Hyrule Races

1. Hylians
   1. Base Race: Half-Elf and Humans
   2. Ability Score Increase: Charisma +2, any other two +1
   3. Size: Medium
   4. Speed: 30 ft.
   5. Darkvision: 60 ft.
   6. Skill Versatility: Two of your choice
   7. Languages: Hylian + one of your choice
   8. Gain one feat of your choice
   9. Blessings of Hylia: Choose two cantrips from the Wizard spell list.
2. Kokiri
   1. Base Races: Elf(wood) and Halfling
   2. Ability Score Increase: Dex +2, Chr +1, Wis +1
   3. Size: Small
   4. Speed: 25 ft.
   5. Darkvision: 60 ft.
   6. Keen Senses: Proficient in Perception
   7. Fey Ancestry: Have advantage against charmed and magic can’t put you asleep.
   8. Languages: Hylian and Kokiri
   9. Mask of the Wild: You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena
3. Gorons
   1. Base Races: Dwarf, Genasi (Earth)
   2. Ability Score Increase: Str +2, Con +2
   3. Size: Medium
   4. Speed: 30 ft.
   5. Darkvision: 60 ft.
   6. Earth Walk: You can move across difficult terrain made of earth or stone without expending extra movement
   7. Tool Proficiency: Choose either smith’s tools or mason tools.
   8. Goron Toughness: Your hp maximum increases by one, and it increases by 1 every time you gain a level.
   9. Stonecunning: Whenever you make an Intelligence ([History](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#History)) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus
   10. Languages: Common and Goron
4. Zora
   1. Base Races: Elf (Sea) and Genasi (Water)
   2. Ability Score Increase: Chr +2, Dex +1, Int +1
   3. Size: Medium
   4. Speed: 30 ft.
   5. Swimming Speed: 40 ft.
   6. Darkvision: 60 ft.
   7. Amphibious: You can breathe air and water
   8. Acid Resistance: You have resistance to acid damage
   9. Call to the Wave: You know the shape water cantrip. When you reach 3rd level, you can cast create or destroy water spell as a 2nd-level spell, and you regain the ability to cast it this way when you finish a short rest. You choice of Charisma, Intelligence, or Wisdom as the spellcasting ability for these spells.
   10. Weapon training: You have proficiency with the spear, trident, light crossbow, and net
   11. Friend of the Sea: Using gestures and sounds, you can communicate simple ideas with any beast that has an innate swimming speed
   12. Languages: Common and Zoran
5. Shiekah
   1. Base Races: Elf (Shadar-kai) and Elf (Drow)
   2. Ability Score: Dex +2, Con +1, Int/Chr +1
   3. Size: Medium
   4. Speed: 35
   5. Superior Darkvision: 120 ft.
   6. Keen senses: Proficient in Perception skill
   7. Fey Ancestry + Brave: You have advantage against saving throws against being charmed or frightened, and magic can’t put you to sleep.
   8. Necrotic Resistance: You have resistance to necrotic damage
   9. Shadow of the Crown: As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can’t do so again until you finish a short rest. Starting at 3rd level, you also gain resistance to all damage when you teleport using this trait. The resistance lasts until the start of your next turn. During that time, you appear ghostly and translucent.
   10. Languages: Hylian + one of your choice
   11. Shiekah Magic: You know the dancing lights cantrip. When you reach 3rd level, you can cast faerie fire once per long rest, and when you reach 5th level you can also cast darkness once per long rest. Either Int, Wis, or Chr is your spellcasting mod for these.
6. Gerudo
   1. Base Races: Goliath and Half-Orc
   2. Ability Score: Str +2, Con +2
   3. Size: Medium
   4. Speed: 30 ft.
   5. Darkvision: 60 ft:
   6. Natural Athlete + Menacing: You have proficiency in the Athletics and Intimidation skills
   7. Stone’s Endurance: You can focus yourself to occasionally shrug off injury. Whe you take damage, you can use your reaction to roll a d12. Add your constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can’t use it again until you finish a short rest.
   8. Savage Attack: When you score a critical hit with a melee weapon attack, you can roll on of the weapon’s damage dice one additional time and add it to the extra damage of the critical hit.
   9. Powerful Guild: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
   10. Languages: Hylian, Gerudo
7. Deku Scrubs