

MICROLITE BREATH OF THE WILD

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INTRODUCTION

I've played way too much Breath of the Wild. So of course I made an RPG.

This is based on the original Microlite D20 (<https://microlite20.org/>) but it has a lot of other elements that I've incorporated from other games like TINY DUNGEONS 2nd EDITION (Alan Bahr), GENESYS (Fantasy Flight Games), and MAZE RATS (Questing Beast Games). You should definitely play all of those.

If you play it, let me know at silzeorpodcast@gmail.com and tell me what you think, or if you come up with some cool house rules.

ATTRIBUTES

STR: Melee Combat, Strength Feats

DEX: Ranged Combat, Hand-Eye Coordination

MIND: Mental and Emotional Abilities

SKILL CHECKS

Physical

Subterfuge

Knowledge

Communication

Easy: DC 5

Average: DC 10

Hard: DC 15

Daunting: DC 20

Impossible: DC 25

COMBAT

Roll Initiative: d20+Dex. Players go first.

Three Types of Actions:

Incidental, many per turn, within reason: talking, perceiving, remembering, eating, drinking.

Maneuver, one per turn: moving, changing weapons, changing "modes" (standing to flying, etc.), aiming, preparing something.

Action, one per turn: Attacking, using magic, using a rune.

Range Bands: **Engaged, Short, Medium, Long**. Must be **Engaged** for melee.

Attack: +STR for Melee, +DEX for Ranged, +MIND for Magic.

DEFEND

Player always rolls.

GM describes the NPC attack. Player decides HOW they defend.

Endure the attack: +STR. Reduces damage to 1.

Dodge out of the way: +DEX

Outsmart them: +MIND

LOW/MEDIUM Enemies	DC 10
HIGH Enemies	DC 15
HEROIC Enemies	DC 20

CRITICALS

Natural 20: Double Damage

Natural 1: Lose a DURABILITY on weapon, along with narrative problems

Natural 20 Defense: Do a counter attack using standard attack rules.

DAMAGE BLEED

If you are in range of multiple enemies and the damage you deal is higher than the target, you can bleed the damage over to another target.

EXAMPLE: Link attacks a Keese with a Soldier Sword at Engaged range.

Keese HP is 1. Soldier Sword does 2 damage. If there is another Keese in Engaged range, Link can use the extra damage and kill the other Keese as well.

SHIELD REFLECT: Roll +DEX.
Bounces ranged attacks back at enemies

SHIELD DEFLECT: Roll + STR.
Cancels all incoming damage.

SHEIKAH TECH

Roll **MIND** for use of Sheikah Technology, like Runes.

BOMBS do 1 damage and throw targets one range band.

MAGNESIS damage is 1 for objects thrown at target, unless GM decides otherwise.

Objects kinetically charged from **STASIS** does 1 damage.

STASIS on an enemy is for 4 turns.

You can invent your own runes. Runes require a piece of tech, like a Sheikah Slate, to activate. Feel free to invent versions of your own.

Sheikah Pocket - Allows player to carry multiple weapons. GM decides how many.

COOKING

Cooking is a **KNOWLEDGE** skill. Roll to create either **FOOD** or **POTIONS**.

FOOD restores health. **POTIONS** alter stats.

FOOD is not based on ingredients, though the GM can add those rules if they want.

When you have **TIME** and **A** **COOKING POT** you roll and compare your results on the tables. You can cook 5 times in one sitting.

ROLL RESULT	FOOD EFFECTIVENESS
1	Dubious Food. 1 HP.
2-5	3 HP
6-10	5 HP
11-15	10 HP
16-19	15 HP
20+	20 HP. "Hearty" food, you gain all the HP, even if it

	goes above your normal limit.
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POTION EFFECTS

Only one potion can be active at a time. Potions work for the duration of one encounter.

Fire Immunity - DC 10

Ice Immunity - DC 10

Shock Immunity - DC 10

+2 to any single **SKILL** - DC 15

+1 to any single **ATTRIBUTE** - DC 20

CHARACTER CREATION

ATTRIBUTES

You have +5. Assign them in any order you want.

PEOPLE OF HYRULE

Hylian

20 HP

+2 to TWO different Skills of your choice

Goron

30 HP

Physical + 3

Communication + 1

Fire Immune

+5 HP if you eat a rock

Can't Swim

Sheikah

20 HP

+2 Knowledge

+2 Subterfuge

Can use Sheikah Technology

Rito

15 HP

Physical +2

Knowledge + 2

Can FLY

Resistant to cold

Gerudo

25 HP

Physical +2

Subterfuge + 2

Resistant to desert heat

Must be female

Zora

20 HP

Knowledge + 3

Communication + 1

Can BREATHE UNDERWATER

Koroks

15 HP

Communication + 3

Subterfuge + 1

Can use MUSIC MAGIC.

Can turn invisible to most creatures, but cannot act while invisible.

EQUIPMENT

WEAPON DAMAGE

- Weapon Damage is Flat.

-All weapons are breakable. Player can spend DURABILITY for an auto-success in combat.

-Some weapons have special abilities.

WEAPON TYPE	RANGE
One Handed	Engaged with shield
Two Handed	Engaged, no shield
Spear	Short Range
Boomerang	Medium Range, Dex for Throw

SHIELDS

- Cannot be used with Two Handed or Spear weapons

- Can spend DURABILITY to negate an attack

- Can risk a REFLECT move with a shield when being attacked. This reverses ranged damage onto target. Failure = loss of durability.

- Can risk a DEFLECT move against melee. Roll to negate attack without loss of durability and to remove their weapon. Failure = double damage.

BOWS

- Can spend DURABILITY for an auto-success in combat

- Some have special abilities

- ARROWS matter. You must keep track of ammunition.

- Arrows can hit up to long range.

ARROW TYPE	DAMAGE AND EFFECT
Standard	1
Bomb	3, multiple targets
Fire	2, does 1 fire damage per turn for 3 turns
Ice	2, freezes target for 3 turns
Shock	2, force enemy to drop weapons,

	multiple targets if in water
Ancient	1, 5 if targeting Guardian

ARMOR

To keep it simple, armor just adds HP. Some armor has special abilities

COMMON ARMOR

ARMOR	HP and Abilities
Hylvian	+5 HP
Sheikah	+3 HP, +2 to SUBTERFUGE
Hylvian Knight	+7 HP
Rito	+3 HP, Cold Resistant and Freeze Proof
Gerudo	+3 HP, Desert Resistant, +2 to COMMUNICATION
Goron	+3 HP, Extreme Heat and Fire Proof

SPECIAL ARMOR

ARMOR	HP AND ABILITIES
Champion Tunic	+7 HP, Know enemy stats as free action
Zora Armor	+3 HP, Breathe Underwater, swim up waterfalls
Ancient Armor	+7 HP, +12 HP when fighting Guardians
Climbing Gear	+3 HP, +2 to PHYSICAL
Korok Gear	+3 HP, +2 to KNOWLEDGE

WEAPONS

When making your own weapon, the average should be 2 damage, really good weapons should be 4, and special weapons should be 5 damage. The **Master Sword** is included on this list to show the strongest weapon.

The lists are examples. You can change or add to them as needed.

Elemental weapons spend durability to use their effect.

Fire	1 fire damage for 3 turns
Ice	Freeze target for 3 turns
Shock	Forces target to drop weapon

One Handed

NAME	DMG	DUR	SPECIAL
Tree Branch	1	1	
Bokoblin Club	2	1	
Soldier Sword	2	2	
Flameblade	3	3	Does 1 Fire Damage for 3 turns. Must spend a durability to use.
Royal Broadsword	4	4	
Ancient Blade	5	1	

Master Sword	5	5	Spend a durability to do 10 damage. When all durability is expended, Master Sword must recharge until next session.
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Two Handed

NAME	DMG	DUR	SPECIAL
Rusty Claymore	2	1	
Woodcutter's Axe	2	2	Cuts down trees
Soldier's Claymore	3	3	
Great Iceblade	4	4	Freezes target for 3 turns. Spend durability.
Ancient Cleaver	5	2	
Lynel Crusher	7	1	

Spear

NAME	DMG	DUR	SPEC.
Bokoblin Staff	1	1	
Soldier's Spear	2	2	
Silverscale Spear	3	3	
Dillshaft	2	5	Break rocks
Royal Halberd	4	2	

Boomerang

NAME	DMG	DUR	SPEC
Boomerang	2	1	Throw to Medium Range (Dex)
Giant Boomerang	2	3	Throw to Medium Range (Dex)
Lizal Forked Boomerang	3	3	Throw to Medium Range (Dex)
Lizal Tri Boomerang	4	3	Throw to Medium Range (Dex)

Bows

NAME	DUR	SPECIAL
Bokoblin Bow	2	
Soldier Bow	4	
Eagle Bow	3	3 arrows shot, 1 arrow spent
Lynel Bow	3	5 arrows shot, 1 arrow spent

When a bow shoots multiple arrows, player must roll for each shot.

Shields

NAME	DURABILITY
Pot Lid	1
Wooden Shield	3
Knight's Shield	4
Radiant Shield	5

ENEMIES AND COMBAT

Everything is PLAYER ROLLED.
Players roll to defend against enemies.

Enemies do FLAT damage and have FLAT HP. Their damage and HP are the SAME NUMBER.

Highest amount of damage a single enemy can do is 10. Some bosses might have higher HP than 10, but never do more damage than 10 in a single hit.

Examples are provided, but are not mandatory. You can set any enemy at any level.

Trivial can be for huge mobs to make an epic feel.

Low are dangerous in a big group.

Medium are dangerous in a small group.

High are usually the single leaders of a medium or low group.

Heroic are things you want to fight one on one.

THREAT LEVEL	HP	DMG	EXAMPLES
Trivial	1	1	Keese, Octorok, Boar
Low	2	2	Red Bokoblin, Skeletons
Medium	3	3	Red Moblin, Lizalfos
Medium	4	4	Lizalfos
Medium	5	5	Blue Bokoblin
High	6	6	Black Bokoblin, Blue Moblin
High	7	7	Silver Lizalfos, Black Moblin
Heroic	8	8	Silver Bokoblin
Heroic	9	9	Silver Moblins, Hinox
Heroic	10	10	Guardian, Lynel, Cucco Swarm

Enemy Elemental Tags

To create things like Wizrobes or Elemental Lizalfos, use these modifiers when they do their attacks.

To use their magic, they must spend an HP.

TAG	EFFECT
Fire	Burns wooden tools and weapons. Can create burn areas in applicable terrain which do 2 AOE Damage. +2 damage
Ice	Freezes target for 2 turns. PHYSICAL check to break free early. +1 damage.
Shock	Forces target to drop equipment. 1 AOE damage if in water. +1 damage.

