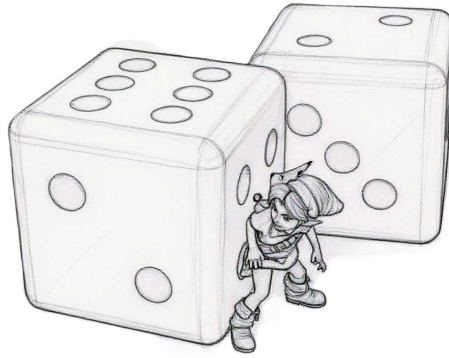




Dice and Resolution Mechanics

- Most rolls use **2d6 + a modifier**.
- Outcomes follow standard PbtA structure:
 - **6 or lower:** Failure.
 - **7–9:** Mixed success, usually with a drawback or reduced effect.
 - **10+:** Full success.

Stats

- **Power:** Reduces enemy defense rolls.
- **Wisdom:** Used to craft, cook, and search/gather.
- **Defense:** Added to defense rolls.
- **Courage:** Added when attempting a “Perfect Guard.”
- **Stamina:** Resource used to take actions.

Initiative

- d20 rolls are used for initiative only, not for standard action resolution.
- It seems initiative is broken down between 20 to 15, 15 to 10, 10 to 5.
- No bonuses, apparently.

Combat Rules

- **Players do not roll to hit.** Instead:
 - Players spend **stamina** to attack.
 - Enemies roll to **defend** against the attack.
 - **Damage** is dealt if the enemy fails or partially succeeds on their defense roll. Damage seems static, since the Goron soldier's weapon deals 5 damage (he didn't seem to roll).
 - Defense = 2d6 + Defense stat.
 - On a **7–9**, take half damage.
 - On a **10+**, take no damage.
 - There's an **advantage** mechanic of sorts where you roll 3d6 and discard the lowest one.
 - Matt mentions **Power** reducing the opponent's defend when they try to defend against an attack.

Stamina Rules

- Actions cost stamina:
 - **Move:** 1 stamina.
 - **Attack:** 1 stamina (more for heavier weapons).
 - **Defend:** 1 stamina.
 - **Craft/Assemble:** 1 stamina.
 - **Perfect Guard:** 1 stamina.
- If you run out of stamina, you can't defend or attack.
- Players regain stamina at the start of their turn.

Hearts / HP

- Damage is measured in **hearts**.
- Weapons deal fixed heart damage based on their type and enhancements.
- On a failed defense roll, players take full damage.
- Healing can occur through food or special traits.

Classes?

Researcher

- Crafting bonuses (double item effects on a 10+).
- **Zonai Focus:** You treat 7-9 as a 10+ when recalling knowledge about Zonai stuff.

Soldier

- **Battle Grace:** Your fluid movements can befuddle your opponents. When attacking, you can spend one additional stamina to add flair to your attacks. If your target defends, they must roll 3d6 and discard the highest.
- **Expert Training:** When a nearby ally is attacked, you can spend 1 stamina to cancel the attack and immediately make a counterattack.
- **Perfect Guard:** Spend 1 stamina, roll +Defense +Courage. 10+ avoids the next attack, 7–9 halves it.
- **Veteran:** When evaluating non-Zonai creatures, you treat a seven to a nine as a 10 plus
-

Hudson Crew (Tinkerer, Engineer)

- She made a story to “**inspire**” another character which allows them to reroll.
- **Structural Weakness:** You know how to build things up "and you know how to tear them apart. When you attack a nearby monster, you can choose to target its weapon rather than the monster itself. 10+ weapon is destroyed. 7-9 destroyed with complications
- **Grit & Determination:** grit and determination lets you choose to use either my power, wisdom, or courage valid to any roll in combat.

Racial Abilities

Goron

- **Stamina:** 5?
- **Mineral Gourmet**
 - Can scavenge for rocks and eat them to heal.
 - On a **2d6 roll**, result determines healing:
 - **7–9:** Heals 1 heart.
 - Rocks are tracked like items and can be eaten immediately or saved.
- **Solid as Stone:** When defending, rolls **3d6 and drops the lowest**.

Hylia

- **Stamina:** 7?

Zora

- **Stamina:** 6?
- **Ancient People** something related to knowledge rolls. Advantage it seems
- Can **breathe and swim naturally** with no checks or stamina cost implied (implied).

Items & Crafting

Attachments

- Players can **attach monster parts** to weapons for added effects.
- Crafting roll: **2d6 + Wisdom** (or Power, depending on traits).
 - **10+:** Item is successfully attached and has **double effect** (Researcher trait).
 - **7–9:** Item is attached but **breaks after one use**.
 - **6 or less:** Crafting fails.

Assemble

When you rush up to **physically attach a Zonai device** or similar mechanism to a surface or target under pressure, roll **2d6 + Wisdom**.

- **On a 10+,** the attachment is solid and holds without issue.
- **On a 7–9,** it works, but choose one:
 - The device **breaks after one use** or shortly after activation.
 - **Take 1 heart** as you're injured during the assembly process.

Item effects

- **Decayed Weapon:** *If you roll a 6 or less on an attack using a decayed weapon, the weapon breaks immediately.*
- **Lizalfos Horn:** Adds 6 hearts of damage.
- **Keese Eyeball:** Makes arrows undefendable.

- **Ice Chuchu Jelly** : Target rolls 1d6. On a **1**, it is **chilled** and loses 1 stamina until the end of its next turn.
- **Electricity**: Target rolls 1d6. On a **1**, it drops whatever it is holding.
- Some food effects you need to roll to get bonus hearts, others you don't, which is confusing.

Weapons

- **Polearms** can hit multiple targets by spending 1 stamina.

Cooking

- Done using foraged ingredients and a portable pot.
- Roll: **2d6 + Wisdom**.
 - **10+**: Fully successful, powerful meal.
 - **7–9**: Meal works, no special effect.
 - **6 or less**: Fails (e.g. “uncooked apple”).
- Eating during combat costs **1 stamina**.

Exploration

- Matt calls for a **Courage** roll to lead the group through the jungle.
- Sneak also seems to be done with **Courage**.