taking Flight** - Rito have the distinct advantage of being able to fly and glide with their wings, though at the cost of not being able to attack while mid-flight. They'd need to stop midair to attack. Rito also have a bonus 1 point to Dexterity and Agility.
- **Gerudo** - From the Gerudo Desert comes the people where the land takes its name, a race almost exclusively made up of women, with only one male every couple generations. They typically have dark skin and flaming red hair, though sometimes they may have other colours of hair, albeit rare. Gerudo women are known to travel the land to find a suitable man to take home, though they do so as traders or mercenaries.
 - **From the Harsh Sands** - The Gerudo have always been known to be quite skilled dancers and fighters, starting off with an extra point in Dexterity and Constitution. They also have an innate resistance to the heat and cold, regardless of how much they're wearing.

BLESSINGS

The blessings that you possess serve the following purposes. Be wise with your usage though, as they can only be recharged after a long rest.

- **Combat Resource** - In combat, blessings can be expended to execute special actions in a single post. Note, only one blessing can be used at a time.
 - **Courage:**
 - **Auto Evade** - Guarantee that you can evade anything for one turn.
 - **Auto Hit** - Guarantee that your next attack will land.
 - **Wisdom:**
 - **Magic Bar Max** - Have maximum Magic Bar for 3 of your posts.
 - **Requirement Ignore** - Ignore the cost and stat requirement of your next spell.
 - **Power:**
 - **Overwhelming Power** - Increase the power of your next action by an immense amount.
 - **Power Armor** - Greatly reduce incoming damage while being uninterruptible..

- They will give you extra points to put into attributes, a scale of 1 for 1. They will be denoted by a “+1” sign next to the stat.
 - Courage gives you additional points to spend on Dex or Agility.
 - Power gives you additional points to spend on Strength of Constitution.
 - Wisdom gives you additional points to spend on Intelligence or Piety.
- More blessing points can be obtained throughout the RP through various means.

RESOURCES

HEALTH

Very simple, your overall vitality. The higher your Health rank, the more injuries you can sustain before it affects your performance, and eventually incapacitated. There can also be special incapacitations that may claim a limb or body part too, so be careful in pushing yourself.

STAMINA

This affects how much physical exertion you can handle. Things like attacking, defending, using techniques, and movement. The more you try to do than you can handle, the more vulnerable you will be at the end of your post, so think carefully if you want to go all in or not.

MAGIC BAR

Incredibly important for any caster, as not having the Magic Bar level required for a spell may simply prevent you from being able to cast it outright. The way Magic Bar works is that one can cast spells if they have the right rank requirement, and may cast a spell multiple times in a post if they surpass that requirement by enough.

ATTRIBUTES

The main uses and rules of Attributes are

- High or low stat checks. Eg. An arm wrestle will pit Strength against Strength.
- Stat checks for wielding weapons and spells.
- It must be noted that the bonus stats from leveling Attributes to 8 will go over the maximum limit.
- The maximum number for every attribute is 10.
- Below is a quick guide on their use.

Strength: (comes into play when using physical force of any kind)

Constitution: (comes into play when enduring attacks of any kind)

Dexterity: (comes into play when trying to land attacks)

Agility: (comes into play when trying to avoid attacks)

Intelligence: (comes into play when using sorceries, or when conversing academics)

Piety: (comes into play when using sacraments, or when conversing religion)

COMBAT

There are generally 3 styles of combat in this RP with variations and combinations. Here are simply some of the basic types, to give some idea of how it all works and is generally played out. Do note, there is a lot of leeway for things to be 'played out' in your favor if your writing is creative and sound enough to pull off a crazy move. Just be aware such attempts should also account for your character's limits and capabilities.

Note: These classifications for convenience will also be used for NPCs and some enemies.

- **Melee Combat** - These are fighting styles that favor being close to an enemy. Melee fighters will often employ fighting stances for additional benefits.
 - **Defender** - Popularly uses large weapons, shields, and wears heavy armor. This style is focused entirely on bearing the brunt of an enemy's focus.
 - **Mobile attacker** - Acrobatic fighters who rely on mobility to be able to strike weak points. Relying on that mobility to keep themselves safe too. Naturally very lightly armored.
 - **Strong attacker** - Often using sharper weapons, or even powerful, bludgeoning weapons, or whatever else, these are power-focused fighters.
 - **Supportive** - Supportive melee fighters most often use a shield, while keeping themselves only armored enough to survive blows. Their goal is to keep their backlines safe.
- **Ranged Combat** - These are fighting styles that favor ranged weapons and generally being out of harm's way.
 - **Sharpshooter** - Sharpshooters aim for opportunity. Weakpoints, exposed enemy backlines, and so on. Their long range is their strongest point. They favor long range high precision weapons such as longbows.

- **Supportive Ranged** - These ranged fighters favor shortbows and some types of crossbows such as a repeater, or even use throwing weapons. Their goal is to keep enemies pressured with their constant barrages.
- **Power shooter** - A classification made entirely for the greatbow, a colossal weapon used normally by Gorons. Power shooters line up for a single shot and fire for immense damage.
- **Magic Combat** - These are fighting styles that favor the use of magic. The range generally does not matter, and comes down to their spells.
 - **Supportive Caster** - Often using Sacraments, but some Sorcerers have been known to be supportive. Their goal is to buff and heal allies.
 - **Offensive Caster** - Most often using Sorceries, but some Sacrament casters have been known to be offense-based. Their goal is to rain magical destruction on their enemies.
 - **Mix** - This classification only exists to point out that magic is perhaps the easiest thing to combine with anything else. Combining Offensive or Supportive with any of the Melee and Ranged combat types is quite easy.

It is more than possible to mix any of the above together into a combination of two, or more if you can figure out how to manage it.