

# Hunting Nightmares 0.50

A Bloodborne RPG

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You can hunt me down on the “Game Design Guild” discord channel.

## Introduction

“Hunting Nightmares” is an attempt at recreating Bloodborne in TTRPG form. It's not a direct translation of the mechanics and gameplay, such thing is simply not possible. It however tries to recreate the style of adventure, fights and overall experience, but this time with a group of people and a GM controlling the environment, enemies and overall story. For those that want to join in the Hunt in a different form, should he be tired to roam Chalice Dungeons the nth time or wants to share the experience with a group of friends on the table. It may do some occasional thing differently from the game that are not purely based on translating from a video game to a pen and paper rpg.

## Current State of 0.50

The game is, in its current state, “feature complete”. That means, the main rulebook contains all the elements, mechanics, gear, rules and tables the author deems necessary for playing an entire campaign. That does not mean changes won't be made in the future or there won't be any additional content. There probably will, indeed.

The game is still in a beta state, needs playtesting, probably some balance changes, proofreading and of course proper layout. Whoever wants to help the author with any of this, feel welcome to visit the “Game Design Guild” discord channel and contact him any time.

## How to play

This game is played using 1d10 for rolling tests, and several different dice when rolling damage. Tests may be rolled against a static number determined by the GM, or against an opponent, like attacking vs dodge roll. Other tests may require to roll under a number. A roll has several bonus, either based on the character or on other temporary modifiers. The GM may ask for instance to roll over a target number of 10, in which case you roll a d10 + the relevant skill. If you hit that number or roll over, then you succeeded. The degree of how well you rolled over, or how bad you did while rolling under, may be used to interpret the outcome of the test. When fighting, for instance attacking vs dodging, then the attacker rolls a d10 + his Skill – the enemy d10 + his Endurance. If the attacker scores more than 0, then he hits.

Stamina Points are another important aspect of combat. Each character has 3 Stamina Points that he has to spend in order to be able to attack, dodge, parry, use items and other actions. If he doesn't have any Stamina Points at the end of his Turn, then he'll be a sitting duck for enemies.

## Attributes

Attributes determine how well you handle certain styles of fighting, what types of weapons and equipment you can use, how much damage you do and how much damage you can withstand. The Attributes are explained as followed:

### Vitality

“Vitality” decides how much HP you have, meaning how much damage you can take before dying. Normally, each character starts with 20 HP. Each additional point in Vitality past the first one increases the HP by 5.

### Endurance

“Endurance” determines how well the character can dodge attacks, as well as the distance he or she can cover while moving around. The standard movement range for Endurance 1 is 3 meter. Each

additional point past that increases the movement range by 1. This Attribute is furthermore used to withstand the effects of Poison.

## **Strength**

“Strength” determines what kinds of weapons you can use and how well you can use them. Most of these weapons tend to strike with greater force, making it impossible to deflect their strikes.

## **Skill**

“Skill” is used to defend against enemies, hit them with skill weapons, to parry using some weapons and tools in melee, and added as a bonus damage to some weapons. It adds double its damage with Visceral Attacks.

## **Bloodtinge**

“Bloodtinge” is needed to wield some weapons (especially firearms) and some tools, as well as to increase the damage those weapons and tools cause.

## **Arcane**

“Arcane” is required for some types of weapons and tools, as well as hitting with them, and increases arcane and elemental damage for any weapon that makes use of these stats.

## **Beasthood**

Awaking the inner beast, a Hunter increases his attack power and mobility with each successful hit in melee. Each point in Beasthood increases the maximum Beasthood your character can gain. At least one point based on your characters class, equipment or items is enough. Each time you hit an enemy, it adds an additional damage for each melee attack, which counts as Strength bonus or as Skill bonus for Visceral Attacks, and an additional movement range, up to a maximum of your overall Beasthood. It also increases the damage he takes by 1 per each Beasthood. If you have for instance 5 Beasthood, you can get a bonus of 5 maximum by hitting an enemy five times, and take 5 additional damage. Each Round you don't cause damage, your Beasthood decreases by 1 point. As long as the character has at least 1 Beasthood, he has to roll that number or under it every time his HP drops to 0 using a d10. With a Beasthood 1, you would have to roll a 1. Should he hit or roll under that number, the beast overtakes and he will go berserk, being forced to attack the closest enemy or go after the nearest enemy to the best of his ability. He regains all Stamina Points for that Round. Should he be able to hit an enemy and Rally HP, then he can continue fighting and regain his sense. Should that happen, then Beasthood also permanently increases by 1. Should Beasthood be at least at 5, then he may also attack friends if no enemy is nearby. Should it reach 10, then he will Turn into a beast and the player will lose control of his character.

## **Insight**

Insight is your characters knowledge about the unspeakable, about the inner mechanisms of the cosmos and the horrors of the world. Insight is also used to enhance your characters abilities and stats. It increases whenever you beat a great beast or other important monsters, or if you find strange places and witness peculiar events. Insight that you carry around lets you see things that you won't normally see, the more Insight you have, the more strange and surreal. Sometimes these things can be helpful, sometimes harmful. An increase in Insight also means that your character may be an easier target for Frenzy. Each Round you are subject to Frenzy, you roll under your Insight with a d10. If you roll that number or under it, then you suffer Frenzy.

Insight and Beasthood limit each other. Meaning, if you have 1 Insight, then the maximum Beasthood would be 9. 5 Insight would mean the maximum Beasthood would also be 5. There is no upper limit to Insight, and if you have at least 10 Insight, then you can't gain any Beasthood. The only time Beasthood can override any not spend Insight, is if the character goes berserk after his HP dropping to 0 and his Beasthood increases by 1.

## Background

The Background tells you where your character came from, what training he had before, potential what motivated him or her to become a Hunter and what Attributes he starts with. Each Background also comes with an unique Ability.

### Soldier

Vitality: 3

Endurance: 2

Strength: 3

Skill: 2

Bloodtinge: 2

Arcane: 1

Ability: Hardened: The Soldiers rigorous training made him more resistant to physical damage. A Soldier has an inherent Damage Reduction of 1 against Physical, Blunt and Thrust damage.

Talent-Groups: Traveling (+5), Social (+3), Survival (+3), Science (+2)

### Headhunter

Vitality: 2

Endurance: 3

Strength: 2

Skill: 3

Bloodtinge: 2

Arcane: 1

Ability: Chase: A Headhunter is used to chasing after his prey. After an enemy dodged out of his melee range, the Headhunter can automatically move with it once per Turn without spending a Stamina Point, but only as much as his movement range.

Talent-Groups: Investigation (+5), Crime (+3), Social (+3), Survival (+2)

### Commoner

Vitality: 3

Endurance: 3

Strength: 2

Skill: 2

Bloodtinge: 1

Arcane: 2

Ability: Level-Headed: The Commoner is simple folk with a simple mind. He has an inherent bonus against Frenzy of - 2. His Insight counts as - 2 as well when it comes to the effects of Insight.

Talent-Groups: Social (+5), Survival (+3), Traveling (+3), Art (+2)

## **Scholar**

Vitality: 2

Endurance: 2

Strength: 1

Skill: 3

Bloodtinge: 2

Arcane: 3

Ability: Esoteric Knowledge: The Scholar possesses an inherent + 2 for Insight checks when it comes to perceiving and observing the hidden world. He also gains a bonus of + 2 to attacking and defending against enemies that use effects and weapons based on Insight, or creatures that appear based on the effects of Insight.

Talent-Groups: Science (+5), Lore (+3), Art (+3), Social (+2)

## **Noble**

Vitality: 2

Endurance: 2

Strength: 2

Skill: 3

Bloodtinge: 3

Arcane: 1

Ability: Old Blood: Heal additional 10 HP when using any Blood Vials.

Talent-Groups: Art (+5), Lore (+3), Social (+3), Traveling (+2)

## **Cleric**

Vitality: 2

Endurance: 2

Strength: 3

Skill: 2

Bloodtinge: 1

Arcane: 3

Ability: Faith: The Clerics faith makes him resilient against certain types of attacks. He has a natural Damage Reduction against Elemental Attacks of 2. Also, when he's subject to Frenzy, he rolls – 1 on his Insight.

Talent-Groups: Lore (+5), Science (+3), Investigation (+3), Traveling (+2)

## **Savage**

Vitality: 2

Endurance: 3

Strength: 3

Skill: 2

Bloodtinge: 1

Arcane: 2

Ability: **Beast Within:** The Savage starts with 2 Beasthood for the sake of getting bonuses from Beasthood or getting back from 0 HP. That doesn't affect his maximum Insight, though.

Talent-Groups: Survival (+5), Traveling (+3), Crime (+3), Lore (+2)

## **Thug**

Vitality: 1

Endurance: 3

Strength: 2

Skill: 2

Bloodtinge: 3

Arcane: 2

Ability: **Strike from the Shadows:** The Thug knows how to take down his target without causing too much noise. Taking down humanoid targets while Sneaking does not alert other enemies, as long as they don't see it.

Talent-Groups: Crime (+5), Survival (+3), Social (+3), Investigation (+2)

## ***Additional Attributes***

Each character can also assign free Attribute increases during character creation. Each Attribute can only be increased once. The following points can be distributed among your characters Vitality, Endurance, Strength, Skill, Bloodtinge and Arcane:

- 3 points once
- 2 points two times
- 1 point two times

The maximum for any Attribute is 10. Although you may not reach that number during character creation, there are ways to advance your characters Attributes and abilities using Insight.

## ***Talents***

Talents are used rolling over a d10 + the appropriate Talent, trying to hit the number given by the GM and rolling over it. Rolling over or under it can be used to interpret how well the character does or how tremendously he fails the task. Talents are your abilities, trades, knowledge your character possesses that aren't exactly tied to combat itself. They are determined based in the Backgrounds.

Talents are noted in several groups. Each Background weights these groups differently. Scholars for instance are, unsurprisingly, well versed in various lores. Something the Savage lacks, though he knows how to survive in the wild. Players then have the chance to focus on certain fields. Those give an additional bonus to the Talent. You can also increase Talents that aren't Talent-Groups your character starts with.

**Specialization:** Characters can have one Specialization raising the Talent by + 5. If you do that, then you cannot raise any other Talent of that Talent-Group.

**Expertise:** Characters can have 2 Expertises. Those raise a Talent once by + 3. If you apply your

two Expertises to two Talents from the same Talent-Group, then you can't raise any other Talent from that Group.

Proficiency: Characters can have 3 Proficiencies. Those raise a Talent once by + 2. You can raise any Talent, unless two Talents from that Group are already raised by Expertises, or by a Specialization.

## **Art**

Music: Playing music using various instruments, singing and your general knowledge about music theory.

Poetry: Any kind of writing, narrative skills, your way with words and being able to create great poems.

Drawing: Scribbling, sketching or painting, turning into art what eyes can see.

Dance: Knowing various dances and being able to perform them.

## **Crime**

Cheating: Swindling at games, marking cards, rigging dice and other tricks.

Sneaking: Pickpocketing and thieving money and valuables out of someones pockets. Also sneaking up on enemies.

Lockpicking: Opening locks on doors, chests and other repositories potentially containing valuables or blocking the way, in the best case as silently as possible.

Deceiving: Lying, fooling, misleading and swindling with words and actions. Being able to keep calm when pressured to tell the truth. This can also be used to notice if someone else is trying to fool you.

## **Investigation**

Decrypting: Deciphering coded messages, translating and creating your own ciphers.

Detecting: Finding clues, spotting hidden things, people and beasts. Also being aware of your surroundings.

Intimidation: Being able to threaten and subdue people with words, the power of your voice and your presence, scaring them or making them do something they would otherwise not do.

Torture: Using violence to gain information and confessions, without killing or seriously injuring the person.

## **Lore**

History: Knowing the past, the names, deeds and events of foretime.

Pthumerian: Being able to read, translate and speak the old Pthumerian language.

Politics: Knowledge about noble houses, ruling factions, important institutions, laws and customs.

Geography: Your knowledge about places and cities, lands and rivers, mountains and seas, and all the known lands.

## **Science**

Engineering: Engineering is the science of machines and gears, the ability to study and repair them.



**Chemistry:** The study of chemical substances, metals and gases, including metallurgy and blackpowder.

**Physics:** Anything related to mathematics, electricity, the study of gravity, pressure and general observation of the natural world.

**Medicine:** Knowledge about anatomy, herbalism, first-aid, surgery and healthcare. Might be used to treat wounds and diseases that cannot be healed by Blood Vials.

## **Social**

**Parley:** Making your point clear, convincing them of your argument, negotiating terms.

**Haggling:** Brokering a deal involving money (or Blood Vials).

**Inspiring:** Leading and ordering people around, raising their courage or disciplining them. The Hunters may not fear the beasts, but ordinary people need guidance.

**Gossip:** Doing small talk, being able to pick up information from conversations, entertaining others with words and stories.

## **Survival**

**Tracking:** Being able to read tracks and other signs of presence in the wild.

**Trapping:** Making and using traps of all kinds to hunt and capture game.

**Orientation:** Your characters ability to navigate the wild, using celestial bodies or landmarks to find your way around.

**Foraging:** Knowing what natural goods are edible, where to find them, how to pick them and as well how to cook them.

## **Traveling**

**Riding:** Your ability to ride a horse. At least one point in this Talent is needed to be able to ride. Tests are required when you chase after something on horseback, if you ride through difficult terrain or if you want to do certain tricks from horseback.

**Driving:** Your ability to drive a cart, wagon or another vehicle. At least one point is needed to operate the vehicle, but tests are only required when the situation asks for it, like when driving through difficult terrain.

**Swimming:** Being able to swim, dive and in general move through waters. A test might only be needed if the character attempts to swim as fast as possible or moves through difficult waters.

**Cartography:** Being able to accurately read, recall and produce maps.

## **Difficulty Levels**

Talents are rolled using a d10 + the Talent over a target number (though sometimes it may be an opposed test). The target number is determined by the GM and can depend on various circumstances that make performing the skill easier or more difficult. It's up to the GM to determine the difficulty, though as a general guideline, one might use the following target numbers:

Very Easy: 4

Easy: 6

Normal: 8

Hard: 10

Very Hard: 12

Very Very Hard: 14

Staggeringly Difficult: 16

Almost Impossible: 18

Impossible: 20

## **Using Attributes for tests**

The characters Attributes can be used for tests outside of combat the same way one would use Talents: the GM determines a target number and the players attempt to hit it or roll over it using a d10 + the appropriate Attribute. Some situation may ask for an opposed test. These are some suggestions:

Vitality: Withstand pain, injuries, debilitations and diseases over a long period of time.  
Withstanding the forces of nature, like rain and storms, without going sick.

Endurance: Doing any kind of labor or tasks over a long period of time. Walking or running for hours without exhausting.

Strength: Lifting, breaking, pushing various objects. Wrestling, holding or pushing another person.

Skill: Any sleight-of-hand, displays of dexterity and fast as well as precise hands.

Bloodtinge: Nothing I can think of at the moment.

Arcane: Your characters perception, not only when it comes to observing the ordinary, regular world, but also the “real” world hidden from sane eyes.

## Mechanics

This chapter covers the basic mechanics about moving, attacking, defending, stealth, health and statuses. Most of these mechanics are about combating the monsters and inhabitants of Yharnam. Outside of that, the game tends to be more freeform.

### Moving

Outside of combat, you are allowed to move, jump, climb and run around freely to your own pace. Only jumping may be limited to your Movement Range. Sneaking is also possible, but further explained later.

Also, at the start or at the end of each Round, a character is allowed to move his Movement Range without having to spend Stamina Points, once per Round. For instance, you can move up to an enemy (as long as he's in Movement Range) without having to spend Stamina, then attack and doge out of his range at the end. Or if you already start in range of the enemy, move out of it at the end of your Turn.

### Attacking

Attacking in melee is done rolling a d10 + the appropriate Attribute – d10 + the enemy's bonus. Enemies can, just like Hunters, dodge, defend using skill and parry, though the latter two might only be used by human and human-like enemies. An attack counts as successful when you roll at least a 0 (in general, attacks favor the attacker, so if an enemy rolls a 0 he hits as well). So, if you roll an 8 with a Skill of 4, it's 12, and if the enemy rolls a 4 with a dodge of 4, meaning 8, you hit, because you rolled a +4 overall.

Melee attacks either use Strength or Skill, ranged attacks with firearms use the Bloodtinge Attribute to hit, tools using the Arcane Attribute use Arcane for hitting. The roll is determined the same way, though in most cases you can only dodge these types of missile attacks.

### Damage

Damage is applied whenever you hit in a successful attacking test. The positive result of a test is added as extra damage + the weapons damage + your bonus from Strength/Skill/Bloodtinge/Arcane. So if you rolled a 3, your weapon does 6 damage and your Strength is 4, then you do 13 damage (minus enemy Damage Reduction, if he has any).

Defensive maneuvers mitigate damage, even if they fail. For instance, if you attempt to dodge and roll a 5, but the enemy hits with a 7, then you reduce the damage still by 5.

### Initiative, Rounds, Turns and Stamina Points

Combat is divided into Rounds and Turns, and Stamina Points are used to determine how many actions a Hunter or an enemy can perform. Each Round consists of several Turns until every participant is out of Stamina Points. At the start of a Round, everyone rolls a d10 + their Initiative-Bonus of the current weapon and its Switch-Mode they currently use. The highest roll starts, then the second highest roll and so on. The Round then begins with the first Turn, which consists of one action that consumes a Stamina Point (or the Hunters or enemies withhold their action). The combat then cycles through the participants starting with the highest to the lowest, each one spending at least one Stamina Point actively (and more for defensive actions) until everyone is out of Stamina Points (unless a character wants to hold their action). When every Stamina Point is spend and everyone had their Turns, then a new Round begins, starting with rolling Initiative again.

## ***Different Weapon-Modes and Initiative-Bonuses***

As said above, the bonus for Initiative comes from the current weapon the Hunter holds and its Switch-Mode. Some weapons have different Initiative-Bonuses according to the Switch-Mode. At the start of each Round or the end of the previous one, the Hunter can for free decide which mode he wants to have his weapon before rolling Initiative. It's important to decide that before. Switching to a different mode during the Round does not change the order in the Initiative.

## **Stamina Points**

Each character has by default 3 Stamina Points per Turn. Stamina Points are spent to enable certain actions, most importantly:

- Any kind of attack, including firearms and using tools
- Dodging
- Parrying
- Defending using Skill (Dueling)
- Using items
- Doing any kind of action that takes some effort, time and contributes to the overall endeavor, including things like opening doors, pushing objects around, speaking complex sentences, attempting to hide or climb
- Moving again during the Round

At the end of the Turn, beginning with the next Turn, everyone's Stamina Points recover completely. You don't need to spend all your Stamina Points during the Round. For instance, if you fear that an enemy might still come at you and then you can wait and retain your Stamina Point until the end of the Round.

## **Ranged Attacks**

Ranged Attacks are any attacks using firearms, tools or gun-attachment on melee weapons. One can only defend against them by Dodging in most cases. They have a maximum range as noted in their description and consume at least one Quicksilver Bullet per shot. They use your Bloodtinge as an Attribute to hit.

## **Dodging**

Enemies as well as you can attempt to dodge. If you attempt to dodge out of an enemy attack, then you roll  $d10 + \text{the enemy's Attribute} - d10 + \text{your Endurance}$ . Should you roll better than the attacker, then you dodge completely. For instance, if you rolled a 6 while dodging during an attack and the attacker rolled a 5, then he's at  $-1$  and he missed. In that case, you are allowed to move up to your entire Movement Range (based on your Endurance) in a straight line. You have to move at least 1 meter while dodging. Meaning, Dodging is always also repositioning. If you can't move at least 1 meter, then you can't dodge. If you don't have any Stamina Points left at the end of your Turn, and the enemy is attacking, then you can't dodge out.

## **Dueling**

“Dueling” describes using your Skill to defend yourself against an enemy of humanoid size that also uses normal attacks. It means crossing blades, feinting, deflecting blows with your own weapons. It's a defensive move, so as long as the defender rolled better, he won and does not take damage. If it fails, it can still reduce the damage, the same way Dodging does. Weapons and attacks

with Impact can not be defended against this way and likewise no attacks coming from enemies of giant size (when they have more than 90 HP and can't be parried). Weapons in Trick-Mode that hit with Impact cannot be used for Dueling. Dueling costs Stamina Points, just like other defensive maneuvers.

## **Blocking**

Melee weapons can also be used to block incoming attacks. Only weapons and Trick-Modes with Impact can use Blocking. Such a defensive option uses the characters Strength during an opposed roll. If successful, the Hunter absorbs as much damage as the weapon has base attack in the form he uses to block (the Hunter can switch the Trick-Mode as part of this move if another mode is more useful for this, as part of this defensive option, using only one Stamina Point) plus his result from the roll minus the enemy damage and his result. Even if the Hunter succeeds with this roll, but the enemy damage is still higher, he will still reduce the damage based on the success of his roll and his weapons base attack, and may avoid any additional effects that the enemy's attack may cause. For instance, if the Hunter rolls a 6 with a weapons base attack of 10 and the enemy rolls a 3 with a base attack of 15, then it's  $16 - 18$ , the Hunter takes 2 damage (minus any relevant Damage Reduction from armor for instance), but it counts as successful since he rolled higher. It costs a Stamina Point to attempt this.

## **Parrying**

Parrying can be done with your off-hand gun and other off-hand weapons (when it's stated in the weapons description). Skill is the Attribute used for Parrying with melee tools or some weapons Trick-Modes, and Bloodtinge when parrying with guns. Parrying costs a Stamina Point. The enemy counts as Staggered after a successful parry.

Parrying with guns: Parrying using the off-hand gun works the same way when it comes to rolling, with the difference that it also allows for parrying Impact attacks. You use your Bloodtinge Attribute for Parrying. It costs Quicksilver Bullets, consumes one Stamina Point and opens up the enemy to a Visceral Attack as well. Even if the Hunter fails with his Parrying using a firearm, he still causes the weapons base damage. For the sake of allowing Hunters to follow up with a Visceral, as long as the enemy uses movement to attack the Hunter in melee, it counts as having closed the distance even when successfully parried, so that the Hunter does not need to spend a Stamina Point to get to it.

Important: Enemies of giant size cannot be parried. Those are enemies that have 90 HP or more. Other enemies such as animals cannot be parried for a Visceral, but one can still use it as a defensive action and knock them down with a successful hit.

Should the Parry result in a 0, then he still succeeds. However, he also takes the damage from the enemy attack. The enemy is still staggered henceforth.

## **Visceral Attacks**

Staggered enemies can be attacked with a Visceral Attack in melee. A Visceral Attack does a base damage of  $10 + \text{double the characters Skill}$ . It completely ignores any Damage Reduction. Visceral Attacks require Stamina Points, unless they follow after the character parried and the parried enemy is within the Hunters Movement Range.

## **Jump Attacks**

Jump Attacks are attacks that allow the Hunter to move his maximum Movement Range and also attack an enemy, spending only 1 Stamina Point in the process. This is only possible with melee weapons. However, they roll with a malus of  $-3$  to the Attribute they are using for attacking. The

target must at least be 2 meters away.

Jumping Attacks with weapons that hit with Impact causes enemies with 4 Strength and less to get Knocked Down, and they have to spend a Stamina Point to get up.

## Rally

Damage your character suffered can be Rallied immediately after you got attacked. Each time you hit an enemy in the same Turn that you got hurt, or the Turn afterwards, you can Rally 3 HP. The Rally for a Visceral Attack is 10 HP.

## Charge Attacks

A Charge Attack hits with increased power in melee, doubling the weapons base damage. A Charge Attack begins with charging the attack for one Turn, then unleashing that attack in his next Turn. Between these two actions, the Hunter cannot move. If a Hunter uses a Charge Attack against an enemy behind their back, that enemy then counts as Staggered and can be followed up immediately with a Visceral Attack. Starting the Charge Attack consumes a Stamina Point, the actual attack does not.

## Switching Weapon-Modes between attacks

Usually, switching between different modes of the trick-weapons costs a Stamina Point (unless it's done at the start or at the end of the Round). But Hunters may switch as part of a combo-attack for free without spending an additional Stamina Point. Combo-attack means that this is possible after the first hit connects with an enemy. The second strike must still be part of a string of attacks, either against the same enemy or a new enemy within melee range (or after using Dodging). If the Hunter instead takes his regular Movement action that doesn't use any Stamina Points, then it doesn't count as combo-attack. The Hunters Initiative Order should then be lowered accordingly to the new Trick-Modes bonus.

## Death

When a Hunter reaches 0 HP; then he's temporarily or permanently out of combat or dead. It's up to the GM and his players how dangerous and deadly they want their combat. The simplest approach is to state that every character that reaches 0 HP is dead. No saves, no way around it (aside from the Beasthood mechanics).

The second approach gives Hunters a second chance. The moment they reach 0 HP after an enemy attack, they drop down, being unable to continue fighting, though they are allowed to move half their movement. Most humanoid enemies would then face the next target, being more concerned with the nearest threat than killing an enemy that isn't a danger to them anymore. They will only perform a killing blow if no other threat is around and the Turn after the Hunter dropped down to 0 HP. During that time, another Hunter can spend one of his Blood Vials to heal him, which allows the Hunter to continue fighting. The same goes for Hunters that get knocked out from Poison or Frenzy.

## Stealth

Characters can decide to move stealthily if there is suitable cover and moving around doesn't make too much noise. Enemies have two ranges of Sight. Inside the Relative Sight Range, the enemy sees something, but isn't entirely sure what to do, might step further to investigate or stays in position staring into the direction of the movement. In the Effective Sight, the enemy will see the Hunters and attack (or do whatever else action he seems appropriate realizing the situation).

Enemies also have hearing. Some surfaces may make it impossible to sneak up on them. Some

enemies may have too good senses to get close to them stealthily. In general, the GM decides how they are positioned and how they will react to the Hunters approaching.

The Sneaking Skill is only required when the players attempt to sneak up on someone, and have to attempt to move as silently as possible, and could potentially fail. The Characters have to roll over the targets Awareness. Should the players manage to sneak up on an enemy, then they can perform a Charge Attack. That will however alarm every enemy nearby.

In case enemies want to sneak up on the Hunters, then there are two ways the GM can handle it: Make the Hunters roll under their Detection Talent or attempt to roll over a target number determined by the GM + their Detection Skill. Or make the enemies roll over the Hunters Detection Attribute (using their Dodge or Skill as a bonus).

## **Running**

Running consumes two Stamina Points and allows the Hunter to move triple his Movement Range. A Hunter may not run out of an attack, that's always a Dodge. Although if he runs into the range (either melee or ranged, like gun fire), then he needs to succeed a standard attack – dodge roll. If he fails, then he's stopped in his track.

## **Perception and Reaction**

In certain situations, the GM may ask for a perception or reaction test. Players roll if they are able to spot something or to react to sudden danger. The Detecting Talent can be used for perception and the Endurance Attribute for reaction, as that Attribute is used for fast movement. If there is no target number to roll over, then the GM might ask the players to roll under the appropriate Attribute or Talent using a d10 (as they go from 0 to 10). Insight can be used to see things regular people wouldn't normally be able to see, such as strange creatures, secret passages or other occult phenomena.

## **Darkness and Light**

Low Light and Darkness may restrict the sight of characters and impose maluses for hitting and defending.

Low Light: Weak light sources, torches or lanterns in complete darkness. - 2 malus of hitting in ranged combat. Hunters may only see up to 10 Meters.

Darkness: No or barely any light sources. Ranged combat is impossible, - 4 of hitting and defending. Hunters may not be able to see anything without a light source.

## **Damage Types**

Weapons can have additional Damage Types, causing bonus damage to certain enemies. If an enemy is weak to a certain Damage Type, then he takes, by default, 3 bonus damage per hit. The Damage Types are:

Physical: Regular damage caused by weapons, mostly slashes and cutting

Blunt: Heavy attacks with axes or maces

Thrust: Thrust through the enemy's hide and armor

Serrated: Causing bonus damage against beasts

Righteous: Causing bonus damage against impure beings

Fire: Causing additional fire damage

Bolt: Causing additional bolt damage

Arcane: Purely magical weapons and attacks

Bloodtinge: Mostly caused by firearms

## Impact Damage

Heavy weapons or two-handed Trick-Modes often cause Impact. Impact can not be defended against using Parrying and Dueling with your melee weapons (but still with your rifles and guns). When Jump Attacks with Impact hits a humanoid enemy (or a Hunter) with 4 Strength or less, they are smacked to the ground (Knocked Down) and need to spend a Stamina Point to get up.

## Continuous Attacks

Some weapons can attack several times during one Turn, causing tremendous damage if they connect. The melee weapon or firearm needs to have the “Continuous Attack” property for this. The Hunter has to declare beforehand how many Stamina Point he wants to spend and he will spend them all, even if the attack fails. He then attacks with a malus of – 3. If that attack connects, he will cause his regular damage minus the enemies defensive action. Each Stamina Point afterwards adds an additional attack right afterwards, causing the weapons base damage. The enemy can't defend against these follow-up attacks.

## Limbs

Larger enemies may also have Limbs with their own HP. If a Limb is destroyed, then it becomes unusable. What exactly happens then and if the creature is able to regenerate, depends on the creature itself. Often, the enemy is staggered and free for a Visceral Attack.

## Staggered

Enemies can get Staggered by getting parried, getting their limbs destroyed or getting attacked from behind by a Charge Attack. They are then open to a free attack or a Visceral Attack. Staggered can be removed by spending a Stamina Point at the Staggered creatures Turn. Until then, it's unable to defend itself until it's attacked or hit with a Visceral. Once taken damage, it regains it's posture without spending a Stamina Point.

## Poison

There are two types of Poison: Slow Poison and Fast Poison. Slow Poison makes you lose 3 HP per Round, and Fast Poison 5 HP. Each Turn a Hunter is hit by an attack with either Poison properties, he has to roll under his Endurance (plus a buff from equipment) to avoid being Poisoned at the end of the Round. If he is hit more than once in that Round by an effect that causes poison, then it adds a malus of – 1 each time. The same goes for going through poison swamps, each time he enters it he has to roll under his Endurance, and may continue to roll if he continue to stay in there for a prolonged time.

Enemies can also be inflicted with Poison. Their resistance to it is noted in their description. The same rules apply: If they are hit by an attack that causes Poison, then they have to roll under it in order to avoid it. Each additional hit adds a malus of – 1.

## Frenzy

“Frenzy” is caused by certain enemies. As long as the character sees them each Round or is hit by an attack that causes Frenzy, he has to roll under his Insight plus the enemy Frenzy (if there is a bonus) minus his bonus from equipment (if there is any). Should the Hunter suffer from Frenzy,



then he'll lose 75% of current HP. The roll under his Insight is performed at the end of the Round. Any subsequent hit before in that Round adds a malus of + 1 to that roll.

Note: Frenzy is different to Poison in that rolling under it means that the Hunter suffers from Frenzy. With Poison, rolling under his Endurance means he avoids Poison. By the way, Beasthood works similar to Frenzy as in rolling under it increases it.

## **Getting Knocked Down**

Some attacks cause their target to get knocked on the ground, requiring them to stand up again. For Hunters, that takes a Stamina Point that they have to spend either in their Round or in the next. The same goes for enemies, they also have to spend a Stamina Point. Creatures with more than 3 Strength cannot be Knocked Down, though this does not apply to Hunters, be it player characters, enemy Hunters or other humans.

## **Fall Damage**

Hunters may take damage when they fall down increased heights. A height up to 5 meters is no problem for any Hunters. Any meter above this damages the Hunter for 1 HP (no Damage Reduction applies). Anything above 50 meters kills the Hunter regardless of his amount of HP. Certain types of ground or cushions may increase the amount of height a Hunter can fall or jump without taking damage or dying, it's up to the GM.

## **Blood-Bullets**

Since Quicksilver-Bullets already make use of the Hunters blood, they can also be created using said blood as well as a temporary measure to get some spare bullets. The Hunter can sacrifice 33% (rounded down) of his health in order to create 5 Quicksilver-Bullets that last until fired or used for Hunter Tools, or until the end of the hunt. Hunters cannot create more bullets until these 5 are spend.

## **Advancing Characters**

Insight is spend to increase your characters Attributes or gain new abilities or bonuses. Insight is handed out by the GM; whenever you see a new place of significance, see something important or defeat a great enemy.

### **Attribute Increase**

Insight can be used to increase a Attribute by 1 point. It costs the same amount of Insight as the Attribute you want to increase. For instance, if you want to go from 7 to 8 Strength, you need 8 Insight to increase it.

### **Abilities**

Insight can also be used to gain permanent abilities enhancing various strengths of the Hunter. They have their own Insight costs associated with them and many can be taken several times, though with that also comes an increase in Insight costs. For instance, if you take "Attunement" a second time, it costs 5 instead of 2. A third time and it costs 8. Some can only be taken once, those Abilities don't have a cost increase.

Additionally, each time you take an Ability, you henceforth increase the Insight cost of every other Ability by 1. So there is an increase of Insight costs for every Ability you have.

#### Attunement

Insight costs: 2

Cost increase: 3

Increases the bonus damage caused the weapons Damage Type, if the enemy is susceptible for that damage, from 3 to 5. Can be taken several times to increase the damage even further, adding 2 additional damage each time.

#### Beast

Insight costs: 2

Cost increase: 2

Permanently increases your Beasthood by 1. This cannot be reversed. Beast can be taken several times, increasing the Beasthood by 1.

#### Beast Roar

Insight costs: 3

Cost increase: -

This requires to have at least 3 Beasthood (permanent or temporary) to use. You cause a beastly, loud shriek, alarming or scaring enemies in a large radius. Any humanoid creature near you will stop any fighting for the Turn, and enemies will distance themselves a few meters if possible.

#### Blood Rapture

Insight costs: 2

Cost increase: 3

Visceral Attacks heal you by additional 2 HP. Can be taken multiple times.

#### Eyes

Insight costs: 2

Cost increase: 3

Increases the chance to discover items from dropped enemies. Each time you take Eyes, the chance for enemies to leave behind items like Blood Vials increases by + 1. This does not stack with the Eyes effect of other Hunters.

#### Guidance

Insight costs: 2

Cost increase: 2

Increases the Rally by + 1 HP. Guidance can be taken several times, increasing the Rally by another + 1 HP.

### Improved Sight

Insight costs: 2

Cost increase: -

You can see in the Low Light as well as in the broad daylight. You can fight in Low Light as if there was no penalties.

### Oedon's Blessing

Insight costs: 3

Cost increase: -

If you spend a Quicksilver Bullet to parry, and follow up with a Visceral Attack, then you recover that bullet. Only bullet maximum.

### Quick-Response

Insight costs: 2

Cost increase: 2

You are quick to respond to danger. Increase your Initiative-Bonus by + 2. Can be taken several times.

### Second Chance

Insight costs: 2

Cost increase: 3

After your HP dropped to 0 and your character died, resurrect with half of your HP in the next Turn. You then lose Second Chance. This ability can only be taken once and then again only when the Hunter would have died, spending their Second Chance.

### Swiftess

Insight costs: 3

Cost increase: -

When running and consuming 2 Stamina Points, quadruple the movement range instead of triple it.

### True Sight

Insight costs: 2

Cost increase: -

You can see in the dark as well as in the Low Light. You can fight in Darkness as if it would be Low Light. Requires Improved Sight.

### Visceral Spike

Insight costs: 3

Cost increase: 2

Increases the base damage done by Visceral Attacks by + 3. This can be taken multiple times, increasing the base damage by + 3.

## **Gear**

Gear makes up the various weapons, armor, tools and items a Hunter can carry around. What gear is available is up to the GM, although players might want to talk to him or her about what they can start with or what's available at the beginning.

## **Switching Weapons and Trick-Modes**

A Hunter may equip two weapons and two firearms on him. He can switch between them at the end of his Turn or at the start for free. The same goes for switching between Trick-Modes: Characters may switch between them at the end of the Turn or at the beginning. Switching weapons or modes does not cost any Stamina Points that way. If not switched at the beginning or the end of the Turn, it costs a Stamina Point.

## **Reach and keeping distance**

Some melee weapons have greater reach than others, which can give a bonus to defending or attacking. It will be noted in the weapons description. Combatants can attempt to move under that reach, turning the bonus into a malus for the user of the weapon, if he wants to use the weapon for defending and attacking. The weapon user needs a successful Dodge action to make use of his reach again or move close to his foe in some other way (like sneaking up on him).

If both Hunter use weapons with bonuses regarding reach, then the shorter reach is subtracted from the longer reach.

Weapons of higher reach may also hit enemies further away. By default, regular weapons hit enemies in front of the user, or roughly in an 1 meter area in front of the Hunter. Weapons with Reach may hit enemies 2 meter afar, and weapons with Long Reach may hit 3 meters afar.

## **Attribute**

The Attribute in the weapons description notes what Attribute is used to attack with. That's the bonus a player adds to their attack roll. With some weapons it changes depending on in which mode the weapon is used, or the Hunter has a choice between different modi.

## **Variable Damage Types**

Many weapons deal more than one type of damage. If for instance it says "Physical or Thrust", then your character can decide between using it to slash or to pierce the enemy. For instance the untricked form of the Kirkhammer, its sword, is able to do that.

Should the damage types be separated by a comma, then it's an additional damage based from a different Attribute.

Weapons with gun-attachments like the Rifle Spear deal their Bloodtinge damage using said gun-attachment in their tricked form, which deals purely Bloodtinge damage. In this case, it's noted in the description.

The Damage Bonus states which Attribute determines the additional bonus damage that is put on top of the base damage. A Damage Bonus based on Strength or Skill for instance deal Physical, Thrust or Blunt damage, while Bloodtinge deals Blood damage and Arcane deals Arcane, Bolt or Fire damage. Some weapons in certain modes deal two types of damage, mostly additional Arcane damage. Then you add both bonuses damages from both Attributes. They have to be applied to the enemy's damage reduction separately. With some weapons, the second Damage Type is halved (like Arcane/2), for instance with the Blade of Mercy. The damage is rounded up. That is noted in the Damage Bonus.

## Yharnam Blood and Quicksilver Bullets

Yharnam Blood and Quicksilver Bullets are used as a currency in this game. Blood Vials can be used as a standard commodity as well as healing item, but there are other, more expensive types of Blood. In general:

10 Quicksilver Bullets (QB) = 1 Blood Vial

5 Blood Vials (BV) = 1 Royal Blood (PB) = 50 Quicksilver Bullets

1 Royal Blood (PB) = 5 Blood Vials = 50 Quicksilver Bullets

1 Divine Blood (DB) = 3 Royal Bloods = 15 Blood Vials = 150 Quicksilver Bullets

### **Equipment Restrictions**

Each character equip two main-hand weapons and two off-hand weapons (firearms). A character can equip a maximum of 8 types of Items or Hunter Tools. Each type of item occupy a slot on your characters equipment. Each type of items has a maximum you can equip at the same time.

Characters may carry around more items, tools or weapons with them, though they are inaccessible during combat, or he needs to spend an entire Round switching his equipment. The GM may restrict the amount a character can carry around.

### **Hunter Weapons**

Hunter Weapons are held in the right (or main-hand weapon) or two-handed in tricked form. Characters can switch between tricked or untricked move at the start or end of their Turn. Weapons have various bonuses and maluses depending on the form. Hunter weapons are categorized into several groups first donating to different in-world groups like the hunters, powderkegs, the church or the vilebloods/nobles, then further categorized into rarity. That doesn't mean players should be restricted, but for some games a GM might want his Hunters to start with generic weapons and finding the more special ones, or start them with more flavorful gear.

### **Common Workshop Weapons**

Common Weapons can be found within the hands of any Hunter regardless of their background.

#### **Saw Cleaver**

Cost: 5 BV    Requirements: 3 Strength    Attribute: Strength    Initiative-Bonus: 5

Un-tricked, one-handed

Base Damage: 10                      Damage Bonus: Strength                      Damage Type: Physical

Properties: Serrated (+ 3 against Beasts), Quick (allows for an additional attack once per Round that does not cost Stamina Points)

Tricked, one-handed

Base Damage: 10                      Damage Bonus: Strength

Properties: Reach (+ 2 to hit against enemies that defend with dodging), Multi-Hit (Can hit several enemies in front of the wielder with one attack), Impact (cannot defend against using Skill)

#### **Saw Spear**

Cost: 5 BV                      Requirements: 2 Strength, 2 Skill                      Attribute: Skill                      Initiative-Bonus: 5

Un-tricked, one-handed

Base Damage: 10                      Damage Bonus: Skill                      Damage Type: Physical

Properties: Serrated (+ 3 against Beasts), Quick (allows for an additional attack once per Round that does not cost Stamina Points)

Tricked, one-handed

Base Damage: 10

Damage Bonus: Skill

Damage Type: Thrust

Properties: Reach (+ 2 to hit against enemies that defend with dodging), Serrated (+ 3 against Beasts), Multi-Hit (Can hit several enemies in front of the wielder with one attack)

### ***Hunter Axe***

Cost: 5 BV    Requirements: 4 Strength    Attribute: Strength    Initiative-Bonus: 5 (Tricked 3)

Un-tricked, one-handed

Base Damage: 10    Damage Bonus: Strength    Damage Type: Blunt

Properties: Impact (cannot defend against using Skill), Slow (- 2 Skill when defending)

Tricked, two-handed

Base Damage: 12    Damage Bonus: Strength    Damage Type: Blunt

Properties: Reach (+ 2 to hit against enemies that defend with dodging), Slow (- 2 Skill when defending), Multi-Hit (Can hit several enemies in front of the wielder with one attack), Impact (cannot defend against using Skill)

### ***Threaded Cane***

Cost: 5 BV    Requirements: 1 Strength, 3 Skill    Attribute: Skill    Initiative-Bonus: 7 (Tricked 5)

Un-tricked, one-handed

Base Damage: 7    Damage Bonus: Skill    Damage Type: Thrust

Properties: Quick (allows for an additional attack once per Round that does not cost Stamina Points), Righteous (+ 3 against impure enemies)

Tricked, one-handed

Base Damage: 9    Damage Bonus: Skill    Damage Type: Physical

Properties: Long Reach (+ 4 to hit against enemies that use dodging), Multi-Hit (Can hit several enemies in front of the wielder with one attack), Slow (- 2 Skill when defending), Serrated (+ 3 against Beasts)

### ***Dual Hunter Hatchets***

Cost: 5 BV    Requirements: 1 Strength, 3 Skill    Attribute: Skill    Initiative-Bonus: 7

Un-tricked, one-handed

Base Damage: 7    Damage Bonus: Skill    Damage Type: Physical

Properties: Quick (allows for an additional attack once per Round that does not cost Stamina Points), Impact (cannot defend against using Skill)

Tricked, two-handed

Base Damage: 7    Damage Bonus: Skill    Damage Type: Physical

Properties: Dueling-Weapon (get a bonus of + 1 for using Skill to defend yourself), Dual-Wield (if the Hunter manages to hit the enemy, then he can roll again against the same target number with a malus of - 3 for free for an additional attack)

## **Common Church Weapons**

The weapons of the Healing Church Hunters are based on tradition and the first hunters, such as Ludwig, the first hunter. Many of them are crafted in a way that may seem as the healing Church Hunters fight massive and large beasts.

### **Church Mace**

Cost: 5 BV    Requirements: 3 Strength    Attribute: Strength    Initiative-Bonus: 5

Un-tricked, one-handed

Base Damage: 8                      Damage Bonus: Strength

Properties: Slow (- 2 Skill when defending), Impact (cannot defend against using Skill)

Tricked, two-handed

Base Damage: 12                      Damage Bonus: Strength    Damage Type: Blunt

Properties: Reach (+ 2 to hit against enemies that defend with dodging), Impact (cannot defend against using Skill)

### **Kirkhammer**

Cost: 5 BV    Requirements: 3 Strength    Attribute: Strength or Skill depending on the mode  
Initiative-Bonus: 7 (Tricked 3)

Un-tricked, one-handed

Base Damage: 8                      Damage Bonus: Skill                      Damage Type: Physical or Thrust

Properties: Quick (allows for an additional attack once per Round that does not cost Stamina Points), Righteous (+ 3 against impure enemies)

Tricked, two-handed

Base Damage: 14                      Damage Bonus: Strength    Damage Type: Blunt

Properties: Slow (- 2 Skill when defending), Impact (cannot defend against using Skill)

### **Ludwig's Holy Blade**

Cost: 5 BV    Requirements: 3 Strength, 2 Skill    Attribute: Strength or Skill depending on the mode  
Initiative-Bonus: 5 (Tricked 3)

Un-tricked, one-handed

Base Damage: 8                      Damage Bonus: Skill                      Damage Type: Physical or Thrust

Properties: Dueling-Weapon (get a bonus of + 1 for using Skill to defend yourself), Righteous (+ 3 against impure enemies)

Tricked, two-handed

Base Damage: 12                      Damage Bonus: Strength    Damage Type: Physical or Thrust

Properties: Righteous (+ 3 against impure enemies), Multi-Hit (Can hit several enemies in front of the wielder with one attack), Impact (cannot defend against using Skill)

## **Common Noble Weapons**

Noblemen may also engage in the art of hunting beasts, although many of their weapons seem more suited to dueling other humans. Noble Weapons are elegant and sometimes old-fashioned, worthy of the higher society.

### **Reiterpalasch**

Cost: 5 BV    Requirements: 3 Skill, 3 Bloodtinge                      Attribute: Skill or Bloodtinge using the Pistol-Attachment    Initiative-Bonus: 7

Un-tricked, one-handed

Base Damage: 7                      Damage Bonus: Skill                      Damage Type: Thrust

Properties: Dueling-Weapon (get a bonus of + 1 for using Skill to defend yourself), Quick (allows for an additional attack once per Round that does not cost Stamina Points)

Tricked, one-handed

Base Damage: 7                      Damage Bonus: Skill, Bloodtinge for Pistol-Attachment

Damage Type: Physical or Blood (Pistol-Attachment)

Properties: Dueling-Weapon (get a bonus of + 1 for using Skill to defend yourself), Pistol-Attachment (7 Base Damage + Bloodtinge, Single-Shot, 30 Range)

### ***Noble Poleaxe***

Cost: 5 BV    Requirements: 3 Strength, 2 Skill    Attribute: Strength    Initiative-Bonus: 5  
(Tricked 3)

Un-tricked, one-handed

Base Damage: 8                      Damage Bonus: Strength    Damage Type: Blunt

Properties: Slow (- 2 Skill when defending), Impact (cannot defend against using Skill)

Tricked, two-handed

Base Damage: 12                      Damage Bonus: Strength    Damage Type: Blunt

Properties: Dueling-Weapon (get a bonus of + 1 for using Skill to defend yourself), Multi-Hit (Can hit several enemies in front of the wielder with one attack), Impact (cannot defend against using Skill)

## **Common Powder Keg Weapons**

The Powder Kegs are a “heretical” branch of the Hunters with a particular love for gunpowder and very loud weapons. Regardless of their reputation, some Powder Keg Weapons can still be used from any Hunter.

### ***Rifle Spear***

Cost: 5 BV                      Requirements: 2 Strength, 2 Skill, 2 Bloodtinge    Attribute: Skill,  
Bloodtinge when using the gun-attachment                      Initiative-Bonus: 5

Un-tricked, one-handed

Base Damage: 8                      Damage Bonus: Skill    Damage Type: Thrust

Properties: Reach (+ 2 to hit against enemies that defend with dodging)

Tricked, two-handed

Base Damage: 8                      Damage Bonus: Skill, Bloodtinge for Blunderbuss-Attachment

Damage Type: Physical or Thrust, Blood (Blunderbuss-Attachment)

Properties: Dueling-Weapon (get a bonus of + 1 for using Skill to defend yourself), Blunderbuss-Attachment (8 + Bloodtinge, Spread-Shot, Range: 20, half the damage past 5 meter), Charge-Special (you can move your movement range)

### ***Rifle Axe***

Cost: 5 BV                      Requirements: 3 Strength, 2 Bloodtinge    Attribute: Strength, Bloodtinge in  
the tricked-mode                      Initiative-Bonus: 5

Un-tricked, one-handed

Base Damage: 8                      Damage Bonus: Strength    Damage Type: Blunt

Properties: Slow (- 2 Skill when defending), Impact (cannot defend against using Skill)

Tricked, two-handed

Base Damage: 14                      Targets: 1    Damage Bonus: Bloodtinge                      Damage Type:

Blood                      Range: 30

Properties: Single-Shot, Rifle Axe Special: The Rifle Axe uses a stationary base for its rifle-form, the Hunter becomes immobile, he cannot move until he untricked this weapon, getting knocked



down or in any other way moved by enemy attacks, then the weapon resorts back into un-tricked mode)

## Common Odd Weapons

Some weapons have an unknown or strange origin, or were made by Hunters without affiliation. Odd weapons could potentially be found in any Hunters hands, but they make the users seen suspicious or unreliable.

### ***Beast Claw***

Cost: 5 BV    Requirements: 2 Strength    Attribute: Strength    Initiative-Bonus: 7

Un-tricked, one-handed

Base Damage: 8                      Damage Bonus: Strength      Damage Type: Physical

Properties: Quick (allows for an additional attack once per Round that does not cost Stamina Points)

Tricked, one-handed

Base Damage: 10                      Damage Bonus: Strength      Damage Type: Physical

Properties: Beast-Mode (increases your Beasthood by 2, removed when switching to Un-tricked), Dual-Wield (if the Hunter manages to hit the enemy, then he can roll again against the same target number with a malus of - 3 for free for an additional attack)

## Rare Workshop Weapons

Rare weapons are often found in the hands of more experienced and specialized Hunters. These does not mean that they are necessarily stronger than common weapons. The Game Master may or may not allow characters to start with them.

### ***Beasthunter Saif***

Cost: 8 BV                      Requirements: 2 Strength, 3 Skill    Attribute: Skill                      Initiative-Bonus: 5

Un-tricked, one-handed

Base Damage: 10                      Damage Bonus: Skill                      Damage Type: Physical

Properties: Reach (+ 2 to hit against enemies that defend with dodging), Multi-Hit (Can hit several enemies in front of the wielder with one attack)

Tricked, one-handed

Base Damage: 10                      Damage Bonus: Skill                      Damage Type: Physical

Properties: Nimble (allows you to move half your Movement Range before or after an attack), Dash Attack (add half the Base Damage if the attack is followed by the Hunter moving or using Dodging)

### ***Beast Cutter***

Cost: 8 BV                      Requirements: 3 Strength, 2 Skill    Attribute: Strength    Initiative-Bonus: 5  
(Tricked 3)

Un-tricked, one-handed

Base Damage: 10                      Damage Bonus: Strength      Damage Type: Blunt

Properties: Impact (cannot defend against using Skill), Serrated (+ 3 against Beasts)

Tricked, one-handed

Base Damage: 10                      Damage Bonus: Strength      Damage Type: Blunt

Properties: Long Reach (+ 4 to hit against enemies that defend with dodging), Multi-Hit (Can hit several enemies in front of the wielder with one attack), Slow (- 2 Skill when defending), Serrated (+ 3 against Beasts)

## **Poison Daggers**

Cost: 8 BV      Requirements: 1 Strength, 4 Skill      Attribute: Skill      Initiative-Bonus: 7

Un-tricked, one-handed

Base Damage: 7      Damage Bonus: Skill      Damage Type: Physical or Thrust

Properties: Quick (allows for an additional attack once per Round that does not cost Stamina Points), Nimble (allows you to move half your Movement Range before or after an attack)

Tricked, one-handed

Base Damage: 7      Damage Bonus: Skill      Damage Type: Thrust

Properties: Quick (allows for an additional attack once per Round that does not cost Stamina Points), Nimble (allows you to move half your Movement Range before or after an attack), Poison

Special: When Tricked, the wielders needs to succeed with a Endurance test. If he fails, then he'll suffer Slow Poison. In any case, the weapon causes Slow Poison upon hit, each subsequent successful hit after the first one in the Round adding a malus of - 1 to their roll to resist Slow Poison. They roll once per Round against it at the end of the Round.

## **Rare Church Weapons**

### **Logarius' Wheel**

Cost: 8 BV      Requirements: 5 Strength, 3 Arcane      Attribute: Strength      Initiative-Bonus: 3

Un-tricked, one-handed

Base Damage: 12      Damage Bonus: Strength      Damage Type: Blunt

Properties: Slow (- 2 Skill when defending), Impact (cannot defend against using Skill)

Tricked, two-handed

Base Damage: 12      Damage Bonus: Strength, Arcane/2      Damage Type: Blunt, Arcane

Properties: Slow (- 2 Skill when defending), Impact (cannot defend against using Skill), Logarius' Special: When activating the Trick-Mode, the player loses 1 HP per Round as long as the weapon stays in this mode, but doubles the Arcane Bonus. For 1 Stamina Point, the Hunter can spin the wheel again, adding an additional + 2 Arcane damage, but losing 2 HP in this mode. He can spin it again for another 1 Stamina Point, adding an additional + 2 Arcane damage again while losing 3 HP.

### **Church Pick**

Cost: 8 BV      Requirements: 2 Strength, 3 Skill      Attribute: Skill      Initiative-Bonus: 7  
(Tricked 5)

Un-tricked, one-handed

Base Damage: 8      Damage Bonus: Skill      Damage Type: Thrust

Properties: Dueling-Weapon (get a bonus of + 1 for using Skill to defend yourself), Righteous (+ 3 against impure enemies)

Tricked, two-handed

Base Damage: 10      Damage Bonus: Skill      Damage Type: Thrust

Properties: Reach (+ 2 to hit against enemies that defend with dodging), Righteous (+ 3 against impure enemies), Multi-Hit (Can hit several enemies in front of the wielder with one attack)

### **Tonitrus**

Cost: 8 BV      Requirements: 2 Strength      Attribute: Strength      Initiative-Bonus: 5

Un-tricked, one-handed

Base Damage: 8      Damage Bonus: Strength, Arcane/2      Damage Type: Blunt, Bolt

Properties: Impact (cannot defend against using Skill)

Tricked, one-handed

Base Damage: 8                      Damage Bonus: Strength, Arcane      Damage Type: Blunt, Bolt

Properties: Impact (cannot defend against using Skill), Tonitrus-Special: The Trick-Mode lasts for two rounds (beginning with the next Round if the Hunter activate it at the end of his last Round).

After these two rounds, it goes back to Un-tricked-Mode and cannot be activated again for another Round.

### ***Purification Sword***

Cost: 10 BV    Requirements: 4 Strength, 4 Arcane    Attribute: Strength    Initiative-Bonus: 3

Un-tricked, one-handed

Base Damage: 10                      Damage Bonus: Strength      Damage Type: Physical or Thrust

Properties: Slow (- 2 Skill when defending), Impact (cannot defend against using Skill)

Tricked, two-handed

Base Damage: 10                      Damage Bonus: Strength, Arcane/2    Damage Type: Physical or Thrust, Fire

Properties: Slow (- 2 Skill when defending), Impact (cannot defend against using Skill), Purification Sword Special: When activating the Trick-Mode, the Hunter takes the same damage in Fire as he would cause with his weapon based on his Arcane Attribute. Furthermore, when successfully using the Charge Attack on an enemy, it continues to suffer half the regular Fire Damage caused by the weapon in this Trick-Mode by the end of the next two Turns.

## **Rare Noble Weapons**

### ***Chikage***

Cost: 10 BV    Requirements: 2 Strength, 4 Skill, 4 Bloodtinge    Attribute: Skill                      Initiative-Bonus: 7

Un-tricked, one-handed

Base Damage: 8                      Damage Bonus: Skill    Damage Type: Physical

Properties: Dueling-Weapon (get a bonus of + 1 for using Skill to defend yourself), Quick (allows for an additional attack once per Round that does not cost Stamina Points)

Tricked, two-handed

Base Damage: 10                      Damage Bonus: Bloodtinge    Damage Type: Blood

Properties: Quick (allows for an additional attack once per Round that does not cost Stamina Points), Rapid Poison (the target must succeed with a Resistance test or suffer 3 HP per Round, each additional hit after the first one adds a malus of – 1 to the test, which is resolved before the end of the Round), Chikage Special: Each Round using this weapon in this Trick-Mode, the user suffers 2 HP. Furthermore, the Charge Attack drains an additional 5 HP from the user, for doubling the Bloodtinge bonus the Hunter adds to the attack. The HP-drain is applied when the Hunter starts charging, before he begins his attack, and is not affected by Rallying.

### ***Ring Blade***

Cost: 10 BV    Requirements: 2 Strength, 5 Skill    Attribute: Skill                      Initiative-Bonus: 5

Un-tricked, one-handed

Base Damage: 8                      Damage Bonus: Skill    Damage Type: Physical

Properties: Dash-Attack (add half the Base Damage if the attack is followed by the Hunter moving or using Dodging), Continuous Attack

Tricked, two-handed

Base Damage: 10                      Damage Bonus: Skill, Bloodtinge      Damage Type: Physical, Blood  
Properties: Continuous Attack, Ring Blade Special: The Hunter cuts himself on the blade, empowering it with his blood. Each hit causes him to lose 1 HP (after Rally).

## Rare Powder Keg Weapons

### ***Stake Driver***

Cost: 8 BV                      Requirements: 4 Strength, 2 Skill      Attribute: Strength or Skill      Initiative-Bonus: 7

Un-tricked, one-handed

Base Damage: 8                      Damage Bonus: Strength or Skill      Damage Type: Physical or Thrust  
Properties: Quick (allows for an additional attack once per Round that does not cost Stamina Points)

Tricked, one-handed

Base Damage: 7                      Damage Bonus: Strength or Skill      Damage Type: Physical or Thrust  
Properties: Quick (allows for an additional attack once per Round that does not cost Stamina Points), Stake Driver Special: The Charge Attack causes triple the weapons base damage, but it takes 2 Stamina Points to charge.

### ***Boom Hammer***

Cost: 8 BV                      Requirements: 3 Strength      Attribute: Strength      Initiative-Bonus: 5

Un-tricked, one-handed

Base Damage: 10                      Damage Bonus: Strength      Damage Type: Blunt  
Properties: Impact (cannot defend against using Skill), Slow (- 2 Skill when defending)

Tricked, one-handed

Base Damage: 10                      Damage Bonus: Strength, Arcane/2      Damage Type: Blunt, Fire  
Properties: Impact (cannot defend against using Skill), Slow (- 2 Skill when defending), Boom Hammer Special: The Trick-Mode lasts for one attack, then the weapon reverts back into the Un-tricked modus. Furthermore, the Charge Attack causes an explosion 2 meter around the target (regardless of if the target manages to dodge away or not). Anyone hit by the explosion only suffers the Fire damage of the weapon.

### ***Whirligig Saw***

Cost: 10 BV                      Requirements: 5 Strength      Attribute: Strength      Initiative-Bonus: 5  
(Tricked 3)

Un-tricked, one-handed

Base Damage: 7                      Damage Bonus: Strength      Damage Type: Blunt  
Properties: Impact (cannot defend against using Skill)

Tricked, two-handed

Base Damage: 10                      Damage Bonus: Strength      Damage Type: Physical  
Properties: Slow (- 2 Skill when defending), Continuous Attack, Serrated (+ 3 against Beasts)

## Rare Odd Weapons

### ***Amygdalan Arm***

Cost: 10 BV                      Requirements: 3 Strength, 2 Arcane      Attribute: Strength      Initiative-Bonus: 5

(Tricked 3)

Un-tricked, one-handed

Base Damage: 8                      Damage Bonus: Strength, Arcane/2    Damage Type: Blunt, Arcane  
Properties: Impact (cannot defend against using Skill), Slow (- 2 Skill when defending)

Tricked, one-handed

Base Damage: 8                      Damage Bonus: Strength, Arcane/2    Damage Type: Physical, Arcane  
Properties: Slow (- 2 Skill when defending), Reach (+ 2 to hit against enemies that defend with dodging), Multi-Hit (Can hit several enemies in front of the wielder with one attack), Continues Special (if the Hunter successfully hits with a Charge Attack, he can immediately spend additional Stamina Points to cause the weapons base damage plus the bonus from the Hunter without any roll, without the enemy being able to retaliate)

## Unique Workshop Weapons

Of unique, only one of its kind exists. Weapons of legendary status, wielded by famous Hunters, sometimes passed down through generations, taken to the grave together with its owner, or lost in strange and dangerous places.

### ***Blade of Mercy***

Cost: 1 DB    Requirements: 3 Skill, 2 Arcane    Attribute: Skill    Initiative-Bonus: 7

Un-tricked, one-handed

Base Damage: 7                      Damage Bonus: Skill, Arcane/2    Damage Type: Physical, Arcane  
Properties: Quick (allows for an additional attack once per Round that does not cost Stamina Points), Dash-Attack (add half the Base Damage if the attack is followed by the Hunter moving or using Dodging), Nimble (allows you to move half your Movement Range before or after an attack)

Tricked, two-handed

Base Damage: 7                      Damage Bonus: Skill, Arcane/2    Damage Type: Physical, Arcane  
Properties: Dual-Wield (if the Hunter manages to hit the enemy, then he can roll again against the same target number with a malus of - 3 for free for an additional attack), Quick (allows for an additional attack once per Round that does not cost Stamina Points)

### ***Burial Blade***

Cost: 1 DB    Requirements: 2 Strength, 3 Skill, 2 Arcane    Attribute: Skill    Initiative-Bonus: 5

Un-tricked, one-handed

Base Damage: 8                      Damage Bonus: Skill, Arcane/2    Damage Type: Physical, Arcane  
Properties: Dash-Attack (add half the Base Damage if the attack is followed by the Hunter moving or using Dodging), Nimble (allows you to move half your Movement Range before or after an attack)

Tricked, two-handed

Base Damage: 10                      Damage Bonus: Skill, Arcane/2    Damage Type: Physical, Arcane  
Properties: Dash-Attack (add half the Base Damage if the attack is followed by the Hunter moving or using Dodging), Reach (+ 2 to hit against enemies that defend with dodging), Multi-Hit (Can hit several enemies in front of the wielder with one attack)

## Unique Church Weapons

### ***Holy Moonlight Sword***

Cost: 1 DB Requirements: 3 Strength, 2 Skill, 3 Arcane Attribute: Strength Initiative-Bonus: 3

Un-tricked, one-handed

Base Damage: 8 Damage Bonus: Strength Damage Type: Blunt or Thrust

Properties: Righteous (+ 3 against impure enemies), Multi-Hit (Can hit several enemies in front of the wielder with one attack), Impact (cannot defend against using Skill)

Tricked, two-handed

Base Damage: 10 Damage Bonus: Strength, Arcane/2 Damage Type: Blunt, Arcane

Properties: Reach (+ 2 to hit against enemies that defend with dodging), Multi-Hit (Can hit several enemies in front of the wielder with one attack), Righteous (+ 3 against impure enemies), Holy

Moonlight Sword Special: The Charge Attack is replaced with ranged attack using only the characters Arcane Attribute and causing Arcane Damage, with a range of 10 meter, using his Arcane Attribute to hit and consuming a Bullet by using.

### ***Simon's Bowblade***

Cost: 1 DB Requirements: 3 Skill, 3 Bloodtinge Attribute: Skill in un-tricked mode, Bloodtinge in tricked-mode Initiative-Bonus: 7 (Tricked 5)

Un-tricked, one-handed

Base Damage: 8 Damage Bonus: Skill Damage Type: Physical or Thrust

Properties: Dash-Attack (add half the Base Damage if the attack is followed by the Hunter moving or using Dodging), Quick (allows for an additional attack once per Round that does not cost Stamina Points)

Tricked, two-handed

Base Damage: 10 Damage Bonus: Bloodtinge Damage Type: Blood

Quicksilver Bullets: 1 Damage Type: Blood Range: 30

Properties: Single-Shot, Simon's Bowblade Special: The bow possess a ranged Charge Attack that functions like any other Charge Attack, causing double the damage and potentially staggering enemies if hit from behind.

## Unique Noble Weapons

### ***Rakuyo***

Cost: 1 DB Requirements: 5 Skill Attribute: Skill Initiative-Bonus: 5

Un-tricked, one-handed

Base Damage: 8 Damage Bonus: Skill Damage Type: Physical or Thrust

Properties: Quick (allows for an additional attack once per Round that does not cost Stamina Points), Dueling-Weapon (get a bonus of + 1 for using Skill to defend yourself)

Tricked, two-handed

Base Damage: 8 Damage Bonus: Skill Damage Type: Physical or Thrust

Properties: Dual-Wield (if the Hunter manages to hit the enemy, then he can roll again against the same target number with a malus of - 3 for free for an additional attack), Quick (allows for an additional attack once per Round that does not cost Stamina Points), Dueling-Weapon (get a bonus of + 1 for using Skill to defend yourself)

## Unique Odd Weapons

### ***Bloodletter***

Cost: 1 DB    Requirements: 4 Strength, 4 Bloodtinge    Attribute: Strength    Initiative-Bonus: 5  
(Tricked 3)

Un-tricked, one-handed

Base Damage: 8                      Damage Bonus: Strength                      Damage Type: Blunt or Thrust  
Properties: Slow (- 2 Skill when defending), Impact (cannot defend against using Skill)

Tricked, two-handed

Base Damage: 12                      Damage Bonus: Bloodtinge    Damage Type: Blood  
Properties: Reach (+ 2 to hit against enemies that defend with dodging), Slow (- 2 Skill when defending), Multi-Hit (Can hit several enemies in front of the wielder with one attack), Impact (despite not being a Strength weapon in this mode, it still counts as Impact when it comes to defensive maneuvers), Bloodletter Special: For activating this Trick-Mode, the Hunter has to hurt himself for 15 HP. Furthermore, this weapon possesses an attack that hits an area of 3 meter radius upon impact. However, each hit forces the Hunter to roll under his Frenzy.

### ***Kos Parasite***

Cost: 1 DB    Requirements: 5 Arcane                      Attribute: Arcane                      Initiative-Bonus: 5

Un-tricked, one-handed

Base Damage: 8                      Damage Bonus: Arcane                      Damage Type: Arcane  
Properties: Reach (+ 2 to hit against enemies that defend with dodging)

Tricked, two-handed

Base Damage: 8                      Damage Bonus: Arcane                      Damage Type: Arcane  
Properties: Dual-Wield (if the Hunter manages to hit the enemy, then he can roll again against the same target number with a malus of – 3 for free for an additional attack), Reach (+ 2 to hit against enemies that defend with dodging), Kos Parasite Special: For spending 2 QB, die Hunter causes an eruption of Arcane energy around him in a 5 meter radius, hitting anyone using his Arcane Attribute, enemies can only dodge out of this area.

## ***Firearms and Off-Hand Weapons***

Firearms and off-hand weapons are held in the left hand (or right, if your characters dominant hand is the left one). They do not have a tricked mode. Firearms consume Quicksilver Bullets (QB), some more than one per shot. Firearms have different shot-modes:

**Single-Shot:** Shoots one QB at the enemy, doing high amounts of damage. Single-Shot can parry from any range and does consistent damage.

**Spread-Shot:** Shoots several bullets that spread out the farther the enemy is away. Up close, they do their full damage against a single target or against up to three enemies directly in front of the user. Spread-Shot only works for parrying in close range (basically melee range). The damage is halved (before applying Damage Reduction) for targets past half a certain Range of the weapon as noted. Spread-Shot weapons past their close range have a maximum of human-size targets that they can hit within their range as noted. They must stand close to each other for all bullets to hit.

**Multi-Shot:** Multi-Shot weapons fire several bullets in one Round at a single target. Each bullets damage is applied individually.

**Area:** Weapons like the Flamethrower target a whole area in front of the user, hitting any enemy for one Quicksilver Bullet.

## **Common Workshop Firearms**

### ***Hunter Pistol***

Cost: 3 BV    Requirements: 2 Skill    Quicksilver Bullets: 1    Attribute: Bloodtinge  
Base Damage: 6    Damage Bonus: Bloodtinge    Damage Type: Blood    Range: 30  
Properties: Single-Shot

### ***Hunter Blunderbuss***

Cost: 3 BV    Requirements: 2 Strength    Quicksilver Bullets: 1    Attribute: Bloodtinge  
Base Damage: 8    Targets: 4    Damage Bonus: Bloodtinge    Damage Type:  
Blood    Range: 20  
Properties: Spread-Shot (hits enemies that are close to each other, half damage past 5 Range)

## **Common Church Firearms**

### ***Flamesprayer***

Cost: 3 BV    Requirements: 2 Strength, 2 Arcane    Quicksilver Bullets: 1    Attribute:  
Arcane  
Base Damage: 4    Damage Bonus: Arcane    Damage Type: Fire    Range: 5 meter  
radius  
Properties: Area (hits anything in an 3 meter 90° radius), Fire Damage, cannot be used for Parrying, Continues Attack

### ***Repeater Pistol***

Cost: 3 BV    Requirements: 3 Strength, 2, Skill 2 Bloodtinge    Quicksilver Bullets: 2  
Attribute: Bloodtinge  
Base Damage: 5 x 2    Damage Bonus: Bloodtinge    Damage Type: Blood    Range: 30  
Properties: Multi-Shot



### ***Ludwig's Rifle***

Cost: 3 BV Requirements: 3 Strength, 2 Skill, 2 Bloodtinge Quicksilver Bullets: 1  
Attribute: Bloodtinge  
Base Damage: 6 Targets: 3 Damage Bonus: Bloodtinge Damage Type:  
Blood Range: 30  
Properties: Spread-Shot (hits enemies that are close to each other, half damage past 15 meter Range)

## **Common Noble Firearms**

### ***Hunting Rifle***

Cost: 3 BV Requirements: 2 Strength, 3 Skill, 2 Bloodtinge Quicksilver Bullets: 1  
Attribute: Bloodtinge  
Base Damage: 6 Targets: 2 Damage Bonus: Bloodtinge Damage Type:  
Blood Range: 50  
Properties: Single-Shot

## **Common Powder Keg Firearms**

### ***Thrust Rifle***

Cost: 5 BV Requirements: 2 Strength, 2 Skill Quicksilver Bullets: 1 Attribute:  
Bloodtinge  
Base Damage: 7 Damage Bonus: Bloodtinge Damage Type: Blood Range: 30  
Properties: Single-Shot, Thrust Shot (Continues through every target in its line of fire until its maximum range), Slow to Fire (- 2 for Parrying)

## **Rare Workshop Firearms**

### ***Beastslayer Rifle***

Cost: 10 BV Requirements: 4 Strength, 4 Bloodtinge Quicksilver Bullets: 4 Attribute:  
Bloodtinge  
Base Damage: 8 Targets: 3 Damage Bonus: Bloodtinge Damage Type:  
Blood Range: 8  
Properties: Spread-Shot (hits enemies in a wide radius, half damage past 3 Range), Slow to Fire (- 2 for Parrying)

## **Rare Church Firearms**

### ***Rosmarinus***

Cost: 10 BV Requirements: 2 Strength, 4 Arcane Quicksilver Bullets: 1 Attribute: Arcane  
Base Damage: 6 Damage Bonus: Arcane Damage Type: Arcane Range: 5  
meter radius  
Properties: Area (hits anything in an 3 meter 90° radius), cannot be used for Parrying, Continuous Attack

## **Church Cannon**

Cost: 10 BV Requirements: 5 Strength, 4 Bloodtinge Quicksilver Bullets: 10  
Attribute: Bloodtinge

Base Damage: 14 Damage Bonus: Bloodtinge Damage Type: Blood Range: 35 meter radius

Properties: Fire Explosion (causes 5 Fire Damage to creatures around the target in an 3 meter area, which lingers for two rounds starting with the impact, weapon cannot parry), Slow to Fire (- 2 for hitting)

## **Rare Noble Firearms**

### **Evelyn**

Cost: 5 BV Requirements: 2 Strength, 3 Skill, 4 Bloodtinge Quicksilver Bullets: 1  
Attribute: Bloodtinge

Base Damage: 8 Damage Bonus: Bloodtinge Damage Type: Blood Range: 40

Properties: Single-Shot

## **Rare Powder Keg Firearms**

### **Cannon**

Cost: 10 BV Requirements: 5 Strength, 4 Bloodtinge Quicksilver Bullets: 12 Attribute:  
Bloodtinge

Base Damage: 16 Damage Bonus: Bloodtinge Damage Type: Blood Range: 30 meter radius

Properties: Explosion (causes 5 Fire Damage to creatures around the target in an 3 meter area, weapon cannot parry), Slow to Fire (- 2 for hitting)

### **Gatling Gun**

Cost: 10 BV Requirements: 5 Strength, 4 Skill, 2 Bloodtinge Quicksilver Bullets: 1  
Attribute: Bloodtinge

Base Damage: 7 x 2 Damage Bonus: Bloodtinge Damage Type: Blood Range: 15 meter radius

Properties: Slow to Fire (- 2 for Parrying), Continues Attack, Multi-Shot

## **Shields, Torches and other melee Tools**

### **Torch**

Cost: 2 BV Requirements: 1 Strength Attribute: Strength

Base Damage: 2 Damage Bonus: Strength, Arcane Damage Type: Blunt, Fire

Properties: Fire Damage, Light (counts as Low Light in Darkness)

### **Hunter Torch**

Cost: 3 BV Requirements: 1 Strength Attribute: Strength

Base Damage: 5 Damage Bonus: Strength, Arcane Damage Type: Blunt, Fire

Properties: Light (counts as Low Light in Darkness)

### ***Wooden Shield***

Cost: 2 BV    Requirements: 1 Strength    Attribute: Skill

Wooden Shield Special: For 1 Stamina Point, you can roll against an attack using your Strength and add + 10 on the result. That is the amount of damage you can block. Regardless of if you were successful or not, you can always take damage if the damage of the attacker is still higher. Against Fire, Arcane and Thunder it's a base damage reduction of + 5.

### ***Loch Shield***

Cost: 1 DB    Requirements: 1 Strength    Attribute: Skill

Loch Shield Special: For 1 Stamina Point, you can roll against an attack using your Skill and add + 3 on the result. That is the amount of damage you can block. Regardless of if you were successful or not, you can always take damage if the damage of the attacker is still higher. Against Fire, Arcane and Thunder it's a base damage reduction of + 15.

### ***Parrying-Dagger***

Cost: 3 BV    Requirements: 3 Skill    Attribute: Skill

Parrying-Dagger Special: A Hunter-Tool used in the off-hand to better defend yourself against enemy blades. Adds a bonus of + 1 for Dueling.

## ***Hunter Tools and Items***

8 types of Items and Hunter Tools can be equipped at the same time, that includes Blood Vials and Quicksilver Bullets. What can be equipped anymore must be stored somewhere else. Using Items and Hunter Tools consumes 1 Stamina Point during combat.

### **Throwing Items**

Several items need to be thrown at the target and hit in order to effect it. The standard range for throwing is 10 with each point of Strength adding another 3 meter. It's noted in the description which Attribute is used to determine hitting if the enemy dodges. Otherwise, it's assumed that you will hit and no roll is required. If the enemy dodges, then the GM determines the location where it lands based on the range and direction. Some items derive their damage from different sources, like Arcane or Skill.

### **Consumables**

#### ***Antidote***

Costs: 5 QB                    Maximum: 10

Effect: Removes any Poison.

#### ***Beast Blood Pellet***

Costs: 1 BV                    Maximum: 10

Effect: Increases the Beasthood by 3 for 3 rounds. This is temporary, though any increase through almost dying and going berserk is permanent. Each Round during this time the Hunter successfully hits an enemy, the Beasthood increases for an additional + 1 up to a maximum of 3. This also extends the duration of the Beast Blood Pellets. Meaning, the duration only decreases when he doesn't hit any enemy in melee.

#### ***Blood Vial***

Costs: 1 BV                    Maximum: 10

Effect: Heals 50% of the users max HP (rounded up).

#### ***Blue Elixir***

Costs: 5 BV                    Maximum: 5

Effect: Makes you less visible to the enemy. Halves the range in which the enemy reacts to the Hunter.

#### ***Bolt Paper***

Costs: 1 BV                    Maximum: 10

Effect: Adds 3 additional Bolt damage to the main-hand weapon. Cannot be applied to weapons that already use Arcane. Lasts 5 rounds.

#### ***Bone Marrow Ash***

Costs: 2 BV                    Maximum: 10

Effect: Doubles the Base Damage caused by the off-hand firearm for the next shot. It only affects the first shot of continuously firing weapons, like the Gatling Gun.

### ***Charged Shot***

Costs: 3 BV                      Maximum: 10

Effect: Changes the damage type of the next three shots to Bolt instead of Bloodtinge. The user can use his Arcane stat for the bonus damage, but still rolls with his Bloodtinge to hit.

### ***Divine Blood Vial***

Costs: 15 BV                      Maximum: 10

Effect: Heals 100% of the users max HP. This can exceed the maximum HP temporarily. No other source of healing can heal above the maximum number of HP.

### ***Fire Paper***

Costs: 1 BV                      Maximum: 10

Effect: Adds 3 additional Fire damage to the main-hand weapon. Cannot be applied to weapons that already use Arcane. Lasts 5 rounds.

### ***Incendiary Shot***

Costs: 3 BV                      Maximum: 10

Effect: Changes the damage type of the next three shots to Fire instead of Bloodtinge. The user can use his Arcane stat for the bonus damage, but still rolls with his Bloodtinge to hit.

### ***Molotov Cocktail***

Costs: 5 QB                      Maximum: 10                      Basic Throwing Range: 10

Effect: Causes 5 Fire as Base Damage + the throwers Arcane to an enemy. Can hit multiple enemies standing close to the target. The Attribute for hitting is Arcane.

### ***Oil Urn***

Costs: 1 BV                      Maximum: 10                      Basic Throwing Range: 10

Effect: Dozes the enemy in oil, doubling the Base Damage from any fire attack. Lasts 3 rounds and can hit multiple enemies if they are standing close to the target. The Attribute for hitting is Skill.

### ***Royal Blood Vial***

Costs: 5 BV                      Maximum: 10

Effect: Heals 75% of the users max HP (rounded up).

### ***Pungent Blood Cocktail***

Costs: 4 BV                      Maximum: 10                      Basic Throwing Range: 10

Effect: Thrown to the ground, the Pungent Blood Cocktail breaks and releases a bloody puddle attracting various enemies for a whole Round, attacking the very spot. Enemies in a range of 6 meters are affected. It attracts any enemies that are categorized under Beasts (regular enemies as well as bosses), Animals and Hunters and other humans that are suffering from an increased level of Beasthood (for instance, Large Huntsmen).

### ***Quicksilver Bullet***

Costs: 1 QB                      Maximum: 20

Effect: Used as ammunition for firearms, other weapons and some tools.

### ***Sedative***

Costs: 2 BV                      Maximum: 10

Effect: Decreases the Frenzy a character has to roll under by – 4. This stacks and can be taken multiple times.

### ***Shaman Bone Blade***

Costs: 4 BV                      Maximum: 10

Effect: The Shaman Bone Blade curses enemies, makes them go berserk and attack their allies. The Hunter attempts to hit his enemies with this blade using a regular attack based on his Skill – the enemy's defensive action. Enemies hit will attack its allies for three rounds starting with the Round they are hit.

### ***Throwing Knife***

Costs: 5 QB                      Maximum: 20                      Basic Throwing Range: 10

Effect: The character throws a knife, causing 3 Physical damage + the character's Skill. The Attribute for hitting is Skill.

### ***Throwing Knife (Poison)***

Costs: 1 BV                      Maximum: 20                      Basic Throwing Range: 10

Effect: The character throws a knife, causing 3 Physical damage + the character's Skill. The Attribute for hitting is Skill. Additionally, this adds 3 Poison to the enemy. If poisoned, the enemy will lose 5 HP per Round.

## ***Tools***

Tools consume Quicksilver Bullets upon use. Each Tool occupies one item slot. Some may require a Skill test to hit, while some others may hit without any rolls, and some have Attribute requirements.

### ***A Call Beyond***

Costs: 2 PB    Bullets: 8 QB                      Requirements: 8 Arcane                      Range: 10

Effect: The Hunter summons a small, exploding star, damaging every enemy inside a 10 meter radius with 6 Arcane base damage + double the character's Arcane. Requires an Arcane vs Dodge test from any enemy within range. The maximum amount of targets is the Hunter's Arcane.

### ***Accursed Brew***

Costs: 1 PB    Bullets: 2 QB                      Requirements: 8 Arcane                      Range: 6

Effect: The Hunter summons a cursed skull, throwing it at his enemies, which explodes within a 2 meter radius, causing 6 + the Hunter's Arcane damage. He still rolls his Arcane Attribute to hit – the enemy's dodge.

### ***Augur of Ebrietas***

Costs: 1 DB    Bullets: 8 QB                      Requirements: 8 Arcane                      Range: 5

Effect: Summons forth tentacles from beyond, hitting anyone in a line of 5 meters. This can be used to parry. An Arcane test – the enemy's attack is required to determine if it hits and how hard. It can also be used as an attack, in which case the Hunter rolls his Arcane – the enemy's dodge, and if it hits a human or humanoid enemy from behind, it can Stagger. The Augur causes Arcane base damage of 4 + the user's Arcane.

### ***Blacksky Eye***

Costs: 2 PB    Bullets: 1 QB    Requirements: 6 Arcane    Range: 20  
Effect: The Eye shoots a laser beam, hitting an enemy with 5 Arcane base damage + the casters own Arcane. An Arcane vs Dodge test is required.

### ***Choir Bell***

Costs: 4 PB    Bullets: 7 QB    Requirements: 6 Arcane    Range: 5  
Effect: The Choir Bell is not a weapon to be used against enemies, instead ringing this bells restores HP to the one using it and any ally in 5 meters range. The healing effect is 8 HP + the users Arcane. It also ends the effects of Poison, as well as the build-up by enemy attacks, but not Frenzy or Beasthood.

### ***Empty Phantasm Shell***

Costs: 8 BV    Bullets: 3 QB    Requirements: 6 Arcane  
Effect: The Shells infuses the weapon (that does not already have Arcane or any elemental damage) with additional 3 Arcane damage. This lasts 5 rounds.

### ***Executioner's Gloves***

Costs: 8 BV    Bullets: 3 QB    Requirements: 5 Arcane    Range: 15  
Effect: The Gloves summon wrathful spirits haunting one target. The spirits will fly towards the target, causing 4 Arcane base damage + the caster own Arcane. Enemies need to roll an 8 or more to dodge it.

### ***Hand Lantern***

Costs: 2 BV    Bullets: -    Requirements: -    Range: 10  
Effect: Emits a bit of light, dispelling the Darkness. Counts as Low Light.

### ***Lightning Rod***

Costs: 10 BV    Bullets: 5    Requirements: 6 Arcane    Range: 25  
Effect: The Lightning Rod creates bolts of lightning striking from the sky or ceiling, regardless of where the user is actually situated. The Hunter needs to be see the target at least. The enemy is allowed to dodge it with a malus of – 2 if its not aware of the Hunter using this tool against him, and without any malus if its aware. The damage is 6 Bolt damage + the casters Arcane.

### ***Madaras Whistle***

Costs: 2 PB    Bullets: 4 QB    Requirements: 5 Bloodtinge  
Effect: The Hunter summons a massive Snake around his position, hitting anything in a circle of a 2 meter radius. The Hunter rolls his Bloodtinge – the enemies Dodge to hit. While Bloodtinge is the Attribute for this weapon, it still does Arcane damage.

### ***Old Hunters Bone***

Costs: 2 PB    Bullets: 4 QB    Requirements: 5 Arcane  
Effect: Using the Art of Quickening, the Hunter's movements increase in speed, gaining an additional, free Dodge during his Turn that does not cost a Stamina Point.

### ***Tiny Tonitrus***

Costs: 1 PB    Bullets: 6 QB    Requirements: 6 Arcane    Range: 15

Effect: When struck to the ground, the Tiny Tonitrus fires a line of lightning in a straight line, hitting any creature with 6 Bolt base damage + the casters Arcane. Enemies need to roll a 6 to dodge it.





### ***Silver Armor***

Costs: 8 BV

Physical: 3    Blunt: 1       Thrust: 2  
Arcane: 0     Fire: 0            Bloodtinge: 2  
Bolt: 0                    Special: -

### ***Executioner Armor***

Costs: 8 BV

Physical: 2    Blunt: 3       Thrust: 2  
Arcane: 1     Fire: 0            Bloodtinge: 0  
Bolt: 1                    Special: -

### ***Knight Garb***

Costs: 6 BV

Physical: 2    Blunt: 2       Thrust: 2  
Arcane: 0     Fire: 0            Bloodtinge: 3  
Bolt: 1                    Special: -

### ***Tomb Prospector Garb***

Costs: 6 BV

Physical: 0    Blunt: 0       Thrust: 2  
Arcane: 3     Fire: 2            Bloodtinge: 1  
Bolt: 2                    Special: -

### ***Choir Garb***

Costs: 6 BV

Physical: 0    Blunt: 0       Thrust: 0  
Arcane: 3     Fire: 2            Bloodtinge: 2  
Bolt: 3                    Special: -

### ***Savage Hides***

Costs: 7 BV

Physical: 2    Blunt: 2       Thrust: 1  
Arcane: 0     Fire: 0            Bloodtinge: 2  
Bolt: 2                    Special: Beasthood + 3

## ***Additional Rules: Money, Resting, between the Missions, Insight and Crit Tables***

Hunter not only live during the Hunt. They also spend time between missions, have a budget to spend and their equipment to restock. These additional rules may address some of these aspects.

### **Money**

Blood Vials and Quicksilver Bullets have already been established as regular currency around Yharnam. However, many normal people also use regular money. The Hunters are still people too and may also have some regular money on them. For instance, when they don't want to spend their Blood Vials when they buy a room for a night.

1 Quicksilver Bullet = 10 Pennies

1 Blood Vial = 1 Silver Shilling = 10 Pennies

1 Royal Blood = 1 Gold Crown = 10 Silver Shillings = 100 Pennies

### ***Example Costs for various items***

5 Penny = An apple, a bear in a tavern,

10 Pennies = One whole meal at a tavern, a room for a night

1 Silver Shilling = A good pair of shoes or trousers, a well-made knife or other tool, a meal and a night at a tavern

2 Silver Shillings = A writing set, some well-made clothes or jewelry

5 Silver Shillings = Expensive clothes and dresses, a book, a set of glasses, a hand mirror

1 Gold Crown = A telescope, a nice robe or uniform

2 Gold Crowns = Valuable jewelry, an expensive, elaborate book, a well-trained hunting dog

5 Gold Crowns = Expensive, courtly garb, a boat, a horse

10 Gold Crowns = A Warhorse, a wagon or cart

### **Wealth**

GMs may distribute the money the characters start with or earn between hunts based on the Hunters Background. Meaning, between the Hunts the Hunters do normal jobs, or have assets, or earn money in some other way to pay for their expenses (lodging, food, clothes, whatever other interests they pursuit). The GM may adjust the numbers given below, it's a suggestion.

Noble: 5 Gold Crown

Cleric: 1 Gold Crown

Soldier, Scholar: 5 Silver Shillings

Headhunter, Commoner: 2 Silver Shillings

Thug, Savage: 1 Silver Shillings

### **Social Standing**

For interacting with the world and its inhabitants, the social standing based on the Background may be a factor if the players and the GM wish. Certain characters may react favorable, intimidated or hostile towards characters of a certain social class. Ultimately, it can depend on many factors.

High Class: Noble, Cleric

Middle-Class: Soldier, Scholar

Low-Class: Commoner, Headhunter

Outsider: Thug, Savage

The Armor the Hunters are wearing might indicate what Background they belong to (especially the Silver Armor and Knight Garb for Nobles, the Church Garb for Clerics, and Savage Hides for Savages), though Hunters can wear anything they want without being constrained by their Backgrounds, which may lead to confusion among other people that recognize the armor. Hunters can decide for themselves if they openly display their social class or not.

## **Additional Rule: Lodging and Exhaustion**

Hunters are humans too and need to eat and sleep to function. Some groups may not really care about that and only focus on the hunt itself. Others may want to keep track of if the Hunters can get enough sleep and food throughout the hunt, especially if the adventure takes multiple days. For each day they can't gain enough sleep (for instance, at least 4 hours, but the circumstances are important as well) and enough food (at least one meal per day), they may suffer from Exhaustion. Each Exhaustion is a malus of -1 to every test, for both Attributes and Talents. This can stack until the Hunter drops to 0 with either their Vitality or Endurance. Then they are simply too exhausted to keep going and may drop with exhaustion.

Additional, sleeping and resting over the night replenishes all HP.

## **Between the Hunts**

Some campaigns may have a mission-based structure. The Hunters have a goal, achieve that goal (or not) and go back to their base or their homes. In that time, they may request certain weapons, firearms, hunting tools or items. If they are available, is up to the GM. He may restrict them to common weapons or rare weapons for a time, and unique weapons later (or never). It's simply another way to structure the game and give the players access to more tools without the need to put them in the actual hunt for the Hunters to find.

## ***Upgrades***

Hunters may chose to enhance the capabilities of their Hunter Weapons or their Firearms. Once in between the hunts (or more, if the GM allows it), they may chose one of the following upgrades for their weapons. You can only enhance a weapon once. The GM may restrict them to one upgrade for the time between the Hunt and instead of requesting a new weapon or tool.

**Arcane Attunement:** Change the damage to Arcane, Fire or Bolt. Only the damage of the weapon changes according to the Arcane Attribute of the Hunter, the attribute for rolling to hit stays the same. Only works on non-Arcane and non-Bloodtinge Hunter Weapons, or on Bloodtinge Firearms.

**Arcane Enhancement:** Increase the Arcane, Fire or Bolt damage of a weapon by +2. Only one of these damage types for both forms.

**Physical Enhancement:** Increase the Physical, Blunt or Thrust damage of a Hunter Weapon by +2. Only one of these damage types for both forms.

**Bloodtinge Enhancement:** Increase the Bloodtinge damage caused by the weapon by +2. That applies only to modi that use Bloodtinge as damage, but also to gun-attachments and Firearms.

**Beasthunter:** Adds another +3 bonus damage against Beasts. Only for Hunter Weapons.

**Kinhunter:** Adds another +3 bonus damage against Kin. Only for Hunter Weapons.

**Finestrike:** Increases the damage for Visceral Attacks while holding this weapon by +5. Only for Hunter Weapons.

Lethal: Increase the HP gained from Rallying by + 2 per hit from the Hunter Weapon.

Murky/Dirty: Murky and Dirty Upgrades add a Poison effect to each strike. Murky adds a Slow Poison effect with a malus of – 2 for the enemy to resist per additional hit and Dirty adds a Rapid Poison effect with a malus of – 1 per additional hit after the first one.

## **Insight Tables**

Finding a hidden place with an ancient history, encountering strange creatures and phenomenons, or searching for arcane knowledge, might result in an Insight Table Test. The GM rolls under the Insight of the Hunters on the tables below, which may or may not result in some beneficial or not beneficial outcomes for the Hunter or the whole party. The higher the Insight, the more likely they will roll on an effect and the more severe the effects can become. It's important that the GM rolls in secret to add some suspense, uncertainty and fear.

### ***Yharnam Insight Table***

Used in Yharnam or in other cities.

- 1 Strange visions haunt you, voices whisper in your mind in a language you can't understand. It's not helpful and you suffer a malus of – 1 for every test outside of combat for the rest of the day.
- 2 Somehow, everything works out a bit better for you today, as if some faithful stars aligned in your favor. You get a bonus of + 1 to every test outside of combat for the rest of the day.
- 3 What was that person just talking about? At some point, when you are interacting with a citizen of Yharnam, you can only understand some unintelligible rambling that does not help you one bit.
- 4 A messenger appears, only visible to you. It brings you a helpful advice.
- 5 A messenger appears, only visible to you. Its message is a lie or a deceitful attempt to harm you and your endeavor.
- 6 You can see the Amygdala. If you are somewhere near it, it may attempt to grab you, which requires a dodge test (which consumes a Stamina Point during combat) or cause 16 damage (no Damage Reduction applies), or shoot its lasers at you.
- 7 You get a glimpse into the deep, but the knowledge eludes you. You lose 1 Insight
- 8 You get a glimpse into the deep and manage to comprehend it, as much as comprehensions of such things is possible. You gain 1 Insight.
- 9 There is anger in the air, a smell of bloodshed. You gain + 1 Beasthood for the rest of the day. That same Beasthood vanishes afterwards.
- 10 Enlightenment has struck you, and you discover some hidden potential inside of you. You get an Ability by paying the base Insight costs. The additional costs from your other Abilities don't matter.

### ***Woods Insight Table***

Used in areas like the Forbidden Woods or other forested regions.

- 1 Strange visions haunt you, voices whisper in your mind in a language you can't understand. It's not helpful and you suffer a malus of – 1 for every test outside of combat for the rest of the day.
- 2 Somehow, everything works out a bit better for you today, as if some faithful stars aligned in your favor. You get a bonus of + 1 to every test outside of combat for the rest of the day.
- 3 Each combat, a Mad One appears, but only for you.

- 4 A messenger appears, only visible to you. It brings you a helpful advice.
- 5 A messenger appears, only visible to you. Its message is a lie or a deceitful attempt to harm you and your endeavor.
- 6 Instead of one Mad One, two Mad Ones appear every fight to combat you.
- 7 Senses the impurity in all of things, it disgusts you. You suffer a malus of – 1 for hitting any target in these woods in melee, but do + 1 additional damage per melee hit.
- 8 There is anger in the air, a smell of bloodshed. You gain + 1 Beasthood for the rest of the day. That same Beasthood vanishes afterwards.
- 9 Visions struck you, flooding your senses to the point that you are unable to partake in any tests except fight and gain + 2 Beasthood. You are unable to speak, perform any complex tasks, just follow the rest around. After a fight, this ends, and you lose the + 2 Beasthood you got from this.
- 10 The Beast in you gains Strength. Permanently increases your Beasthood by + 1.

### ***Old Yharnam Table***

For urban areas that are rife with the beast plague.

- 1 Strange visions haunt you, voices whisper in your mind in a language you can't understand. It's not helpful and you suffer a malus of – 1 for every test outside of combat for the rest of the day.
- 2 Somehow, everything works out a bit better for you today, as if some faithful stars aligned in your favor. You get a bonus of + 1 to every test outside of combat for the rest of the day.
- 3 There is anger in the air, a smell of bloodshed. You gain + 1 Beasthood for the rest of the day. That same Beasthood vanishes afterwards.
- 4 A messenger appears, only visible to you. It brings you a helpful advice.
- 5 A messenger appears, only visible to you. Its message is a lie or a deceitful attempt to harm you and your endeavor.
- 6 There is anger in the air, a smell of bloodshed. You gain + 2 Beasthood for the rest of the day. That same Beasthood vanishes afterwards.
- 7 Is it the smell of your blood? The enemy beasts in this area, for the rest of the day, have their Vision and Awareness doubled, but only when it comes to your Hunter.
- 8 There is anger in the air, a smell of bloodshed. You gain + 3 Beasthood for the rest of the day. That same Beasthood vanishes afterwards.
- 9 Visions struck you, flooding your senses to the point that you are unable to partake in any tests except fight and gain + 2 Beasthood. You are unable to speak, perform any complex tasks, just follow the rest around. After a fight, this ends, and you lose the + 2 Beasthood you got from this.
- 10 The Beast in you gains Strength. Permanently increases your Beasthood by + 1.

### ***Byrgenwerth Insight Table***

Can be used in places of study of arcane knowledge.

- 1 Strange visions haunt you, voices whisper in your mind in a language you can't understand. It's not helpful and you suffer a malus of – 1 for every test outside of combat for the rest of the day.
- 2 Somehow, everything works out a bit better for you today, as if some faithful stars aligned in your favor. You get a bonus of + 1 to every test outside of combat for the rest of the day.
- 3 What was that person just talking about? At some point, when you are interacting with a scholar of Byrgenwerth, you can only understand some unintelligible rambling that does not help

you one bit.

- 4 A messenger appears, only visible to you. It brings you a helpful advice.
- 5 A messenger appears, only visible to you. Its message is a lie or a deceitful attempt to harm you and your endeavor.
- 6 Something draws you towards a board, a pile of books or an interesting conversation. Gain + 1 to a Science or Lore skill of your choice.
- 7 You get a glimpse into the deep, but the knowledge eludes you. You lose 1 Insight.
- 8 You get a glimpse into the deep and manage to comprehend it, as much as comprehensions of such things is possible. You gain 1 Insight.
- 9 Some sudden madness is befalling you. Roll Frenzy under your Insight.
- 10 Enlightenment has struck you, and you discover some hidden potential inside of you. You get an Ability by paying the base Insight costs. The additional costs from your other Abilities don't matter.

### ***Loran Insight Table***

For rolling Insight during explorations of past places, lost civilizations and ancient ruins.

- 1 Strange visions haunt you, voices whisper in your mind in a language you can't understand. It's not helpful and you suffer a malus of – 1 for every test outside of combat for the rest of the day.
- 2 Somehow, everything works out a bit better for you today, as if some faithful stars aligned in your favor. You get a bonus of + 1 to every test outside of combat for the rest of the day.
- 3 There is anger in the air, a smell of bloodshed. You gain + 1 Beasthood for the rest of the day. That same Beasthood vanishes afterwards.
- 4 A messenger appears, only visible to you. It brings you a helpful advice.
- 5 A messenger appears, only visible to you. Its message is a lie or a deceitful attempt to harm you and your endeavor.
- 6 You can see the Amygdala. If you are somewhere near it, it may attempt to grab you, which requires a dodge test (which consumes a Stamina Point during combat) or cause 16 damage (no Damage Reduction applies), or shoot its lasers at you.
- 7 You get a glimpse into the deep, but the knowledge eludes you. You lose 1 Insight.
- 8 You get a glimpse into the deep and manage to comprehend it, as much as comprehensions of such things is possible. You gain 1 Insight.
- 9 Some sudden madness has struck you. Roll Frenzy under your Insight.
- 10 Enlightenment has struck you, and you discover some hidden potential inside of you. You get an Ability by paying the base Insight costs. The additional costs from your other Abilities don't matter.

### **Crit Tables**

Crit Tables, tables for critical hits, are entirely optional, a tool for GMs and the players to spice combat a bit up and make it more dangerous for the Hunters. By default, when a Hunter's HP drops to 0, he's considered knocked out for the moment, but can be brought back within 3 Rounds of combat by giving him a Blood Vial. By using these Crit Tables, any time when a Hunter drops to 0 HP, he gains a temporary wound with negative effects, based on the type of attack that hit him. These wounds can be healed later on.

When doing so, roll a d10. That determines what kind of wound the Hunter suffers, with 1 being the lowest number with the least threatening wounds, and 10 with instant death.

The injuries can afterwards be healed by getting extensive treatment with blood, between the Hunts. The GM may determine that this takes the Hunter out of any other action, depending on the severity of the injury and how much time passes between Hunts. The treatment may cost 5 Silver Shilling x the rolled number as a rough estimate, if the GM wants the player to play between hunts for that.

The Crit Tables only apply if the Hunter is hit with the attack types below. Things like Poison will not cause a Crit. However, Frenzy does have its own table.

Any time you suffer an additional Crit, add a + 1 to your roll on the table. This increases the likelihood of the Hunter suffering a fatal blow. Should the accumulated maluses not already be difficult enough to continue with the mission.

If a weapon or attack uses split damage types, then “elemental” attacks like Fire, Bolt and Arcane always take precedence over mundane attack types like Physical, Blunt or Thrust.

### **Physical Crit Table**

- 1 Minor Cuts: The character suffers some minor cuts to the face and rolls with a malus of – 1 to any social tests.
- 2 Painful Slashes: The injuries don't inhibit the Hunters combat actions, but the pain makes it difficult to focus. Any test outside of fighting rolls with a malus of – 2.
- 3 Severe Cuts: The character suffers some severe cuts to the face and rolls with a malus of – 3 to any social tests.
- 4 Cut Eye: The attack glances your eye. The Hunter suffers a disadvantage to his perception. Any ranged attack rolls with a malus of – 2 and Detecting tests as well as any other test that depends on your eyesight suffer a malus of – 3.
- 5 Torn Muscle: One of your arms has its muscles injured heavily. Roll a d10 to determine which arm it is (1-5: left; 6-10: right). That arm rolls a malus of – 3 to any combat action, and any action that involves using your hands, arms and strength suffers this malus as well.
- 6 Torn Thigh: The thigh of one of your legs gets severely injured. Your Movement is halved, you cannot run and your dodge rolls with a malus of – 3, as well as other test related to moving.
- 7 Grievous Slash: The Hunter is hit with a slash so severe, it continues to cause pain and suffering. Any test and combat action is henceforth rolled with a malus of – 2. Any time the Hunter is hit with a Physical, Thrust or Blunt attack and the damage is on an uneven number, the wound opens again, causing 1d10 damage and continued blood loss of 3 HP per Turn until he consumes another Blood Vial.
- 8 Severed Fingers: The Hunter gets seriously injured on the hand. Roll a d10. That is the amount of fingers he lost. This can only be healed if the fingers can be recovered and before they begin to rot. You suffer the amount of fingers lost as a malus to any roll involving the hands, and only to attacking and defending with one weapon as long as it's maximum 5 fingers (it's assumed it's only on one hand), unless you lose more than that. With six fingers lost, you would however only have a malus of – 1 on the other hand.
- 9 Dismember: The character loses a limb. Roll a d10 to determine which: 1 – 2: the left hand; 3 – 4; the right hand; 5: the left feet; 6: the right feet; 7: the left arm; 8: the right arm; 9: the left leg; 10: the right leg. This can only be healed if the limb can be recovered and before it begins to rot. The Hunter can only use one weapon until then and not the two-handed mode if he lost an arm or hand, and suffers a malus of – 5 to any test that requires hands. If he lost a leg or feet, he dodges with a malus of – 5, his movement is halved, he cannot run and he suffers a malus of – 5 to any other test that requires moving around.
- 10 Decapitation: The Hunter gets his head torn off and dies.



### ***Thrust Crit Table***

- 1 Pierced Hands: One of your hands is pierced (roll a d10: 1-5: left hand; 6-10: right hand). Any combat action that makes use of that hand rolls with a malus of – 1, also any test that uses that hand as well.
- 2 Heavy Injuries: The strike deals great, permanent damage, and the Hunter loses 10 max HP.
- 3 Deep Cut: The cut occurs deep enough that the Hunter suffers a malus of – 2 to every test during combat.
- 4 Torn Muscle: One of your arms has its muscles injured heavily. Roll a d10 to determine which arm it is (1-5: left; 6-10: right). That arm rolls a malus of – 3 to any combat action, and any action that involves using your hands, arms and strength suffers this malus as well.
- 5 Torn Thigh: The thigh of one of your legs gets severely injured. Your Movement is halved, you cannot run and your dodge rolls with a malus of – 3, as well as other test related to moving.
- 6 Grievous Thrust: A deep, damaging thrust strikes the body and severely inhibits his capabilities in and outside of combat. Any test and combat action is henceforth rolled with a malus of – 2. Furthermore, he suffers from internal bleeding and takes 3 HP each Round in combat and every time he makes a physical demanding test.
- 7 Internal Injuries: A damaging strikes hits your organs and harm your very health and capabilities. Any test now rolls with a malus – 3. Furthermore, your max HP is reduced by 25%.
- 8 Pierced Eye: One of your Hunters eyes gets heavily damaged. Any combat action is performed with a malus of – 2, any Bloodtinge or any other ranged attack, like using Arcane gear or throwing items, rolls with a – 4 and Detecting tests and any other test based on perception also suffer a malus of – 4.
- 9 Pierced Limb: One of your limbs is pierced so deeply, it tore the muscles and made it unable to perform any actions. Roll a d10 to determine which: 1 – 2: the left hand; 3 – 4; the right hand; 5: the left feet; 6: the right feet; 7: the left arm; 8: the right arm; 9: the left leg; 10: the right leg. The Hunter can only use one weapon until then and not the two-handed mode if he has arm or hand punctured, and suffers a malus of – 5 to any test that requires hands. If a leg or feet got pierced, he dodges with a malus of – 5, his movement is halved, he cannot run and he suffers a malus of – 5 to any other test that requires moving around.
- 10 Lethal Thrust: The attack punctures your Hunters organs and he dies.

### ***Blunt Crit Table***

- 1 Light Contusion: After getting hit by a mighty blow, you react more susceptible to damage. Each time you are hit, you take 1 additional damage.
- 2 Bruised Limbs: The heavy blunt attacks have inhibited your ability to fight and perform physical activities. Each melee attack of the Hunter rolls with a malus of – 1 and so does every test that involves using your body.
- 3 Heavy Contusion: After getting hit by a mighty blow, you react more susceptible to damage. Each time you are hit, you take 3 additional damage.
- 4 Hit to the Head: A heavy blow to the head makes you dizzy and slow. You suffer a malus to – 2 to any Initiative test and also – 2 to any actions in combat.
- 5 Blow to the Solar Plexus: A heavy blunt hit to the chest makes it more difficult for you to breathe and act quickly. You roll with – 5 on Initiative.
- 6 Crushed Ribs: Some of your ribs are smashed, broken and crushed. You roll any physical test with a – 3, the same goes for any actions during combat. Should you be hit with another Blunt

Attack, take another 3 damage per hit.

7 Broken Bones: One of your Hunters bones in the arms or legs are broken. A d10 determines which: 1 –5 for the legs; 6 –10 for the arms; 1 –5 for the left and 6 –10 for the right limb. That limb suffers a malus of – 4 to any attacks if it's an arm and he does – 4 damage for any successful melee attack, a malus of – 4 for Dodging if it's a leg and then also halves the Movement of the Hunter.

8 Broken Fingers: Your Hunter has his fingers broken by a heavy blunt it. Roll a d10. That is the amount of fingers he lost. This can only be healed if the fingers can be recovered and before they begin to rot. You suffer the amount of fingers lost as a malus to any roll involving the hands, and only to attacking and defending with one weapon as long as it's maximum 5 fingers (it's assumed it's only on one hand), unless you lose more than that. With six fingers lost, you would however only have a malus of – 1 on the other hand.

9 Crushed Limp: One of your limbs is smashed to the point of being unusable. Roll a d10 to determine which: 1 – 2: the left hand; 3 – 4; the right hand; 5: the left feet; 6: the right feet; 7: the left arm; 8: the right arm; 9: the left leg; 10: the right leg. The Hunter can only use one weapon until then and not the two-handed mode if he has arm or hand crushed, and suffers a malus of – 5 to any test that requires hands. If a leg or feet got smashed, he dodges with a malus of – 5, his movement is halved, he cannot run and he suffers a malus of – 5 to any other test that requires moving around.

10 Crushed Head: Your Hunters head is beaten to a pulp and he dies.

### ***Bloodtinge Crit Table***

Bloodtinge is special in that it doesn't have its own table and instead uses the other tables depending on the weapon. Ranged Bloodtinge weapons like pistols or blunderbusses use the Piercing Crit Table. Weapons like cannons use the Fire Crit Table. Melee weapons use the appropriate table of the un-tricked attack type. Enemies that don't use weapons might use what's most appropriate, it's up to the GM.

(Truth be told, the author of this book was at a creative loss at how a Bloodtinge Crit Table should work considering different weapons use this type of damage)

### ***Fire Crit Table***

1 Light Burns: The burns make some tests more difficult. You suffer a malus of – 1 to any social tests and the ones that require mental concentration.

2 Burned Face: After getting your face and head damaged by fire, you become very unsightly. Any social interaction you attempt to roll in suffers a malus of – 4.

3 Severe Burns: The fire had a strong effect on your body, inhibiting its capabilities. You suffer a malus of – 1 to any test.

4 Slight Nerve Damage: The fire has hit your very nerve system. At the start of each round in combat, you must succeed with a Vitality test or else suffer the inability to make your move, wasting 1 Stamina Point.

5 Blisters: Getting burned all over the body to produce painful blisters. Whenever you perform a physical test, which also includes attacking and defending in combat, you lose 1 HP.

6 Severe Nerve Damage: Painful and damaging burnings made your body difficult to react and perform effectively. At the start of each round in combat, you must succeed with a Vitality test or else suffer the inability to make your move, wasting 1 Stamina Point. Furthermore, you roll any test that involves physical activities with a malus of – 2. That includes actions during combat.

7 Intense Blisters: The blisters on your body are so encompassing, even getting hit causes further pain. Whenever you perform a physical test, which also includes attacking and defending in

combat, you lose 1 HP. Furthermore, whenever you are hit by an attack, you also lose 3 additional HP.

8 **Lost Eye:** Thanks to the fire, you lost an eye. Any combat action is performed with a malus of  $-2$ , any Bloodtinge or any other ranged attack, like using Arcane gear or throwing items, rolls with a  $-4$  and Detecting tests and any other test based on perception also suffer a malus of  $-4$ .

9 **Burned Limbs:** Some of your limbs suffer such intense burning, that they become hardly usable. Roll a d10 to determine which: 1 – 2: the left hand; 3 – 4: the right hand; 5: the left feet; 6: the right feet; 7: the left arm; 8: the right arm; 9: the left leg; 10: the right leg. Any action with said limb suffers a malus of  $-5$ , that includes attacking and defending in case of using arms or hands, and any movement related tests like Dodging when the burn hit the legs. If at least one leg is hit, then reduce your Movement by half.

10 **Death by Fire:** Your body is burnt almost to cinders, or in such a way that recovery is impossible. The Hunter dies.

### ***Bolt Crit Table***

1 **Light Burns:** The burns make some tests more difficult. You suffer a malus of  $-1$  to any social tests and the ones that require mental concentration.

2 **Brain Damage:** The electric shock causes some serious damage to your brain. You suffer a malus of  $-2$  to any tests that require thinking.

3 **Severe Burns:** The fire had a strong effect on your body, inhibiting its capabilities. You suffer a malus of  $-1$  to any test.

4 **Slight Nerve Damage:** The fire has hit your very nerve system. At the start of each round in combat, you must succeed with a Vitality test or else suffer the inability to make your move, wasting 1 Stamina Point.

5 **Seizures:** Your brain takes a heavy toll, making you absent minded, suffering from muscle spasms and weird behavior. Each time you roll a regular test and at the start of a fight, you may also roll a d10 and suffer the following effect: 1 – 2: nothing happens; 3 – 4: you perform repetitive, jerking movements and suffer a malus of  $-4$  to physical tests; 5: your body stiffens, making it impossible for you to perform a physical test; 6: you start to scream, and any social interaction ends; 7: you get a bad feeling and may roll one of the appropriate Insight Tables; 8: you become confused and do something completely unrelated; 9: your limbs feel numb and you can hardly feel them. This lasts until and including the next fight, where you roll every action with a malus of  $-2$ ; 10: you see flashing lights and may not be able to perform your action at all. This may for 1 Turn during a fight or until after the test. These things can also affect social interaction in an appropriate way.

6 **Severe Nerve Damage:** Painful and damaging burnings made your body difficult to react and perform effectively. At the start of each round in combat, you must succeed with a Vitality test or else suffer the inability to make your move, wasting 1 Stamina Point. Furthermore, you roll any test that involves physical activities with a malus of  $-2$ . That includes actions during combat.

7 **Heart Attacks:** The electric shock permanently damages your heart. Should you, until treated, fail a Frenzy test, then you immediately die due to heart failure. Furthermore, should you again suffer a Bolt Crit, roll with a  $+3$  on this table. Getting this one a second time also means you die.

8 **Frenzied:** The electric damage causes your behavior to change drastically. Roll on the Frenzy Table.

9 **Numb Limbs:** One of your Limbs becomes completely numb and unable to perform any action. Roll a d10 to determine which: 1 – 2: the left hand; 3 – 4: the right hand; 5: the left feet; 6: the right feet; 7: the left arm; 8: the right arm; 9: the left leg; 10: the right leg. You can't use that

hand or arm to wield weapons. If it's a leg or feet, then you half your Movement and suffer a malus of – 5 to Dodging.

10 Electrocutated: An unbearable amount of electricity strikes your Hunters body and he dies.

### **Arcane Crit Table**

1 Light Burns: The burns make some tests more difficult. You suffer a malus of – 1 to any social tests and the ones that require mental concentration.

2 Wandering Worlds: Your Hunters gets teleported to a strange place somewhere else for one Round. He is not available for that round to be healed. During this, he may roll on the Loran Insight Table and potentially suffer the consequences.

3 Severe Burns: The fire had a strong effect on your body, inhibiting its capabilities. You suffer a malus of – 1 to any test.

4 Insight Damage: You lose max HP until fully recovered, the amount of Insight your Hunter currently has.

5 Atrophied Muscles: The Arcane damage has caused your muscles to become stiff and hard to use. A d10 determines which: 1 –5 for the legs; 6 –10 for the arms; 1 –5 for the left and 6 –10 for the right limb. Said limb is unusable until healed. If it's a leg, then your Hunters Movement is halved and you roll your Dodging with a malus of – 5.

6 Misplacement: Your Hunter is, due to arcane strange effects, placed somewhere else. Roll a d10 for the direction: 1: north; 2: north-east; 3: east; 4: south-east; 5 south; 6: south-west; 7: west; 8 north-west; 9: up; 10: down. Then a d10 for the meters. The consequences will depend on where exactly you end up. Should the Hunter be teleported into solid material, then he replaced said material.

7 Frenzied: The arcane damage causes your behavior to change drastically. Roll on the Frenzy Table.

8 Eyes on the Inside: You lose your natural eyesight, but gain a new vision. Your Insight is henceforth your bonus to any tests that require visual detection. Being changed this way however people wary about you and feel uneasy with you around. Every social interaction (even from other Hunters) suffer a malus of – 2.

9 Molten Limbs: You lose one limb. It's molten into a liquid paste, unusable to heal you. A d10 determines which: 1 –5 for the legs; 6 –10 for the arms; 1 –5 for the left and 6 –10 for the right limb.

10 Evaporation: The Hunter's body gets entirely deleted from existence.

### **Frenzy Crit Table**

1 Anxiety: You are scared of almost anything. At the start of combat, you cannot use your first Stamina Point for attacking. A successful test of an appropriate social skill may make you fight regardless.

2 Clingy: You want to cling to one of the Hunters at any time, unable to leave him or her. The GM may determine which it is. For instance, by rolling a die, the Hunter that healed you, the one your character already liked etc.

3 Beasthood Addiction: You are addicted to the effects of Beasthood. You have at all times use anything that increases your Beasthood, be it gear, weapons or Beasthood Pellets.

4 Obsession with Insight: The Hunter is overly fixated on increasing his Insight, either by seeing things related to the forces beyond, by seeking out new places, seeing new phenomenons or

obtaining new knowledge. He may only use his Insight to gain abilities or increase attributes if it's already at the maximum.

5 Mute: Your Hunter can not speak.

6 Kleptomania: The Hunter has to steal whenever possible, whatever fancies his eye, and will likely try unless stopped by others.

7 Suicidal: The Hunter doesn't care about his own well-being. He may not use any Blood Vials for healing unless forced by other Hunters, or not care about surviving a situation.

8 Blood Addiction: You have an addiction to blood. If you take damage, you have to take a Blood Vial, unless you manage to heal it via Rallying. You may be able to withstand this effect if your damage is less than 5 HP. Hunters may be able to stop you from wasting vials with successful tests.

9 Reckless: Your Hunter has no regard for safety, his own or anyone ones else. He may charge at any time into battle unless stopped by the other Hunters.

10 Mind Break: Your Hunter becomes a mumbling mess, a vegetable. This catatonic state cannot be healed.

## **Enemies**

Yharnam and the surrounding areas are home to various enemies, from humans that see the Hunters as threats or about to Turn soon, to the murderous Beasts and the mysterious Kin. Enemies are controlled by the GM and may react and act differently. Not every enemy listed here (mostly humans) need to be hostile, sometimes it may be the actions of the Hunters that turns them into enemies.

## **Multiple Attacks and Attack Patterns**

Often, especially dangerous enemies, have several attacks. Usually the Hunters take the initiative and are allowed to strike first, though if they don't manage to kill their opponent, then the enemy is allowed to immediately retaliate.

Some enemies, especially Bosses, have different types of attacks or certain attack Patterns. They still have a normal attack based on their default Skill and damage. The other attacks may be used when they make sense from the perspective of the creature.

## **Strength, Dodge and Bonus**

“Strength” is the bonus damage on-top of the enemies weapons base damage. It may be important for attacks that use Impact as well, adding the bonus gained from Strength. It could also be used for opposed Strength tests.

“Dodge” is the bonus the enemies use for dodging away from attacks. The same rules apply for enemies as for the Hunters themselves. They need room to maneuver and can move up to the maximum of their Movement.

“Bonus” is the catch-all term for the enemies chance to hit and to defend themselves. It's an added bonus for hitting with all of their attacks as well as defending themselves similarly to how Hunters would use Skill (if they can, usually only human enemies armed with weapons can do so).

## **Damage Reduction, Poison (and other Resistances)**

Enemies have Damage Reduction like Hunters working exactly the same. Furthermore, they have a Resistance to Poison. Contrary to the Hunters, they don't roll under it, instead the Hunter has to inflict a certain amount of Poison until it takes effect.

## **Items**

Enemies may drop the items that are noted in their entries. The bracket next to the item is the chance of the item dropping, which is determined by rolling a d10 hitting that number or rolling under it. The GM may decide that the item is always dropped.

## **Sight**

Enemies tend to have two types of Sight: The larger number is the Sight in which the enemy may notice the Hunters, but isn't entirely sure how to act, or does not see them clearly to know what to do. The other, smaller number means the enemy has a clear view and will act accordingly, knowing that Hunters are around.

## **Insight, additional effects and hidden enemies**

The Insight Hunters acquire over the course of their hunts can lead to some strange encounters.

Some enemies gain additional attacks with increased Insight. It's noted in their description. Only Hunters that have at least that amount of Insight can be attacked by these.

Some enemies also only appear at a certain amount of Insight. Only Hunters that have that minimum amount of Insight can see, attack and defend against them, and also only these can be attacked by them. Other Hunters with less Insight is nearby as well, then he can't attack that foe, but also cannot be attacked by it.

## **Limbs**

Many Bosses have Limbs, arms, legs and heads with their own HP pool. Damage they receive on these Limbs is equally subtracted from their main HP pool and their Limbs. When their Limbs get dropped to 0 HP, they get Staggered and are open to a Visceral Attack (on their heads or from behind). Afterwards, the Limbs regenerate their HP.

## **Human enemies**

During certain nights, the inhabitants of Yharnam organize themselves, forming hunting packs, roaming the streets and searching every corner for beasts – and other Hunters. Human enemies often have a template Attributes, then associated with certain weapons.

### **Huntsman and Grave Women**

HP: 14

Strength: 3    Dodge: 0    Bonus: 2    Movement: 5    Stamina Points: 2  
Initiative-Bonus: 3    Parryable: Yes

Damage Reduction: 0    Poison: 3    Sight: 30 (15)    Awareness: 5

Drops: 1x Blood Vial (2), 2x Quicksilver Bullets (2) (if they use firearms), x 2 Molotov Cocktails (2) (if they use them)

Cleaver: 6 damage, Physical    Properties: Impact

Sickle: 4 damage, Thrust    Properties: Defensive (+ 2 for defending using Skill)

Cutlass: 7 damage, Physical    Properties: -

Axe: 7 damage, Blunt    Properties: Impact, Slow (- 2 for defending)

Torch: 4 damage Blunt, 3 damage Fire    Properties: Sidearm

Mallet: 10 damage, Blunt    Properties: Impact, Slow (- 2 for defending)

Pole Iron: 7 damage, Fire    Properties: -

Shields: + 3 damage reduction, roll with Bonus and add as bonus damage reduction    Properties: Sidearm

Rifle: 5 damage, Blood    Properties: Bloodtinge damage, Single-Shot, only 1 Attack per Turn, two-handed    Range: 30 meters

Molotov Cocktail: 6 damage, Fire    Properties: can hit multiple enemies standing next to each other    Range: 10 meters

### **Large Huntsman**

HP: 18

Strength: 5    Dodge: 0    Bonus: 2    Movement: 5    Stamina Points: 2  
Initiative-Bonus: 3    Parryable: Yes

Damage Reduction: 0      Poison: 3      Sight: 30 (15)      Awareness: 5  
Drops: 1x Blood Vial (2)      Properties: Weak against Arcane  
Saw: 8 damage, Physical      Properties: -  
Spear: 7 damage, Thrust      Properties: Reach (+ 2 to hit against enemies that defend with dodging)      Range: 2 meter  
Torch: 5 damage Blunt, 3 damage Fire

### **Huntsman's Minion**

HP: 28

Strength: 7    Dodge: 0    Bonus: 2      Movement: 7      Stamina Points: 2  
Initiative-Bonus: 3      Parryable: Yes  
Damage Reduction: 1 (0 against Blunt)      Poison: 5      Sight: 30 (15)      Awareness: 5

Drops: 2x Blood Vial (2)

Brick: 10 damage, Blunt      Properties: Impact      Range: 1 meter  
Brick Slam: The Minion bashes his victim with his Brick. This causes Knock Down  
Brick Combo: This adds two additional attacks, though each one does 3 less damage without Impact.  
Shoulder Charge: The Minion charges with his body if his opponent is between 7 and 14 meters afar. This does 10 base damage. Impact.

### **Executioner**

HP: 38

Strength: 8    Dodge: 0    Bonus: 4      Movement: 6      Stamina Points: 2  
Initiative-Bonus: 3      Parryable: Yes  
Damage Reduction: 2 (0 against Blunt)      Poison: 5      Sight: 30 (15)  
Awareness: 5

Drops: 2x Blood Vial (2)

Executioner Axe: 14 damage, Blunt      Properties: Impact, Long Reach (+ 4 to hit against enemies that use dodging)      Range: 2 meter  
Spin Attack: If several enemies are around him, he will attempt to whirl the axe around him, hitting everyone around him. This does only 10 damage.  
Jump Attack: If an enemy is between 6 and 12 Movement Range apart, then the Executioner may attempt a Jump Attack. This one rolls with – 2 Bonus, but does 4 extra damage.

### **Rotten Corpse**

HP: 16

Strength: 4    Dodge: 0    Bonus: 0      Movement: 2      Stamina Points: 1  
Initiative-Bonus: 0      Parryable: Yes  
Damage Reduction: 0      Poison: 3      Sight: 10 (5)      Awareness: 5

Drops: 1x Blood Vial (2)      Properties: Hidden (as long as the creature is in shallow water, it can remain hidden unless the Hunters manage to spot it using their Detection), weak to Bolt (take 3 additional damage from Bolt attacks)



Claws: 6 damage, Physical Range: 1 meter

Claw Slam: The Rotten Corpse slams in front of him, hitting with Impact and causing Knock Down  
Vomit: If an enemy is between 2 and 4 meter away from the Rotten Corpse, it can vomit on the Hunter. This causes 5 Physical damage and can only be dodged.

### **Church Servant**

HP: 24

Strength: 6 Dodge: 0 Bonus: 2 Movement: 4 Stamina Points: 2  
Initiative-Bonus: 3 Parryable: Yes

Damage Reduction: 2 Poison: 3 Sight: 30 (15) Awareness: 5

Drops: 1x Blood Vial (2), 3x Quicksilver Bullets (2) (if they use firearms), Blue Elixir (1)

Cane: 9 damage, Blunt Properties: Impact Range: 1 meter

Scythe: 12 damage, Physical Properties: Reach (+ 2 to hit against enemies that defend with dodging), Church Servant Special: Hunters with at least 3 Insight see the Scythe being buffed with Arcane, adding 4 Arcane damage. Range: 2 meter

Crucifix: 12 damage, Blunt Properties: Impact, Slow (- 2 for defending ), Frenzy (targets must roll on their Insight at the end of the Round, and if they roll under it, suffer the effect of Frenzy, each additional hit during the Round adding a malus of + 1 per attack), Church Servant Special: Hunters with at least 3 Insight see the Crucifix coated in dark energy, adding an additional + 2 to the Frenzy test as well as 4 Arcane damage. Range: 1 meter

Lantern: 7 Arcane damage, Properties: Arcane damage, rolls with a bonus of + 4, sidearm, can only be used against Hunters with at least 3 Insight Range: 15 meter

Pistol: 2 x 7 damage, Blood Properties: Blood damage, Multishot, 20 meters, sidearm

Flamesprayer: 6 damage, Fire Properties: Area (hits anything in an 2 meter 90° radius), Fire Damage, cannot be used for Parrying, Continues Fire (for spending as many Stamina Points as wanted, the Hunter can continue to fire after a successful hit) Range: 5 meter

### **Church Giant**

HP: 92

Strength: 9 Dodge: 0 Bonus: 3 Movement: 3 Stamina Points: 2  
Initiative-Bonus: 3 Parryable: No

Damage Reduction: 1 (4 against Fire and Bold) Poison: 3 Sight: 20 (10)  
Awareness: 3

Drops: 3x Blood Vial (2), Blue Elixir (1)

Fist: 10 damage, Blunt Properties: Impact Range: 2 meter

Flaming Fists: 10 Blunt damage, 4 Fire damage Properties: Impact Range: 2 meter

Axe: 14 damage, Blunt Properties: Impact, Knock Down (each successful hit causes Knock Down) Range: 4 meter

Wrecking Ball: 14 damage, Blunt Properties: Impact, Knock Down (each successful hit causes Knock Down) Range: 6 meter

Charge Attack: This works with Fists and the Axe. The Church Giant storms forth, triples his Movement range and attacks one target, using one Stamina Point.

Spin Attack: This works with the Axe and Wrecking Ball. The Church Giant spins around, attacking

anyone within the range of his weapon.

### **Eye Collector**

HP: 12

Strength: 0   Dodge: 0   Bonus: 3   Movement: 5   Stamina Points: 2  
Initiative-Bonus: 3   Parryable: Yes

Damage Reduction: 4 against Arcane   Poison: 3   Sight: 30 (15)  
Awareness: 4

Sickle: 6 Thrust damage   Properties: -

Eye Gauge: Spending one Stamina Point and moving her entire Movement range, the Eye Collector may attempt to grab an enemy with a malus of - 2. If she succeeds, then she'll cause 15 damage in the first Turn, and 10 additional damage for 3 more turns if she isn't interrupted by getting hit.

### **Snake Parasite**

HP: 28

Strength: 5   Dodge: 3   Bonus: 5   Movement: 5   Stamina Points: 2  
Initiative-Bonus: 5   Parryable: Yes

Damage Reduction: 2 (0 against Bold)   Poison: 3   Sight: 30 (15)  
Awareness: 4

Drops: 2x Blood Vial (2)   Properties: Weak to Bolt (takes extra 3 damage from Bolt attacks)

Axe: 10 Blunt damage   Properties: Impact

Snake Bites: 6 Thrust damage   Properties: Slow Poison + 2

Snake Lunge: The Snake Parasite moves its entire Movement range and attacks an enemy with a malus of - 2 for 1 Stamina Point.

Snake Bites Flurry: Spending one Stamina Point, the Snakes of the Snake Parasite start biting into every direction, forcing everyone to defend themselves either by dodging or defending with skill. These attacks cannot be parried. These bites continue for 3 turns without the need to spend more Stamina Points, though the Snake Parasite cannot use the snakes for anything else during this time.

### **Kidnapper**

HP: 36

Strength: 6   Dodge: 2   Bonus: 5   Movement: 4   Stamina Points: 2  
Initiative-Bonus: 4   Parryable: Yes

Damage Reduction: 3 (1 against Arcane, Fire and Bolt)   Poison: 3   Sight: 30  
(15)   Awareness: 3

Drops: 1x Bolt Paper (2)   Properties:

Punches and Kicks: 12 Blunt damage   Properties: Impact

Sack: 14 Blunt damage   Properties: Impact, Knock Down, Slow (- 2 for defending)

Jump Attack: If an enemy is between 6 and 12 Movement Range apart, then the Kidnapper may attempt a Jump Attack using their fists. This one rolls with - 2 Bonus, but does 4 extra damage.

Sack Swing: The Kidnapper swings his sack in a circle, hitting any enemy around him. Rolls with - 2.

Chokehold Grab: The Kidnapper attempts to grab one enemy and choke them. He rolls with a malus

of - 2 for the attempt. If it hits, then it causes 10 base damage + Strength, and 8 additional damage (without the strength) for as long as it can spend Stamina Points. Its target is released at the end and lost all Stamina Points.

Vacuum Vortex: The Kidnapper emits an arcane sphere that causes no damage, but draws any enemy in its radius 2 meters towards him, and also makes them lose 1 Stamina Point. This has a radius of 8 meter. Can only be avoided by dodging out of the radius.

Madness Boost: When the Kidnapper drops to 28 and less HP, he will spend his Stamina Point to charge their attack power. If successful, he gains a bonus damage of + 8.

### ***Cains Servant***

HP: 17

Strength: 4    Dodge: 0    Bonus: 3    Movement: 4    Stamina Points: 2  
Initiative-Bonus: 3    Parryable: Yes

Damage Reduction: 2    Poison: 3    Sight: 30 (15)    Awareness: 5

Drops: 1x Blood Vial (2), 3x Quicksilver Bullets (2) (if they use firearms), Blue Elixir (1)

Properties: Weak to Bolt (take 3 extra damage from Bolt attacks), Weak to Shooting (will get knocked down if hit by gunfire, spending one Stamina to stand up)

Cane: 8 damage, Blunt    Properties: -

Blowgun: 10 damage, Physical    Range: 50 meters    Properties: Mark (may mark one instead of doing damage with a red glyph, which will make nearby Forsaken Castle Spirits extremely aggressive towards the target)

Rapier: 10 damage, Piercing    Range: 1 meter    Properties: Multi-Hit (if the Cains Servant still has Stamina Points left, he may spend it to hit two additional times with its base damage after a successful hit, no roll needed, target cannot defend against it)

### ***Bell Ringer***

HP: 16

Strength: 2    Dodge: 0    Bonus: 3    Movement: 3    Stamina Points: 1  
Initiative-Bonus: 3    Parryable: No

Damage Reduction: 2    Poison: 3    Sight: 30 (15)    Awareness: 4

Drops: 3 Quicksilver Bullets (3)    Properties: -

Dagger: 6 damage, Thrust

Sinister Summon: The Bell Ringer starts summoning another Huntsman or some other creature, which gains a Damage Reduction of + 4 against everything. The summons will disappear when the Bell Ringer dies.

### ***Cramped Casket***

HP: 27

Strength: 6    Dodge: 0    Bonus: 5    Movement: 2    Stamina Points: 2  
Initiative-Bonus: 3    Parryable: No

Damage Reduction: 3    Poison: 3    Sight: 15 (8)    Awareness: 3

Drops: -    Properties: Weak to Thrust, Arcane, Fire and Bolt (takes 3 additional damage from Thrust, Arcane, Fire and Bolt attacks)

Many Claws: 10 damage, Blunt

Rotting Spear: 8 damage, Bloodtinge      Range: 25 meters

Combo Attacks: By spending both Stamina Points, the Cramped Casket unleashes three attacks in quick succession, right after each other, in a relative straight line. Each one can be dodged individually, and they roll with – 2.

Grab: A quick Grab from up close, causing 16 base damage, by spending both Stamina Points.

Sweep: For spending both Stamina Points, the Cramped Casket sweeps around it, hitting any enemy around it, even behind it.

### ***Mergo's Attendant***

HP: 18

Strength: 3    Dodge: 0    Bonus: 3                                  Movement: 3                                  Stamina Points: 2  
                 Initiative-Bonus: 3                                  Parryable: Yes

Damage Reduction: 2                                  Poison: 3                                  Sight: 30 (15)                                  Awareness: 5

Drops: -                                  Properties: Weak to Thrust and Bolt (take 3 extra damage from Thrust and Bolt attacks)

Fists: 4 damage, Blunt                                  Properties: -

Crossbow: 8 damage, Physical                                  Range: 25 meters                                  Properties: Rapid Poison (at the end of the Round, if you got hit by this weapon, roll Endurance to withstand Rapid Poison, with a malus of – 1 for each additional hit during that Round)

Flail: 8 damage, Blunt                                  Properties: -

### ***Mergo's Chief Attendant***

HP: 25

Strength: 6    Dodge: 2    Bonus: 3                                  Movement: 3                                  Stamina Points: 2  
                 Initiative-Bonus: 3                                  Parryable: Yes

Damage Reduction: 3 (6 against Physical)    Poison: 6                                  Sight: 30 (15)                                  Awareness: 5

Drops: -                                  Properties: Weak to Bolt (take 3 extra damage from Bolt attacks)

Axe: 10 damage, Blunt                                  Properties: Rapid Poison (at the end of the Round, make an Endurance test and if you fail, suffer Rapid Poison. Each additional hit adds a malus of – 1), Impact

Flail: 8 damage, Blunt                                  Properties: Rapid Poison (at the end of the Round, make an Endurance test and if you fail, suffer Rapid Poison. Each additional hit adds a malus of – 1)

Guillotine Slam: Attacking with their axe, they cause heavy Impact damage with a bonus damage of + 3 and cause Knock Down, but roll with – 3.

Whip Attack: Attacking with its flail, the Chief Attendant hits every target in front of him in an 180 ° radius, for a malus of – 2.

### ***Skeletal Puppet***

HP: 20

Strength: 5    Dodge: 3    Bonus: 5                                  Movement: 3                                  Stamina Points: 2  
                 Initiative-Bonus: 3                                  Parryable: Yes

Damage Reduction: 5                                  Poison: 3                                  Sight: 30 (15)                                  Awareness: 5

Drops: -                                  Properties: Controlled (the Skeletal Puppets may have a master that controls

them and reanimates them at will)

Fists: 10 damage, Blunt                      Properties: -

Combo: Spending all of their Stamina Points, the Skeletal Puppet may attack three times in swift succession, in a relative straight line. Each of these attacks can be defended against individually.

Slam: Slamming their hands on the ground, the Skeletal Puppet attacks with Impact, but with a malus of - 2.

## ***Animals***

Hounds, dogs, rats, crows – Yharnam is full with dangerous animals, either tamed and used by Huntsmen, or claiming the gutters as their territory. Most of the time they are weak to Serrated.

### ***Hounds***

HP: 10

Strength: 2    Dodge: 4    Bonus: 0                      Movement: 10              Stamina Points: 2  
Initiative-Bonus: 7                      Parryable: No

Damage Reduction: -              Poison: 3              Sight: 20 (10), will start barking at 20  
Awareness: 7

Drops: -                      Properties: Weak to Serrated, Weak to Shooting (will get knocked down if hit by gunfire, spending one Stamina to stand up), Nimble (the creature may move half its Movement Range after an attack)

Claws and Bites: 4 damage, Physical                      Range: 1 meter

### ***Labyrinth Rat***

HP: 7

Strength: 1    Dodge: 4    Bonus: 0                      Movement: 6              Stamina Points: 2  
Initiative-Bonus: 7                      Parryable: No

Damage Reduction: -              Poison: 3              Sight: 10 (5)              Awareness: 6

Drops: -                      Properties: Weak to Shooting (will get knocked down if hit by gunfire, spending one Stamina to stand up), Inflict Slow Poison (+ 2)

Claws and Bites: 5 damage, Physical                      Range: 1 meter

### ***Carrion Crow***

HP: 5

Strength: 1    Dodge: 2    Bonus: 0                      Movement: 3              Stamina Points: 2  
Initiative-Bonus: 3                      Parryable: No

Damage Reduction: -              Poison: 3              Sight: 15 (8)              Awareness: 5

Drops: -                      Properties: Weak to Serrated (takes 3 additional damage from Serrated weapons), Weak to Shooting (will get knocked down if hit by gunfire, spending one Stamina to stand up)

Beaks: 4 damage, Thrust                      Range: 1 meter

Peck Attack: Spending all of its Stamina, the Carrion Crow starts flying and flapping its wings loudly, moving double its Movement range and trying to hit any enemy on its way.

### ***Maneater Boar***

HP: 26

Strength: 6    Dodge: 2    Bonus: 0    Movement: 8    Stamina Points: 2  
Initiative-Bonus: 3    Parryable: No

Damage Reduction: -    Poison: 6    Sight: 15 (8)    Awareness: 3

Drops: 2x Blood Vial (3)    Properties: Weak to Serrated (takes 3 additional damage from Serrated weapons)

Bites and Body: 10 damage, Physical    Range: 1 meter

Charge: If away between 6 and 18 meter, the Maneater Boar may charge at their enemies, hitting any target and pushing them afar. Impact, not parryable. The Maneater Boar can start this attack at the beginning of combat, before the Hunters can react.

Body Press: The Maneater Boar slams its body on the ground, hitting anyone close to it. This attack cannot be parried, though it hits with - 2. Impact.

Trashing: Trampling and flailing around, the Maneater Boar hits anyone in front of him.

Poison Belch: Burping its toxic bodily gases, the Maneater Boar poisons everyone in front of him with a Slow Poison of + 2.

### ***Snake Ball***

HP: 15

Strength: 0    Dodge: 0    Bonus: 4    Movement: 2    Stamina Points: 1  
Initiative-Bonus: 3    Parryable: No

Damage Reduction: -    Poison: 8    Sight: 15 (8)    Awareness: 3

Drops: -    Properties: Weak to Arcane (takes 3 additional damage from Arcane attacks), cannot be parried

Snake Bites: 4 damage, Thrust    Properties: Slow Poison + 2 (getting hit by this enemy forces Hunters to roll against Slow Poison with a malus of - 2)

### ***Large Snake Ball***

HP: 34

Strength: 4    Dodge: 0    Bonus: 5    Movement: 2    Stamina Points: 2  
Initiative-Bonus: 3    Parryable: No

Damage Reduction: 2    Poison: 8    Sight: 15 (8)    Awareness: 3

Drops: -    Properties: Weak to Arcane and Blunt (takes 3 additional damage from Arcane and Blunt attacks)

Snake Bites: 10 damage, Thrust    Properties: Slow Poison + 2 (getting hit by this enemy forces Hunters to roll against Slow Poison with a malus of - 2)

Poison Projectile: 12 damage, Physical    Properties: Slow Poison + 2 (getting hit by this enemy forces Hunters to roll against Slow Poison with a malus of - 2)    Range: 20 meter

Snake Summon: The Large Snake Ball may summon up to four Snake Balls.

### ***Parasite Larva***

HP: 12

Strength: 0    Dodge: 2 (5 in melee)    Bonus: 5    Movement: 2    Stamina Points: 1  
Initiative-Bonus: 3    Parryable: No

Damage Reduction: -      Poison: 2      Sight: 15 (8)      Awareness: 3

Drops: -      Properties: Weak to Arcane, Fire and Bolt (takes 3 additional damage from Arcane, Fire and Bolt attacks) cannot be parried

Parasite Lunge Bites: 5 damage, Physical      Properties: -

### ***Nightmare Apostle***

HP: 16

Strength: 5      Dodge: 4      Bonus: 5      Movement: 5      Stamina  
Points: 2      Initiative-Bonus: 5      Parryable: No

Damage Reduction: 2      Poison: 5      Sight: 15 (8)      Awareness: 4

Drops: 2x Quicksilver Bullets (2)      Properties: Web (the Nightmare Apostle possesses a web which allows it to hang from ceilings and ambush the Hunters, a Detecting test may be required), Weak to Shooting (will get knocked down if hit by gunfire, spending one Stamina to stand up)

Claws: 8 damage, Physical

Jump Attack: The Nightmare Apostle attacks with a jump, covering its whole Movement Range, but with a malus of - 2.

Leg Combo: Spending both Stamina Points, the Nightmare apostle begins a combo of attacks with its attacks, attacking three times in a relative straight line. Each attack can be defended against individually.

Poison Emit: Emits a Slow Poison around it, unless dodged, requires an Endurance test at the end of the Round, with a malus of - 1 for each additional Turn spend in this cloud.

Dark Sphere: Causes a sphere of 8 Arcane damage to emit from its body.

### ***Large Nightmare Apostle***

HP: 42

Strength: 8      Dodge: 2      Bonus: 6      Movement: 8      Stamina  
Points: 2      Initiative-Bonus: 5      Parryable: No

Damage Reduction: 3      Poison: 5      Sight: 30 (15)      Awareness: 5

Drops: 5x Quicksilver Bullets (3)      Properties: Web (the Nightmare Apostle possesses a web which allows it to hang from ceilings and ambush the Hunters, a Detecting test may be required)

Claws: 12 damage, Physical      Range: 5 meters

Dark Spheres: 10 damage, Arcane      Range: 20 meters

Jump Attack: The Nightmare Apostle attacks with a jump, covering its whole Movement Range, but with a malus of - 2. This counts as Impact

Slashes: Spending both Stamina Points, the Large Nightmare apostle begins a combo of attacks, attacking three times in a relative straight line. Each attack can be defended against individually.

Sweep: The Large Nightmare Apostle attacks every target in front of it, hitting in an 180 ° arc. This rolls with a malus of - 2.

Poison Emit: Emits a Slow Poison around it, unless dodged, requires an Endurance test at the end of the Round, with a malus of - 1 for each additional Turn spend in this cloud.

Dark Sphere: Causes a sphere of 8 Arcane damage to emit from its body.

## **Beasts**

Beasts are those that have fallen to the scourge, humans transforming into wild, dangerous beasts. All of them are weak to Serrated damage and some may be weak to fire, even fearing it. Those that fear fire may stay away from Hunters carrying Torches or weapons dozed in flames, and only attacked when they are about to hit

### **Scourge Beast**

HP: 22

Strength: 5    Dodge: 3    Bonus: 3    Movement: 7    Stamina Points: 3  
Initiative-Bonus: 5    Parryable: Yes

Damage Reduction: -    Poison: 5    Sight: 30 (15)    Awareness: 7

Drops: 1x Blood Vial (3)    Properties: Weak to Fire and Serrated, Fear: Fire (The beast may be hesitant to attack any enemy that holds a torch or some other source of fire)

Claws: 8 damage, Physical

Grab Attack: The Scourge Beast attempts to grab its target, moving its entire Movement range and rolling with – 2. If it hits, then it causes 10 base damage + Strength, and 7 additional damage (without the strength) for as long as it can spend Stamina Points. Its target is released at the end and lost all Stamina Points.

Claw Combo: Starting a 3-Attack-Combo, the Scourge Beast attacks one foe next to it, and if other enemies are nearby, attacks those moving up to its entire Movement Range, rolling with – 1 for the second attack and – 2 for the third one. It spends a Stamina Point for each attack if it targets a different foe.

### **Beast Patient**

HP: 15

Strength: 4    Dodge: 3    Bonus: 2    Movement: 6    Stamina Points: 2  
Initiative-Bonus: 5    Parryable: Yes

Damage Reduction: -    Poison: 5    Sight: 20 (10)    Awareness: 5

Drops: 1x Blood Vial (2)    Properties: Weak to Fire and Serrated, Fear: Fire (The beast may be hesitant to attack any enemy that holds a torch or some other source of fire)

Claws: 6 damage, Physical

### **Ashen Blood Beast Patient**

HP: 18

Strength: 5    Dodge: 2    Bonus: 3    Movement: 6    Stamina Points: 3  
Initiative-Bonus: 5    Parryable: Yes

Damage Reduction: -    Poison: 6    Sight: 20 (10)    Awareness: 5

Drops: 1x Blood Vial (4)    Properties: Weak to Fire and Serrated, Inflict Slow Poison (+ 2), Fear: Fire (The beast may be hesitant to attack any enemy that holds a torch or some other source of fire)

Claws: 8 damage, Physical

### **Beast-Possessed Soul**

HP: 34



Strength: 6   Dodge: 5   Bonus: 5   Movement: 7   Stamina Points: 3  
Initiative-Bonus: 5   Parryable: Yes  
Damage Reduction: 2 (0 against Fire, Bolt and Arcane)   Poison: 6   Sight: 30 (15)  
Awareness: 6

Drops: 1x Blood Vial (2), 1x Beast Blood Pellet (2)   Properties: Weak to Fire and Serrated,  
Inflict Slow Poison (+ 2), Fear: Fire (The beast may be hesitant to attack any enemy that holds a  
torch or some other source of fire)

Claws: 9 damage, Physical

Fireball: 6 damage, Fire   Reach: 10 m

Claw Combo: Starting a 3-Attack-Combo, the Beast-Possessed Soul attacks one foe next to it, and  
if other enemies are nearby, attacks those moving up to its entire Movement Range, rolling with – 1  
for the second attack and – 2 for the third one. It spends a Stamina Point for each attack if it targets  
a different foe.

Double Fireball: The Beast-Possessed Soul throws his fireballs at two targets or at the same target  
once, spending one Stamina Point and rolling with a malus of – 2. If it throws its Fireball at the  
same target, then it only needs to dodge the first Fireball to avoid the second one as well. If the first  
one hits, then the Hunter can still attempt to dodge the second one.

Burning Leap: The Beast-Possessed Soul leaps forward to its maximum Movement, adding 5 Fire  
damage to its attack.

Flame Whip: Creating a whip made out of flames, the Beast-Possessed Soul attacks anything in an  
90-degree radius in front of it, but with a range of 5 meter.

Gnawing Grab: Rolling with a malus of – 2, the Beast-Possessed Soul attempts to grab a target,  
causing 10 Physical base damage. Should it succeed, then it buffs itself, doubling its Strength. The  
grabbed Hunter counts as Knocked Down afterwards.

## ***Kin***

“Kin” are the creatures related to the Great Ones, the mysterious creatures from beyond the sky. Kin  
enemies may be encountered wherever humans research and try to make contact with the Great  
Ones.

### ***Small Celestial Emissary***

HP: 14

Strength: 2   Dodge: 0   Bonus: 2   Movement: 3   Stamina Points: 1  
Initiative-Bonus: 5   Parryable: Yes

Damage Reduction: 0   Poison: 3   Sight: 30 (15)   Awareness: 5

Drops: 1x Blue Elixir (1)   Properties: Weak to Thrust (take 3 additional damage from Thrust  
attacks)

Kin Slap: 5 damage, Physical

Lasers: 5 damage, Arcane   Range: 10 meter

Laser Tendrils Shot: Some Small Celestial Emissaries spot tendrils, allowing them to shoot lasers at  
their enemies. They can shoot Arcane lasers with a bonus of + 5, causing 10 Arcane damage at a  
range of 30 meters.

Laser Tendrils Multi-Shot: If several enemies are within short range, the Celestial Emissary may  
shoot from its tendrils at up to 4 targets, each with a bonus of + 2, causing 6 Arcane damage. The  
range is 10 meters.

## **Brainsucker**

HP: 26

Strength: 5   Dodge: 4   Bonus: 6   Movement: 6   Stamina Points: 3  
Initiative-Bonus: 7   Parryable: Yes

Damage Reduction: 4 (0 against Thrust, Bolt and Fire)   Poison: 5   Sight: 30 (15)  
Awareness: 6

Drops: 4x Quicksilver Bullets (2)   Properties: Weak to Thrust, Fire and Bolt (take 3 additional damage from Thrust, Fire and Bolt attacks)

Claws: 8 damage, Physical

Arcane Missile: 5 damage, Arcane   Range: 10 meter

Head Slam: The Brainsucker slams its head against its target, hitting with Impact.

Grab Attack: The Brainsucker may attempt to grab a target, moving its entire Movement range and spending 2 Stamina Points. Grabbed targets will take 10 base damage + the result of the roll. It can then spend another Stamina Point and suck 1 Insight out of its target with its tentacle, releasing it afterwards. If the Brainsucker is successfully hit between these two moves, it may release its target earlier.

Arcane Missile: The Brainsucker shoots a magical missile with a bonus of + 4. It does not cause any damage, however the target is paralyzed for the rest of the Turn. The Brainsucker may then follow up with its Grab Attack if it was successful.

Arcane Sphere: If several enemies surround the Brainsucker, it may create a sphere of Arcane energy around it, hitting anyone in an area of 2 meters with itself as the center. This hits with a bonus of + 2 and causes 8 Arcane base damage.

## **Scholar**

HP: 18

Strength: 4   Dodge: 0   Bonus: 2   Movement: 1   Stamina Points: 1  
Initiative-Bonus: 3   Parryable: Yes

Damage Reduction: 5 (against Physical and Blunt)   Poison: 3   Sight: 30 (15)  
Awareness: 3

Drops: 1x Sedatives (1)   Properties: Weak to Fire and Bolt (take 3 additional damage from Fire and Bolt attacks)

Claws: 6 damage, Physical   Range: 5 meter

Flask: 5 damage, Arcane   Range: 10 meter

Horizontal Slap: The Scholar attacks in a wide swipe, hitting any foe in a 180° in front of him.

Vertical Slam: The Scholar raises his arms and slams them on his target. This counts as Impact and causes Knock Down on hit Hunters.

Acid Spray: Spraying the Acid in a wide arc, the Scholar hits any target in a 180° radius.

## **Garden of Eyes**

HP: 20

Strength: 5   Dodge: 2   Bonus: 5   Movement: 4   Stamina Points: 2  
Initiative-Bonus: 3   Parryable: Yes

Damage Reduction: 2 (0 against Arcane and Fire)   Poison: 8   Sight: 15 (8)  
Awareness: 4

Drops: 3 Quicksilver Bullets (2), 1 Sedative (1)   Properties:

Claws: 10 damage, Physical                      Range: 1 meter

Two-Handed Slam: The Garden of Eyes raises its arms and attempts to slam its target down. This attack hits with Impact.

Flying Grab: The Garden of Eyes flies up into the air and attempts to grab a target within Movement Range. This attack rolls with a malus of - 2. If successful, the target is grabbed and will suffer Frenzy a malus of + 3, unless the Hunter manages to roll over it.

### **Fluorescent Flower**

HP: 48

Strength: 6    Dodge: 0    Bonus: 3                      Movement: 4                      Stamina  
Points: 2    Initiative-Bonus: 3                      Parryable: No

Damage Reduction: 5 (3 against Bloodtinge, Arcane, Fire and Bolt)                      Poison: 0  
Sight: 15 (8)                      Awareness: 4

Drops:                      Properties: Immovable (this enemy will not attempt to dodge or defend itself in some way)

Fireballs: 8 damage, Fire                      Range: 20 meters

Leaping Grab: The Fluorescent Flower moves its entire Movement Range and attempts to grab its target. This rolls with a malus of - 2. If successful, it causes 14 damage and if it still has a Stamina Point left, cause another 14 damage. Then it spits the target out. Can be interrupted between by successful attacks.

Bile Spit: Spending all of its Stamina Points, the Fluorescent Flower vomits violently in an area of 10 meters around it. The first Stamina Point, the bile only covers a 5 meter radius, the next Stamina Point in its next turn covers the whole 10 meters. Stepping into this bile causes 10 damage.

### **Children of Rom**

HP: 12

Strength: 5    Dodge: 4    Bonus: 3                      Movement: 3                      Stamina  
Points: 2    Initiative-Bonus: 4                      Parryable: No

Damage Reduction: 0                      Poison: 3                      Sight: 15 (8)                      Awareness: 4

Drops:                      Properties: Armored Head (any damage from the front or the sides of the creature rolls against + 10 Damage Reduction), Weak to Bolt (takes 3 additional damage from Bolt attacks)

Claws: 8 damage, Physical                      Range: -

Web Shot: The Children of Rom shoots a web at a range of 5 meters. Hit targets don't take damage

Headbutt Dive: By spending both Stamina Points, the Children of Rom jumps into the air and covers a distance of up to 10 meters. The target needs to be at least 3 meters away. If it hits, it causes 5 additional damage and causes Knock Down.

### **Celestial Child**

HP: 8

Strength: 0    Dodge: 0    Bonus: 0                      Movement: 1                      Stamina  
Points: 1    Initiative-Bonus: 3                      Parryable: No

Damage Reduction: 0                      Poison: 3                      Sight: 8 (4)                      Awareness: 2

Drops:                      Properties: -

Claws: 2 damage, Physical                      Range: -  
Acid Spit: 2 damage, Physical                Range: -                      Properties: Frenzy + 3 (Hunters hit by this attack must roll over their Insight + a malus of 3 or suffer Frenzy at the end of the Round, additional hits add a malus of + 1)

Acid Pool: The Celestial Child vomits acid around it, hitting any Hunter around it in a 3 meters radius. This also causes them the Hunter to roll for Frenzy at the end of the Turn, additional hits add a bonus of + 1. The Hunter rolls with a malus of + 3 on their Insight.

## ***Creatures of Loran***

This section refers to creatures that are found in the Nightmare Frontier and other realms in the dream that contain the remnants, ruins and once inhabitants of older, lost civilizations. Most of them are neither kin nor beast, instead transformed into something else.

### ***Crawler***

HP: 16

Strength: 2    Dodge: 0    Bonus: 2                      Movement: 1                      Stamina Points: 1  
                 Initiative-Bonus: 3                      Parryable: No

Damage Reduction: 0                      Poison: 3                      Sight: 30 (15)                      Awareness: 5

Drops: -                      Properties: Weak to Thrust and Bolt (take 3 additional damage from Thrust and Bolt attacks), Swamp-Dweller (these creatures will more likely be found in swamps and avoid land if possible), Immune to Slow Poison (Slow Poison has no effect on them)

Tentacles: 4 damage, Physical

Tentacle-Combo: The Crawler may start a chain of attacks with their Tentacles, attacking four times. Each attack can be defended against individually. This attack costs 1 Stamina Point to activate and reduce their Stamina Points by 1 in the next Round as well.

Poison Gas: Shooting out gas in a 2 meters area in front of it, inflicting Rapid Poison against anyone not able to dodge out of it. This is an attack that rolls with their Bonus against the dodge of the Hunter.

### ***Large Crawler***

HP: 28

Strength: 4    Dodge: 0    Bonus: 2                      Movement: 1                      Stamina Points: 1  
                 Initiative-Bonus: 3                      Parryable: No

Damage Reduction: 2                      Poison: 3                      Sight: 30 (15)                      Awareness: 5

Drops: -                      Properties: Weak to Thrust and Bolt (take 3 additional damage from Thrust and Bolt attacks), Swamp-Dweller (these creatures will more likely be found in swamps and avoid land if possible), Immune to Slow Poison (Slow Poison has no effect on them)

Tentacles: 8 damage, Physical

Tentacle-Combo: The Large Crawler may start a chain of attacks with their Tentacles, attacking four times. Each attack can be defended against individually. This attack costs 1 Stamina Point to activate and reduce their Stamina Points by 1 in the next Round as well.

Poison Gas: Shooting out gas in a 2 meters area in front of it, inflicting Rapid Poison against anyone not able to dodge out of it. This is an attack that rolls with their Bonus against the dodge of the Hunter.

## ***Giant Lost Child***

HP: 78

Strength: 8    Dodge: 2    Bonus: 5    Movement: 7    Stamina Points: 2  
Initiative-Bonus: 3    Parryable: No

Damage Reduction: 3    Poison: 2    Sight: 40 (20)    Awareness: 5

Drops: -    Properties: Weak to Arcane, Fire, Bolt (Takes 3 additional damage from Arcane, Fire and Bolt attacks)

Fists and Kicks: 8 damage, Blunt    Properties: Impact    Range: 2 meter

Throw: 20 damage, Blunt    Properties: Impact, Shrapnel (does half the damage around the 2 meter impact spot)    Range: 100 meter

Running Kick: Charges forward double its Movement Range, attacks with – 2, and adds + 4 additional base damage. Can hit any target in the line of his movement.

Jump Attack: Jumps up to its entire Movement Range, at least half of it, and hits with – 2 and adds + 6 base damage.

Ground Pound: Slams his arms on the ground, causing Knock Down to any Hunter in front of him. Hits with + 6 damage, but costs 2 Stamina Points.

## ***Loran Silverbeast***

HP: 14

Strength: 5    Dodge: 5    Bonus: 5    Movement: 6    Stamina Points: 2  
Initiative-Bonus: 5    Parryable: Yes

Damage Reduction: 7 (0 against Arcane and Fire)    Poison: 2    Sight: 30 (15)  
Awareness: 5

Drops: -    Properties: Weak to Arcane and Fire (Takes 3 additional damage from Arcane and Fire attacks), Weak to Serrated (Takes 3 additional damage from Serrated weapons), Parasites (if not killed using Fire or Visceral attacks, the Loran Silverbeast may spawn 3 Parasite Larva when killed. Optional, not all of them have parasites)

Claws: 8 damage, Physical    Properties: -    Range: 2 meter

Torch: 14 damage, Fire    Properties: Torch Stance and Beast Stance (Loran Silverbeasts will drop their Torch and change their attacks when below 50% of their health, entering Beast Stance, if they start with a Torch equipped. Beast Stance attacks with a Bonus of + 2)  
Range: 1 meter

Parasite: 10 damage, Thrust    Properties: Piercing (will go through any enemy, potentially hitting several Hunters within Range)    Range: 3 meter

Gnawing Grab: Either by charging forward or when standing still, the Silverbeast will attempt to grab a Hunter when it has 2 Stamina Points left, and causing 16 damage with their second Stamina Point in the next turn if not interrupted by an attack. Can only be performed with Torch Stance.

Jump Attack: Jumps up to its entire Movement Range, at least half of it, and hits with – 2 and adds + 6 base damage. Also counts as Impact and will Knock Down hit Hunters. Can only be performed with Torch Stance.

Fire Breath: Consuming some of the fire, the Loran Silverbeast shoots it out of its mouth in an 180° arc with a range of 3 meters and the Torch's base damage. Can only be performed with Torch Stance.

Forward Fire Breath: Consuming some of the fire, the Loran Silverbeast shoots it out of its mouth in a straight line with a range of 5 meters and the Torch's base damage. Can only be performed with

Torch Stance.

Bile Spray: The Silverbeast vomits some bodily fluids in a puddle of 2 meters in front of it, which causes 12 Arcane damage if not dodged out.

Electric Burst: By spending 1 Stamina Point, the Loran Silverbeast charges electricity, and sends it forth in a 3 meter radius around in the next turn by spending another Stamina Point. If hit by a Bolt attack between that, it will immediately discharge the attack without spending a Stamina Point. It causes 14 Bolt damage. Can be performed in either stances.

Forward Lunge: The Silverbeast quickly attacks any target within Movement, attacking with a bonus of + 3 damage per hit. It may immediately attack a second time by spending another Stamina Point.

### ***Winter Lantern***

HP: 22

Strength: 3    Dodge: 3    Bonus: 4    Movement: 4    Stamina Points: 2  
Initiative-Bonus: 5    Parryable: Yes

Damage Reduction: 1    Poison: 2    Sight: 30 (15)    Awareness: 5

Drops: 3 Quicksilver Bullets (2)    Properties: Winter Lanterns Singing (Hunters inside the line of sight of the Winter Lantern have to roll under their Insight at the end of each Round and if they roll under it, suffer Frenzy)

Claws: -    Properties: -    Range: -

Chewing Grab: The Winter Lantern moves up to its entire Movement and attempts to grab one Hunter. If successful, this causes 10 HP damage, no Damage Reduction applies. They may spend their last Stamina Point on inflicting an additional 10 HP.

Malevolent Gaze: Each Turn the Hunter is in the Line of Sight of the Winter Lantern, they suffer 3 HP damage. No Damage Reduction applies.

### ***Impure Enemies***

“Impure Enemies” refers to creatures and foes related to Cainhurst and – for the sake of increasing the possibilities of the GM – other noble houses that dabbled in forbidden and impure blood. Impure enemies are weak to Righteous damage.

### ***Lost Child of Antiquity***

HP: 24

Strength: 6    Dodge: 3    Bonus: 3    Movement: 3 (8 when flying)  
Stamina Points: 2    Initiative-Bonus: 3    Parryable: Yes

Damage Reduction: 3    Poison: 5    Sight: 15 (8)    Awareness: 6

Drops: -    Properties: Weak to Arcane, Fire and Bolt (take 3 additional damage from Arcane, Fire and Bolt attacks), Weak to Shooting (will get knocked down if hit by gunfire, spending one Stamina to stand up), Stone-Guise (The Lost Child takes up the form of a statue, hiding among them if many of them are around. It takes a Detecting test with its difficulty determined by the GM to notice it. Otherwise, the Lost Child can ambush nearby Hunters)

Claws: 10 damage, Physical    Range: 1 meter

Overhead Slam: While attacking with a malus of – 2, they double their Strength Bonus and knock the Hunter down if they hit. This counts as Impact.

Sonic Boom: This counts as a ranged weapon, hitting any target in a line of up to 15 meters, rolling with the usual bonus and 8 Physical base damage.

Sonic Blast: Causing a wave of sound, the Lost Child attacks any creature in front of him within a radius of 90° and a length of 5 meters. This rolls with the usual bonus and causes 8 Physical base damage.

Grab Attack: Attempting to grab an enemy in range of his Movement, the Lost Child will, if successful, cause 12 base damage for that first attack (without the damage from the roll added) and another 12 damage if it has still Stamina Points left for that Turn. Afterwards, it will release the Hunter.

### ***Forsaken Castle Spirit***

HP: 18

Strength: 3    Dodge: 2    Bonus: 3    Movement: 3 (6 if marked)  
Stamina Points: 2    Initiative-Bonus: 3    Parryable: Yes

Damage Reduction: 3    Poison: 8    Sight: 15 (8)    Awareness: 6

Drops: -    Properties: Weak to Bolt (take 3 additional damage from Bolt attacks), Invisible (The Forsaken Castle Spirit can remain hard to see, it takes an 12 Detection test, although one may still be able to hear them. If within range of 2 meters to them, they will be visible in any case), Ghostly (Regain does not work on them), Mark (when a Cains Servant has marked a Hunter, the Forsaken Castle Spirit will become extremely hostile and actively hunt that target. Their Sight increases to 30 (15) for detecting that Hunter and their Movement increases to 6)

Knife: 10 damage, Physical    Range: 1 meter

Slashes: If they have another Stamina Point left and if they manage to hit a Hunter, they spend it to immediately attack afterwards. Can still be parried.

Screaming Head: Some Forsaken Castle Spirits carry their head on their hands, unable to attack with any knives. Instead, the screams of their heads have the power to paralyze anyone that doesn't manage to dodge out of it. It takes a Endurance test of 8 to move out of this zone of 3 meters around the Spirit. If the Hunter fails, he then remains paralyzed for that Turn and the next, cannot move, attack, defend or perform any other action)

### ***Bloodlicker***

HP: 35

Strength: 7    Dodge: 4    Bonus: 6    Movement: 5    Stamina Points: 2  
Initiative-Bonus: 5    Parryable: Yes

Damage Reduction: 1    Poison: 5    Sight: 30 (15)    Awareness: 4

Drops: -    Properties: Weak to Thrust and Fire (takes additional 3 damage from Thrust and Fire attacks)

Claws: 10 base damage, Physical    Range: 2 meters

Blood Spit: 8 Bloodtinge damage    Properties: Slow Poison (Roll under your Endurance at the end of the Turn, malus of – 1 for each additional hit, suffer 3 HP damage per Round if you fail)

Claw Combo: The Bloodlicker may spend 2 Stamina Points to start a four attack combo with its Claws against one or several targets within reach. Each attack can be parried.

Tongue Attack: Instead of attacking with its Claws, it sends its tongue forward, which does 8 base Physical damage 1 meter in front of the Bloodlicker. If the first hit is not dodged out of its range, then it hits 3 times more, no rolls apply.

Jump Attack: If an enemy is within 5 and 10 meters range, the Bloodlicker may jump at it, rolling with – 2. This counts as Impact, Strength is doubled and hit Hunters are Knocked Down.

Kick: If an enemy is behind it, the Bloodlicker may attempt to kick him away. This attack sends the

Hunter flying, 5 meters into the direction of the kick.

### ***Garden of Eyes***

HP: 20

Strength: 5   Dodge: 2   Bonus: 3   Movement: 4   Stamina  
Points: 2   Initiative-Bonus: 3   Parryable: Yes

Damage Reduction: 2 (0 against Arcane and Fire)   Poison: 8   Sight: 15 (8)  
Awareness: 4

Drops: 3 Quicksilver Bullets (2), 1 Sedative (1)   Properties:

Claws: 10 damage, Physical   Range: 1 meter

Two-Handed Slam: The Garden of Eyes raises its arms and attempts to slam its target down. This attack hits with Impact.

Flying Grab: The Garden of Eyes flies up into the air and attempts to grab a target within Movement Range. This attack rolls with a malus of - 2. If successful, the target is grabbed and will suffer Frenzy a malus of + 3, unless the Hunter manages to roll over it.

### ***Fluorescent Flower***

HP: 48

Strength: 6   Dodge: 0   Bonus: 3   Movement: 4   Stamina  
Points: 2   Initiative-Bonus: 3   Parryable: No

Damage Reduction: 5 (3 against Bloodtinge, Arcane, Fire and Bolt)   Poison: 0  
Sight: 15 (8)   Awareness: 4

Drops:   Properties: Immovable (this enemy will not attempt to dodge or defend itself in some way)

Fireballs: 8 damage, Fire   Range: 20 meters

Leaping Grab: The Fluorescent Flower moves its entire Movement Range and attempts to grab its target. This rolls with a malus of - 2. If successful, it causes 14 damage and if it still has a Stamina Point left, cause another 14 damage. Then it spits the target out. Can be interrupted between by successful attacks.

Bile Spit: Spending all of its Stamina Points, the Fluorescent Flower vomits violently in an area of 10 meters around it. The first Stamina Point, the bile only covers a 5 meter radius, the next Stamina Point in its next turn covers the whole 10 meters. Stepping into this bile causes 10 damage.

### ***Insight Enemies***

Certain enemies only appear when at least one Hunter has a certain amount of Insight. They may be the result of arcane trickery and ancient magic, or creatures hailing from the nightmares themselves.

### ***Mad One***

HP: 25

Strength: 6   Dodge: 5   Bonus: 6   Movement: 6   Stamina Points: 3  
Initiative-Bonus: 5   Insight: 3   Parryable: Yes

Damage Reduction: 2   Poison: 5   Sight: 30 (15)   Awareness: 6

Drops: -   Properties: Weak to Arcane, Fire and Bolt (take 3 additional damage from Arcane, Fire and Bolt attacks)



Sickle: 9 damage, Physical

Sickle Combo: The Mad One may chain an attack combo in which he may move double its Movement Range, hitting up to three targets while spending all of its Stamina Points. Hunter can attempt to defend against each individual attack.

Sickle Swipe: Spending only one Stamina Point, the Mad One attacks any enemy in a radius in front of him.

## **Bosses: Beasts**

Bosses are strong enemies and precious prey. They have more HP, more attack patterns, sometimes attackable Limbs, may drop special items and they will give the players at least 1 Insight (or more, it's up to the GM) when defeated.

### **Cleric Beast**

HP: 128

Strength: 8    Dodge: 2    Bonus: 5    Movement: 8    Stamina Points: 4  
Initiative-Bonus: 5    Parryable: No

Damage Reduction: 3    Poison: 3    Sight: 30 (15)    Awareness: 6

Drops: -    Properties: Weak to Serrated and Fire

Limbs:

Head: 20 HP, - 2 to hit with ranged weapons. Can be hit in melee directly after it attacked.

Otherwise, attacking the head is done with a malus of - 3.

2x Legs: 25 HP, When the Legs are destroyed, the Movement is halved, and each arm destroyed reduces the attacks by - 2.

2x Arms: 25 HP. With destroyed arms, the Cleric Beast's Bonus drops to -2.

When either Limb is dropped to 0 HP, the Cleric Beast will become staggered for the rest of the Turn and can be attacked by 1 Visceral Attack on the head.

Claws: 12 damage, Physical    Range: up to 3 meter

Claw Swipe: Attacks in an 180° area in front of him, 2 meters reach, hitting any enemy that doesn't manage to dodge, and a malus of - 2. Impact.

Claw Combo: Starting a 3-Attack-Combo, the Cleric Beast attacks one foe next to it, and if other enemies are nearby, attacks those moving up to its entire Movement Range, rolling with - 1 for the second attack and - 2 for the third one. It spends a Stamina Point for each attack if it targets a different foe.

Overhead Slam: Impact, targets one enemy or several, if they stand close to each other. Impact, causes Knock Down.

Lunging Swipe: If the target is between 5 and 10 meters away, the Cleric Beats may lunge at it, with a malus of - 2. Impact. Causes Knock Down.

Jump Attack: The Cleric Beast may jump at targets away between 10 and 15 meters. This causes Impact damage with a bonus of + 3 damage. The Cleric Beast rolls with a malus of - 3. Causes Knock Down.

Grab Attack: If an enemy sticks close to the Cleric Beast, it may attempt to grab it. This attack cannot be parried or defended against using Skill. It can grab up to two enemies and hold them for the rest of the Turn. Should it not be interrupted, then he slams them on the ground (Knocked Down) at the start of the next Turn causing 20 damage.

### **Transformed Hunter**

HP: 75

Strength: 7    Dodge: 4    Bonus: 5    Movement: 7    Stamina Points: 4  
Initiative-Bonus: 7    Parryable: Yes

Damage Reduction: 2    Poison: 3    Sight: 30 (15)    Awareness: 6

Drops: -    Properties: Weak to Serrated and Fire

Claws: 10 damage, Physical    Range: 1 meter

Double Attack: He attacks once with his Claws and if he hits, spends another Stamina Point to immediately follow up with another attack. His target can defend himself against this second attack as well.

Claw Combo: Starting a 3-Attack-Combo, the Transformed Hunter attacks one foe next to it, and if other enemies are nearby, attacks those moving up to its entire Movement Range, rolling with – 1 for the second attack and – 2 for the third one. It spends a Stamina Point for each attack if it targets a different foe.

Slam: The Transformed Hunter raises his arms and slams them into the ground. This attack rolls with – 2, but causes an additional + 3 damage and counts as Impact. This can hit any enemy around him. Causes Knock Down

Uppercut: The Transformed Hunter sends his foe flying. Impact, causes Knock Down.

Jump Attack: If a target is outside of his Movement range but within double its range, then the Awakened Hunter can attempt to jump at him. This causes Impact and rolls with – 2.

Optional Rule: Should a player character Hunter ever fall to Beasthood, the GM may decide to Turn him into a Transformed Hunter, either taking control or giving control to the player. He may take the base Attributes of the Hunter and add + 3 Vitality, + 2 Endurance, + 3 Strength and + 2 Skill, and uses the rest of the attributes and attacks as noted above.

### ***Blood-Starved Beast***

HP: 87

Strength: 7    Dodge: 4    Bonus: 5    Movement: 8    Stamina Points: 4  
Initiative-Bonus: 5    Parryable: Yes

Damage Reduction: 2    Poison: 7    Sight: 30 (15)    Awareness: 6

Drops: -    Properties: Weak to Serrated and Fire, attracted to blood

Limbs:

Head: 20 HP, - 2 to hit with ranged weapons. Can be hit in melee directly after it attacked.

Otherwise, attacking the head is done with a malus of – 3.

2x Legs: 25 HP, When the Legs are destroyed, the Movement is halved, and each arm destroyed reduces the attacks by – 2.

2x Arms: 25 HP. With destroyed arms, the Beast's Bonus drops to -2.

When either Limb is dropped to 0 HP, the Beast will become staggered for the rest of the Turn and can be attacked by 1 Visceral Attack on the head.

Claws: 9 damage, Physical    Properties: Nimble (the creature may move half its Movement Range after an attack)    Range: up to 2 meter

Claw Swipe: Attacks in an 180° area in front of him, 2 meters reach, hitting any enemy that doesn't manage to dodge, and a malus of – 2. Cannot be defended against using Skill.

Double Attack: The Blood-Starved Beast attacks once with his Claws and if he hits, spends another Stamina Point to immediately follow up with another attack. His target can defend himself against this second attack.

Claw Combo: Starting a 3-Attack-Combo, the Transformed Hunter attacks one foe next to it, and if other enemies are nearby, attacks those moving up to its entire Movement Range, rolling with – 1 for the second attack and – 2 for the third one. It spends a Stamina Point for each attack if it targets a different foe.

Lunge Attack: The Blood-Starved Beast Lunges at targets away between 8 and 16 meters. This causes Impact damage with a bonus of + 2 damage. The Blood-Starved Beast rolls with a malus of – 2.

Poison Embrace: After receiving a couple of hits, the Blood-Starved Beast may spend 1 Stamina Point to buff itself with Slow Poison. Each successful attack then forces the target to make an Endurance test against Slow Poison at the end of the Round, with each additional hit during that

Round imposing a malus of – 1. It can do this a second time to gain access to the Poison Blast and Rage Combo.

Poison Attack: If an enemy sticks close to the Blood-Starved Beast, it may attempt to grab it. This attack cannot be parried or defended against using Skill. It can grab one enemy and hold him for the rest of the Turn. It attempts to inflict Slow Poison which the target defends against with a malus of – 3.

Rage Combo: Spending all its Stamina Points at the start of the fight, the Blood-Starved Beast starts a chain of attacks, switches between targets between each attack and moving its usual Movement Range each time.

Poison Blast: For 1 Stamina Point, the Blood-Starved Beast creates an aura of Slow Poison around it in an area of 5 meter, causing anyone that stepped into it during that Round to make an Endurance Test against Slow Poison. This lasts for the same Round.

## **Darkbeast**

HP: 106

Strength: 7    Dodge: 4    Bonus: 5    Movement: 10    Stamina Points: 4  
Initiative-Bonus: 5    Parryable: Yes

Damage Reduction: 2    Poison: 3    Sight: 30 (15)    Awareness: 6

Drops: -    Properties: Weak to Serrated and Arcane

Limbs:

Head: 15 HP, - 2 to hit with ranged weapons. Can be hit in melee directly after it attacked.

Otherwise, attacking the head is done with a malus of – 3.

2x Legs: 20 HP, When the Legs are destroyed, the Movement is halved, and each arm destroyed reduces the attacks by – 2.

2x Arms: 20 HP. With destroyed arms, the Darkbeast's Bonus drops to -2.

When either Limb is dropped to 0 HP, the Darkbeast will become staggered for the rest of the Turn and can be attacked by 1 Visceral Attack on the head.

Claws: 8 damage Physical, 4 damage Bolt    Properties: Nimble (the creature may move half its Movement Range after an attack)    Range: up to 3 meter

Claw Swipe: Attacks in an 180° area in front of him, 2 meters reach, hitting any enemy that doesn't manage to dodge, and a malus of – 2. Cannot be defended against using Skill.

Claw Combo: Starting a 3-Attack-Combo, the Darkbeast attacks one foe next to it, and if other enemies are nearby, attacks those moving up to its entire Movement Range, rolling with – 1 for the second attack and – 2 for the third one. It spends a Stamina Point for each attack if it targets a different foe.

Burst Slash: The Darkbeast slashes in front of it, covering half the distance of its Movement and hits with Impact. Afterwards, a burst of lightning moves 3 meter forwards in the same direction as the attack, which can only be dodged. This burst only causes 4 Bolt damage + the Darkbeasts roll.

Jump Attack: Jumping up to its entire Movement range, the Darkbeast slams on its target, hitting with Impact, but rolls with – 2.

Combo Attack: The Darkbeast spends its entire Round, attacking four times in quick succession, while moving up to double its Movement.

Thunder Slam: The Darkbeast creates a sphere of thunder trailing forwards up to 5 meter. This causes only 4 Bolt damage + the Darkbeasts roll.

Static Discharge: The Darkbeast charges its innate lightning powers, causing a discharge in a 5 meter area around it. This causes 8 Bolt damage + the Beasts roll.

Charging Up: Spending one Stamina Point, the Darkbeasts powers up. This buff lasts for two rounds after the Round it charges, or until it gets Staggered. Any Bolt damage is doubled for that time.

## **Abhorrent Beast**

HP: 144

Strength: 8    Dodge: 3    Bonus: 4    Movement: 10    Stamina Points: 4  
Initiative-Bonus: 5    Parryable: Yes

Damage Reduction: 2    Poison: 1    Sight: 30 (15)    Awareness: 6

Drops: -    Properties: Weak to Serrated, Arcane and Fire

Limbs:

Head: 25 HP, - 2 to hit with ranged weapons. Can be hit in melee directly after it attacked.

Otherwise, attacking the head is done with a malus of - 3.

2x Legs: 30 HP, When the Legs are destroyed, the Movement is halved, and each arm destroyed reduces the attacks by - 2.

2x Arms: 30 HP. With destroyed arms, the Darkbeast's Bonus drops to -2.

When either Limb is dropped to 0 HP, the Darkbeast will become staggered for the rest of the Turn and can be attacked by 1 Visceral Attack on the head.

Claws: 12 damage Physical    Range: up to 5 meter

Claw Swipe: The Beast swipes with its claws in an 90° area in front of him, attacking any enemy in that area.

Claw Combo: The Cleric Beast hits one or several individual targets in front of it for one Stamina Point.

Lunge Punch: The Abhorrent Beast targets one enemy up to its entire Movement range. This attacks with Impact.

Storm Hammer: Summoning a lightning bolt that moves forwards up to 5 meter, causing 8 Bolt damage + the Abhorrent Beasts roll. When it's below 100 HP, the damage increases to 10 Bolt and the range increases to 10 meter. When it's below 50 HP, the damage increases to 12 Bolt.

Uppercut: Punches his target into the air. Hits with Impact and causes Knock Down.

## **Bosses: Humanoid**

Humanoid bosses behave in a similar way to any other human enemy, possess human intelligence and agency, can be parried and Knocked Down by certain attacks. Humanoid bosses possess less HP than large Beasts and Kin, and may be accompanied with additional help.

## **Witch of Hemwick**

HP: 68

Strength: 3    Dodge: 2    Bonus: 5    Movement: 5    Stamina Points: 4  
Initiative-Bonus: 5    Parryable: Yes

Damage Reduction: 3, against Fire, 4 against Bolt    Poison: 3    Sight: 30 (15)  
Awareness: 4

Sickle: 8 damage    Properties: -

Eye Gauge: Spending one Stamina Point and moving her entire Movement range, the Eye Collector may attempt to grab an enemy with a malus of - 2. If she succeeds, then she'll cause 15 damage in the first Turn, and 10 additional damage for 3 more turns if she isn't interrupted by getting hit.

Summon: Summons a Mad One for each Stamina Point per Turn.

Dark Wave: The Witch creates a wave of dark energy around her with a radius of 2 meter. It causes 8 Arcane damage and can only be dodged.

Paralysis Blast: The Witch sends forth arcane projectiles that can only be dodged, using her baseline Bonus to attack. Anyone hit is paralyzed for the rest of the Round and cannot move nor defend

himself.

### **Shadow of Yharnam**

HP: 68

Strength: 4    Dodge: 5    Bonus: 6    Movement: 6    Stamina Points: 3  
Initiative-Bonus: 5    Parryable: Yes

Damage Reduction: 3, against Fire    Poison: 3    Sight: 30 (15)    Awareness: 4

Sword: 8 Physical damage    Properties: Quick (can make an additional attack per Round that does not consume any Stamina Points)

Candle: 10 Fire damage    Properties: Continuous Attack (may spend all of its Stamina Points to do additional damage after a successful attack without the need to roll again), Flame-Blade (after losing more than 50% of their health, the Shadow may engulf its blade in flames, making it cause additional 4 Fire damage per hit)    Range: 2 meter

Fireball: 10 Fire damage    Properties: -    Range: 10 meter

Mace: 8 Blunt damage    Properties: Impact

Chain Attack (Sword): The Shadow starts a chain of three consecutive attacks in one Turn, using a Stamina Point for each, while moving up to its entire Movement Range. Each one can be individually defend against.

Running Attack (Sword or Mace): Doubling its Movement range, the Shadow starts running at one target and attacks with a malus of – 2 for one Stamina Point.

Triple Homing Fireball (Fireball): Spending two Stamina Points, the Shadow throws up to three Fireballs. He may target one enemy or up to three enemies.

Whip Attack (Sword): After the Shadow lost more than 50% of their health, they gain a whip-like attack that can extent up to 8 meter.

Whip Launcher (Sword): After the Shadow lost more than 50% of their health, the Shadow gains a whip-like attack with a range of 6 meter and that can send an enemy flying, causing it to become Knocked Down.

Triple Raining Fireball (Fireball): These fireballs function like the Triple Homing Fireballs, but have only half the range and cause an explosion at their point of impact, around 2 meter. Hunters can only dodge out of that explosion radius.

Snake Summon: After each Shadow lost more than 25% of their health, or only one is left, they can summon three giant snakes. These emerge from any place around 20 meters of the Shadow and strike with the usual bonus, but 12 base Physical damage. They also cause Knock Down.

### **Bosses: Kin**

Great Ones may be as hostile towards humans as they may seem helpful. Kin enemies as bosses can be Greater Ones, people turned into them or other creatures related to them. Hunters may gain 1 Insight or more upon defeating these foes.

### **Celestial Emissary**

HP: 108

Strength: 8    Dodge: 2    Bonus: 4    Movement: 6    Stamina Points: 4  
Initiative-Bonus: 5    Parryable: No

Damage Reduction: 4 (0 against Thrust, Fire and Bolt)    Poison: 3    Sight: 30 (15)  
Awareness: 6

Drops: - Properties: Weak to Thrust, Fire and Bolt (take 3 additional damage from Thrust, Fire and Bolt attacks)

Claws: 14 damage, Physical Range: up to 2 meter

Laser: 8 damage, Arcane Range: 30 meter

Claw Combo: He attacks once with his Claws and if he hits, spends another Stamina Point to immediately follow up with another attack. His target can defend himself against this second attack as well. This attack counts as Impact.

Stomp: The Celestial Emissary stomps on the ground, hitting any foe around him. This attack rolls with - 2, but causes an additional + 4 damage and counts as Impact. This can hit any enemy directly in front of him.

Multi-Laser: When the Celestial Emissary lost more than 50% of its HP, it grows Tendrils. He can shoot with them at enemies outside of his Movement range with a bonus of + 6., causing 6 Arcane base damage.

Aura Blast: With its tendrils, the Celestial Emissary can target up to three enemies and attack them with a bonus of + 4 and a base damage of 8 Arcane damage.

## **Amygdala**

HP: 124

Strength: 8 Dodge: 2 Bonus: 5 Movement: 8 Stamina Points: 4  
Initiative-Bonus: 5 Parryable: No

Damage Reduction: 3 (0 against Arcane, Fire and Bolt) Poison: 3 Sight: 30 (15)  
Awareness: 6

Drops: - Properties: Weak to Arcane, Fire and Bolt (take 3 additional damage from Arcane, Fire and Bolt attacks)

Limbs:

Head: 20 HP, - 2 to hit with ranged weapons. Can only be hit in melee directly after it attacked. The Head does not have any Damage Reduction, but is still weak to Arcane, Fire and Bolt.

Several Legs: 25 HP, When the Legs are destroyed, the Movement is halved, and each arm destroyed reduces the attacks by - 2. The legs have a Damage Reduction of 10 (without any weaknesses).

Several Arms: 25 HP. With destroyed arms, the Darkbeast's Bonus drops to -2.

When either Limb is dropped to 0 HP, the Darkbeast will become staggered for the rest of the Turn and can be attacked by 1 Visceral Attack on the head.

Claws: 10 damage, Physical Range: up to 10 meter

Laser: 10 damage, Arcane Range: 30 meter

Arms: 12 damage, Blunt Range up to 15 meter

Giant Leap: The Amygdala jumps into the air, covering a distance up to 20 meters, landing with a stomp that hits anything under it and immediately around it in an 1 meter area. This hits with Impact and a base damage of 10.

Stomp: The Amygdala stomps on the ground, hitting any foe around him. This attack rolls with - 2, but causes an additional + 6 damage and counts as Impact. This can hit any enemy directly in front of him.

Laser Line: The Amygdala shoots on the ground into a line between up to three targets, hitting anything on that line itself. Hunters get thrown into the air, causing them to be Knocked Down. The bonus for hitting is + 4.

Energy Punch: It charges Arcane energy in its hands and slams them on the ground, adding 6 Arcane damage to its attack, exploding on a 3 meter area on the place of impact.

Acid Pool: The Amygdala spills a damaging acid in an 3 meter area in front of it. Anyone standing in that pool takes 3 damage per Round that armor cannot mitigate.

Arm Club: After losing more than 50% of its health, the Amygdala may rip out two of its arms and use them as weapons instead of its claws, as noted above.