Hyrule Module PCs

1. Mina, Hero of Farore
   1. Race: Hylian (Half-Elf)
   2. Background: Folk Hero
   3. Fighter/Rogue
   4. Special Feats:
      1. Farore’s Wind
         1. When your HP reaches 0, you and any party members with you are teleported to the nearest shrine/tempe to Farore.
         2. You automatically succeed you death saving throws.
         3. Alternatively, you can choose to return to the start of the dungeon, at which point you receive the benefits of “Prayer to Farore”
      2. Brave Burst
         1. Casting Time: 1 bonus action
         2. Once per short/long rest
         3. For the next 30 seconds, you gain resistance to all non-magical damage, and all the benefits of “Action Surge” every turn.
         4. Additionally, any roll 18 or above counts as critical hit.
         5. When you add a modifier to damage, double that modifier
      3. Brave
         1. You have advantage saving throws against being frightened
      4. Hero’s Fortitude
         1. Every time you level, you gain the maximum amount of hit points on the hit die
         2. You have resistance to poison damage and have advantage against being poisoned and paralyzed.
         3. You recover from Exhaustion quicker (2x)
      5. Potential of Nerve
         1. Your Con and Dex caps are now 24 instead of 20
      6. Prayer to Farore
         1. When you pray at a shrine or temple to Farore for 10 minutes, you and your party instantly gain the benefits of a long rest. Additionally, you gain 2 inspiration dice and 2 uses of the “Nature’s Wrath” channel divinity
2. Liana, Dragon of the Gerudo
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      1. Backstory: Youngest lieutenant of Nabooru, leader of the Gerudo, and devout warrior of Din, Goddess of Power, Liana was sent by the reclusive Gerudo to ask the Hylian for help against Ganon’s minions in the desert and help reclaiming the lost Spirit Temple, a sacred holy site for the Gerudo. The King agreed, with the stipulation that Liana would head south to reestablish communication with the Great Deku Tree and stabilize the area. With her mission of building good will between the two estranged groups in mind, Liana agreed and set forth to Ordon Village, a tradepost/ranch located just at the edge of Faron Forest.
      2. Race: Gerudo (Goliath)
      3. Background: Soldier
      4. Draconic Sorcerer/Paladin
      5. Special Feats:
         1. Dragon of the Desert:
            1. When you should receive fire damage, you’ll instead heal half that amount rounded down. If you are instead recover spell slots equal to half the number of dice rolled (not to exceed your spell slots)
            2. Any attack rolls with fire damage, add +2 to hit. Add your charisma mod to the damage, and if you roll a 1 or 2 on the die, you may choose to reroll. You must keep the new roll. If you gain another ability or perk that gives you either of these benefits, their affects stack (apply your mod twice, increase the minimum from 2 to 3)
         2. Din’s Fire
            1. Casting Time: 1 action
            2. All creatures of within a 20ft. radius sphere of you make a Dex. Save. On a fail save, they take 3d8 + Chr. Mod fire damage or half on a successful.
            3. If the creatures are evil aligned, they take 3d8+ Chr. Mod radiant damage on a failed Dex. Save, or half on a successful save.
            4. Additionally, you can choose to burn a spell slot to amplify the damage on this attack. For both damage types, it will do an additional d8 per spell slot level burned.
         3. Potential of Dinraal
            1. Your Str and Chr caps are 24 instead of 20
         4. Prayer to Din
            1. When you pray at a shrine or temple to Din, you and your party instantly gain the benefits of a long rest. Additionally, you gain 2 inspiration dice and 2 uses of the “Guided Strike” Channel divinity
3. Aria, Sage of Naryu
   1. Backstory: Zora Warrior and childhood friend of Princess Ruto. Coming from a long line of royal guards and advisors, Aria has been trained to serve as Ruto’s right-hand woman. Given the Zora Royal Family’s closeness to the Hylian Royal line, the Zora King sent Aria to serve as an emissary of the Zora, and to aid in Hyrule’s fight against Ganon and his minions. To help her in this quest, the Guardian Spirit of the Zora, Lord Jabu Jabu, granted Aria his blessing, and the sages of the Zora clan bestowed upon Aria a piece of the Triforce of Wisdom, granting her a connection to Nayru. She’s been sent south towards Ordon Village and Faron Forest to reestablish communication with the Great Deku Tree and stabilize the area.
   2. Race: Zora (Elf Variant +2 Dex/ +1 Int/+1 Con, gain both High Elf and Sea Elf perks)
   3. Background: Noble
   4. Wizard/Fighter
   5. Special Feats:
      1. Naryu’s Love:
         1. Casting Time: 1 reaction or bonus action
         2. Instantly regain all spell slots. Additionally, regain any abilities and hit points you would have gotten back on a Short Rest.
         3. For the next 3 rounds, you are immune to all forms of damage. You automatically succeed any saving throws. Any party member within 100 ft. of you gain resistance to all damage and advantage on their own saving throws. This ability expires at the beginning of your turn.
         4. Force any number of creatures within 300 ft of you to make an Int or Wis save, your choice. If they fail, they spend their turns attacking you. If they can’t attack you, they spend their turns preparing to attack you (move into position, break out of any bonds, ect.). This effect ends when the spell ends.
         5. Any creature who makes an attack roll against you or makes you roll a saving throw takes 2d4 + Int. Mod Ice damage. If it’s a melee attack, they take an additional 2d4 + Int. Bludgeoning damage. If their evil aligned, they also take an 2d4 +Int. Radiant Damage. When they take this damage, they may reroll their previous Int/Wis save.
         6. You regain this ability on a Long Rest.
      2. Nayru’s Kiss
         1. Casting time: 1 Bonus Action
         2. For the next minute, add your Int. Mod on any damage you or your party roll. This additional damage maybe any type you choose.
         3. You may use this ability twice per short rest
      3. Water Sage’s Insight
         1. You may choose to add +4 to any attack roll. You may use this ability equal to your Wis. Mod., and you regain all uses at a short rest.
         2. Alternatively, if a creature succeeds against your spells, you may use this ability to make them reroll their save.
         3. You also have Expertise proficiency in Perception and Insight.
      4. Lord Jabu Jabu’s Blessing
         1. You can breathe underwater.
         2. You have resistance to ice and bludgeon damage.
         3. You have a swimming speed of 50 ft.
      5. Potential of the Mind
         1. Your Int and Wis caps are 24 instead of 20
      6. Prayer to Nayru
         1. When you pray at a shrine or temple to Nayru, you and your party instantly gain the benefits of a long rest. Additionally, you gain 2 inspiration dice and 2 uses of the “Knowledge of the Ages” channel divinity
4. Little Ghost
   1. Backstory: The Queen and First Son Gwyn exposed the youngest Royal sibling to the Abyss, a mysterious black void below the Shadow Temple. The child was absorbed in the Abyss and disappeared. The Queen and Gwyn mourned the vanished child, but somewhere in the deep caves beneath Hyrule, the Little Ghost emerged, half-noble half-void. This being has been wandering southern Hyrule for the last 12 years, trapped in the Lost Woods and the Darkwood.
   2. Race: Aasamir (Void)
      1. +2 Chr/+2 Dex
      2. Void Heart-to-Heart
         1. Your time in the Abyss has robbed you of your voice. Instead, you communicate your intentions telepathically up to 30 ft. The receivers know your intentions to be true. You have disadvantage on Deception checks, but advantage on Persuasion and Intimidation checks.
      3. Monarch Wings
         1. You gain a flying speed of 30 ft. for 30 minutes. You regain this ability on a short rest.
      4. Fury of the Fallen
         1. When you’re below 50%, you do 1d10 extra damage per attack. This buffs to 2d10 when you’re below 25%, and 4d10 when you’re below 12%
      5. No Mind to Think: You have advantage against being Charmed or Frightened
      6. Celestial Resistance: Resistance to Radiant and Necrotic damage
   3. Background: Haunted One
   4. Shadow Warlock/Sorcerer
   5. Special Feats
      1. Abyssal Spellcasting
      2. Pale Focus
         1. You may use an action to focus your mind on regeneration. You regain 2d8 health. You may use this 3 times, and regain all uses when you complete a short or long rest. You get an additional use at Lv.3, and again at Lv.6, and Lv.9
      3. Return to the Void
         1. As soon as you fail your first death saving throw, you and any party members return to the last place you rested. 1 hour has passed, and you have utilized the Voidheart ability.
         2. A “Shade” appears at the place you died. It has 1 hp and is passive to creatures other than you. If you kill it, you regain all HP and spellslots as well as 2 inspiration.
      4. Voidheart
         1. When you take a short or long rest, you may spend 5 minutes to commune with the Abyss. You regain anything you would normally get back on a long rest. Additionally, you gain 11 “charm notches” which can be used to assign the following benefits to yourself
            1. Long Nail (2) – Add +2 to attack melee attack rolls.
            2. Spelltwister (2)- You gain one more warlock spellslot
            3. Sprintmaster (1)- You gain an additional 10 ft. of movement
            4. Quickslash (3)- You can use your bonus action to perform a melee attack.
            5. Shaman Stone (3)- Whenever you deal damage with a spell, do an additional 30% damage.
            6. Steady body (1) – You gain resistance to slashing, bludgeoning, and piercing damage
            7. Sharp Shadow (2)- Once per turn, you can move through an enemy’s space any enemy you pass like this will take 1d6 necrotic or slashing damage, your choice.
            8. Unbreakable Strength (3)- Whenever you roll damage of any type, add an additional dice to the roll. Further, if you roll a 1 or 2 on any damage die you may reroll. You must keep the new roll.
            9. Deep Focus (2) – When you use the focus ability, add your Charisma Mod to amount healed.
            10. Quick Focus (3) – You can now use Pale Focus as a bonus action
            11. Grimmchild (2) – You have a variant pseudo dragon companion. It’s attacks are replaced with Eldritch Blast, and if you have and Eldritch Invocations that improve Eldritch Blast your Grimmchild has them too.
            12. Dream shield (2) – A magical shield hovers around you giving you +2 to AC
            13. Nailmaster’s Glory (2)- You may choose and use any 3 of the Battle Master’s Combat Maneuvers. You have 2 superiority die to use, which you regain on a short rest. When you unequip and reequip this charm, you may pick new maneuvers.