

By Sapherion

# Bloodborne

A Dungeons and Dragons Compendium for 5<sup>th</sup> edition

This document contains a variety of inspiration and guidelines for running your own Lovecraftian, Victorian or Bloodborne Adventure.

*“Oh, yes... Paleblood... Well, you've come to the right place. Yharnam is the home of blood ministration. You need only unravel its mystery. But, where's an outsider like yourself to begin? Easy, with a bit of Yharnam blood of your own... But first, you'll need a contract...”*

*Fear the Old Blood*

## Character Creation

Characters in Bloodborne are those of the hunt, where physical prowess tops the power of the mind. In a land where the power of the gods have faded, Great Ones are the source of most arcane power and such the choice of classes and subclasses is limited.

The Classes available are all but the Monk, as the art of Ki is lost and the stillness of mind is unachievable with the presence of the Great Ones, feel free to substitute the Monk with the Homebrew Pugilist class or import your monks from a faraway land. Just make sure their stillness of mind holds up against the madness of the hunt.

Following is a table of all the subclasses thematically suitable per class:

<b>Bard</b> Swords Valor
<b>Barbarian</b> Juggernaut Storm Herald Zealot
<b>Cleric</b> Death Tempest Light
<b>Druid</b> Spores Wildfire

<b>Fighter</b> Eldritch Knight Gunslinger Battle master
<b>Paladin</b> Grim Hunt* Conquest Vengeance
<b>Ranger</b> Gloom Stalker Monster slayer Hunter

<b>Rogue</b> Swashbuckler Scout Thief
<b>Sorcerer</b> Plague Blood* Aberrant Mind Storm Sorcery
<b>Warlock</b> Lurker from the Deep Great Old One Raven Queen
<b>Wizard</b> Bladesinger Invention

## Sanity

Beasts, aberrations and the horrors of Yharnam influence even the most pristine Hunters, Adventurer's on Yharnam have an additional ability score named: "Sanity" and will suffer from effects of madness as described in the Dungeon Masters Guide on page 258, 264-265 and 266. Sanity checks will be used for determining the origin of certain beasts and aberrations and will test the Hunter's resolve by forcing him to resist the madness inducing Great ones.

The point buy score suggested for this material is 33 points.

## Races of Yharnam

Yharnam has been losing genetic diversity for hundreds of years leaving but a few races standing, but with the Hunters nightmare closer to the waking world than ever, some different humanoids have risen. Following is a list and a short description of the races prevalent in Yharnam:

### *Hunters*

Almost every Human capable of fighting has joined the Hunt, but with no exceptional physical prowess this hunt must be doomed. Or is it? Humans have a certain knack of learning things, things no other race divulge in...

*Races: Human, Halfling, Dwarves*

### *Tainted*

Tainted were some of the first people who have survived the mark of the beast, although they seem awfully malformed, their tough skin and horns prove them capable combatants. Perhaps there is truth in the theory of the Vilebloods...

*Races: Tiefling, Minotaur*

### *Palebloods*

High-ranking members of the Healing church are often revered to as Palebloods. Named after their light skin tone and the substance they so desperately seek. After all Paleblood could be the cure to the beast scourge, but at what cost...

*Races: Elf, Half-Elf, Gnome*

### *Vilebloods*

Castle Cainhurst is the last frontier of an ancient race. The race that was rumored to have walked the lands at the same time as the Old Ones ascended. Vilebloods seem unaffected by the scourge of the beast. Are they naturally more resistant or is this the work of an ancient curse...

*Races: Aasimar, Changeling*

### *Accursed*

Sprung forth from the Nightmare are those of feathery appearance. There is very little known of these "Humans", but they roam the streets of Old Yharnam, searching for something unknown. Although they seem capable of speech, there is something incredible eerie about it...

*Races: Flightless Aarakocra, Kenku*

### *Kin*

Light blue skin and an alien like facial structure makes one wonder if they are even human at all. But there's no denying the cold intelligence that lies within their eyes. Where they came from is unknown but they are most capable of the Hunt. As if they know more than anyone else does about these beasts...

*Races: Gith, Vedalken, Symbic Hybrid*

### *Beastblood*

Those who have willingly accepted the influence of the beast seem to have more control over its bloodlust. Even though their appearance is haunting, their humanity remains, but their bloodlust might take over one day...

*Races: Shifter, Bugbear, Tabaxi*

## Combat

Combat in the streets of Yharnam is fast paced and deadly, the beasts know no fear and chase down hunters tirelessly. The pace is such that heavy armor has no place here and medium armor that makes too much noise would be unfit aswell. To compensate the Hunters of the workshop have developed new armors and coats to protect one against the beasts.

Practically this means that heavy armor is unavailable in Yharnam aswell as medium armor that has a penalty on sneak. To make up for the loss, Medium armor now gains an additional AC from dexterity, upping the maximum to +3 from dexterity. Light armor remains unchanged.

Combat in Bloodborne rewards and encourages aggressiveness. Shields have been made unavailable with the exception of the wooden shield, but only a madman would try to protect himself from the beasts with a wooden plank.

To simulate the fast paced game that it Bloodborne, a whole new set of weapons has been introduced. These "Trick" weapons have a special property that allows them to be transformed within combat to another weapon. This can be done at the same time an attack is made. Additionally every singlehanded weapon has the "light" property, which allows the wielder to make an additional attack with another light weapon as a bonus action, like a dagger or a pistol. Every Trick weapon counts as Silvered for the purpose of overcoming resistances, as they are the tools required for this forsaken trade. Every hunter gains one trick weapon at his arrival in the Hunter's Dream.

Firearms are a staple in the Victorian setting and are a replacement for the bows/crossbows of Dungeon and Dragons (the Bowblade excluded). These simple yet effective weapons have a special property however: Using a firearm does not use ammunition nor does it require the weapon to be loaded, but instead it drains the user's hitpoints an amount specified on the weapons page.

The ordinary weapons of Dungeons and Dragons are all available to the Hunters, but who would use such archaic weapons when the Beasts are about.

The Blood of the beast fuels the Hunter's frenzy, killing an enemy grants the player who landed the last blow temporary hitpoints equal to the beasts CR x 2. Any remaining temporary hitpoints after a combat are converted to hitpoints. Temporary hitpoints gained from slaying beasts stack with other forms of temporary hitpoints, but other forms of temporary hitpoints do not stack with themselves as usual.

# Trick weapons of the Hunter's Workshop

## Trick weapons

Trick weapons were developed by Hunters of the Workshop. These weapons are the tools of the trade for Hunters, made to be as flexible as the hunter itself.

Trick weapons have a special property, they can be transformed within battle. Right after you make an attack with a Trick weapon you can use the momentum of the weapon to change its mode, you can do this after every attack. For example: "you're a 5<sup>th</sup> level fighter with extra attack. After you make the first attack with the Amygdalan Arm in its Greatclub form, you can transform it into the Flail form and make you next attack using that form and the associated stats."

To be proficient in the use of any trick weapon you must be proficient in both weapon types it's made off. Weapon types not listed in the Players Handbook are automatically Martial weapons.

This will be a summary of the key words not found in the Players Handbook.

- ✦ **2h** refers to Two-Handed (see Players Handbook)
- ✦ **Dual** refers to dual wielding the same weapon twice. These weapons split into 2 parts when transformed and require both hands to be free. (see weapon gallery on page ##)
- ✦ **Defensive** weapons grant the wearer a +1 bonus to AC.
- ✦ **Charge** requires to user to first spend an attack charging the weapon before it can be used to attack with. Attacking with a charged weapon consumes the charge when the attack hits.
- ✦ **Light** requires the attacker to make at least 1 onehanded attack before they can use their bonus action to make another attack.

## Firearms

The Old Hunters preferred guns over crossbows, because the noise they make. Scaring of potential smaller beasts that might interfere with the Hunt. These Guns are not ordinary however, as they do not require ammunition or to be loaded. Instead they use the life force of the Hunter as ammunition.

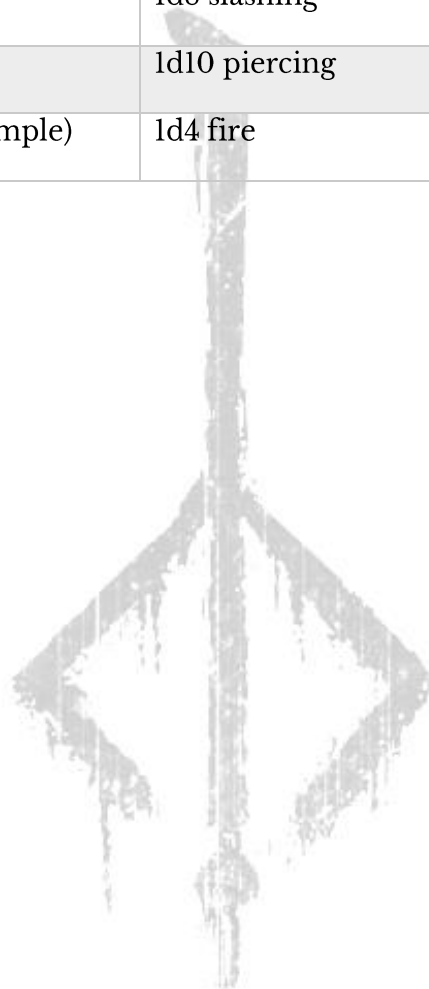
- ✦ **Pistol** is a light onehanded firearm, ideal for the high pace of the hunt.  
Firing it drains 2 hitpoints from the Hunter.
- ✦ **Blunderbuss** is a middle-ground firearm, usable at long and short range.  
Firing it drains 3 hitpoints from the Hunter.
- ✦ **Church Rifle** is a heavy long-barreled firearm, sporting the biggest range of the firearms.  
Firing it drains 4 hitpoints from the Hunter.

## Weapon Table

Weapon	Type	Damage + type	Modifiers
Amygdalan Arm	Great Club	1d8 bludgeoning	2h
	Flail	1d8 bludgeoning	2h, reach
Beast Claws	Shortsword	1d6 piercing	finesse, light
	Dual Scimitars	1d6 slashing	2h, light
Beasthunter Saif	Scimitar	1d6 slashing	finesse, Light
	Longsword	1d8 slashing (1d10)	light, versatile
Saw Cleaver	Handaxe	1d6 slashing	light
	Battleaxe	1d8 slashing (1d10)	light, versatile
Blade of Mercy	Shortsword	1d6 piecing	finesse, light
	Dual daggers	1d4 piercing	2h, light
Bloodletter	Mace	1d6 bludgeoning	light
	Maul	2d6 piercing	2h, heavy
Boomhammer	Maul	2d6 bludgeoning	2h, heavy
	Maul	2d6 fire	2h, heavy
Burial Blade	Scimitar	1d6 slashing	light
	Scythe (martial)	1d12 slashing	2h, finesse, heavy
Chikage	Scimitar	1d6 slashing	light
	Rapier	1d8 slashing (1d10)	finesse, versatile
Church Pick	Shortsword	1d6 piercing	finesse, light
	Warpick	1d8 piercing	light
Holy Blade	Longsword	1d8 slashing (1d10)	Light, versatile
	Greatsword	2d6 slashing	2h, heavy
Hunter Axe	Handaxe	1d6 slashing	light
	Halberd	1d10 slashing	2h, heavy, reach
Kirkhammer	Longsword	1d8 slashing (1d10)	light, versatile
	Maul	2d6 smashing	2h, heavy
Logarius Wheel	Warhammer	1d10 bludgeoning	2h, defensive, heavy
	Battleaxe	1d10 slashing	2h, defensive, heavy
Rakuyo	Rapier	1d10 piercing	2h
	Dual shortswords	1d6 piercing	2h, light
Beast Cutter	Battleaxe	1d8 slashing (1d10)	light, versatile
	Whip	1d10 slashing	2h, heavy, reach
Saw Spear	Handaxe	1d6 slashing	light
	Spear	1d6 piercing (1d8)	light, versatile
Bowblade	Scimitar	1d6 slashing	light
	Longbow	1d8 piercing	2h, ammo, heavy, range 150/600
Tonitrus	Mace	1d6 bludgeoning	light
	Mace	1d6 lightning	light
Threaded Cane	Rapier	1d8 piercing	finesse, light

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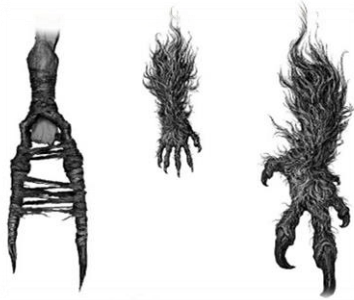
	Whip	1d6 slashing	finesse, light, reach
<b>Whirligigsaw</b>	Quarterstaff	1d6 bludgeoning (1d8)	light, versatile
	Greataxe	1d12 slashing	2h, heavy
<b>Rifle spear</b>	Spear	1d6 piercing (1d8)	light, versatile
	Rifle	1d8 piercing	2h, Ammo, range 80/320
<b>Reiterpallasch</b>	Rapier	1d8 piercing	finesse, light
	Pistol	1d6 slashing	Ammo, light, range 30/120
<b>Stake Driver</b>	Charge	charge 1 attack	special
	Lance	4d6 piercing	charge, heavy, reach
<b>Pistol</b>	Firearm	1d6 piercing	Ammo, light, range 30/120
<b>Blunderbuss</b>	Firearm	1d8 slashing	2h, Ammo, range 80/320
<b>Church Rifle</b>	Firearm	1d10 piercing	2h, Ammo, heavy, range 100/400
<b>Hunter's torch</b>	Torch (simple)	1d4 fire	Light



# Weapon Gallery



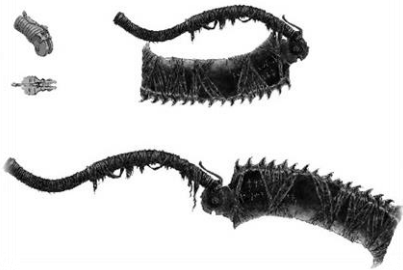
Amygdalan Arm



Beast claws



Beast Hunter Saif



Saw Cleaver



Blade of Mercy



Boomhammer



Bloodletter



Burial Blade



Chikage



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Church Pick



Holy Blade



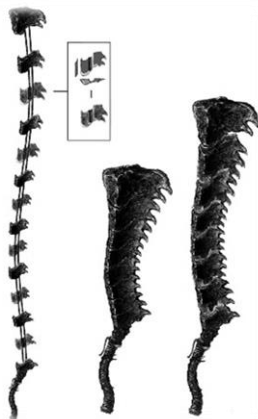
Hunter's Axe



Kirkhammer



Logarius Wheel



Beast Cutter



Rakuyo



Saw Spear

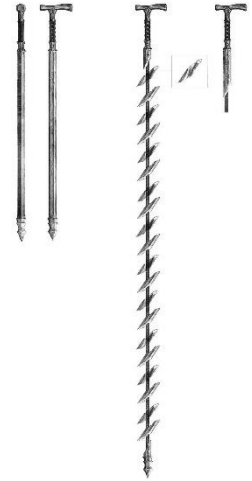
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Tonitrus



Bow Blade



Threaded Cane



Whirligigsaw



Rifle Spear



Reiterpallasch



Stake Driver



Hunter's Pistol

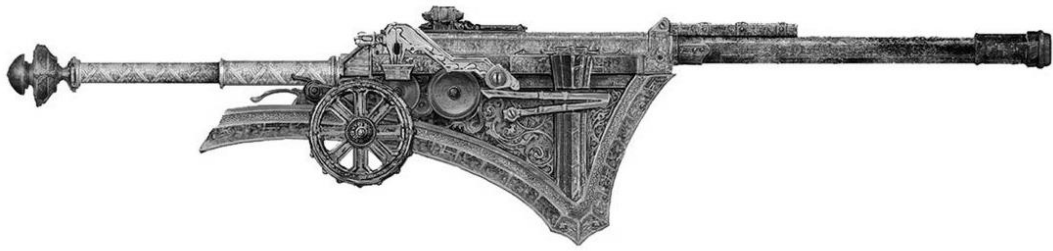
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Blunderbuss



Hunter's Torch



Church Rifle

