

Bloodborne

THE VEIL, TORN ASUNDER



BLOODBORNE

This Bloodborne RPG is based off of the Dungeon's and Dragons 5th edition, emulating the character sheets design and layout, as well as d20 dice rolling and other mechanics. If anything is not specified in this document, it will follow the rules of 5e.

INTRODUCTION

Bloodborne takes place in Yharnam, a decrepit Gothic city known for its medical advances around the practice of blood ministration. Over the years, many travelers journey to the city seeking the remedy to cure their afflictions; the player character's journeys to Yharnam seeking the cure, something known as Paleblood, for an unspecified illness. Upon arriving in the city, however, it is discovered that Yharnam is plagued with an endemic illness, the beast plague, that has transformed most of its citizens into bestial creatures. The players must navigate the streets of Yharnam during the night of The Hunt, and overcome its violently deranged inhabitants and horrifying monsters in order to stop the source of the plague and escape **The Nightmare**.

Long ago, the residents of Yharnam began worshiping ancient, eldritch cosmic beings known as the Great Ones after scholars from the College of Byrgenwerth discovered ruins of an ancient, highly advanced civilization that Yharnam was built on top of. The Great Ones provided the healing blood Yharnam was famous for, which is in turn...also became the source of the plague.

THE NIGHTMARE

The players, known also as "Hunters" find themselves to be interposed between reality and dream. Dreams here aren't merely scenes created from ones own imagination during sleep, but real places hunters involuntarily find themselves in. They are believed to be other planes or dimensions. The Nightmare refers to the fog ridden, never ending night of The Hunt, in Yharnman. Scholars believe the Great Ones are responsible for this everlasting nightmare within reality. However, those who succeeded in understanding its source went mad from the excessive inhumane knowledge. Perhaps finding and defeating these beings...could awake a hunter from this horror. (*that is spending a night in London*)

HUNTERS AND MAGIC

Most unfortunate Yahrnamites are unable to be cured of the beast plague, although those who can afford it can treat it with the blood ministration of Paleblood. Hunters are select few who gain superhuman strength and power when in contact with Paleblood.

The scholars' research of the Great Ones, have allowed them to discover ways to channel their cosmic power, that hunters with the knowledge to use them, can manipulate to their will.



PLAYER CHARACTER STATS

STRENGTH

This stat functions identically to 5e:

Strength Weapons: stat requirement and atk/dmg scaling

Heavy Armor: stat requirement

Offhand Equipment: stat requirement

Weight: total weight for carrying, pull, push, lift

Talents: Athletics, Intimidation

VITALITY

This stat influences HP, and functions similarly to Constitution in 5e, with more focus on life essence, vigor and durability.

Upon level up, the player's additional HP gained will equal =
HP Dice + 2(VIT Stat Modifier)

SKILL

This stat functions identically to Dexterity in 5e:

Skill Weapons: stat requirement and atk/dmg scaling

Parry: skill check

Light & Medium Armor: stat requirement and scaling

Talents: Acrobatics, Sleight of Hand, Stealth

ENDURANCE

This stat refers to the player's resilience and endurance, and functions similarly to Constitution in 5e, with more focus on longevity and persistence. It also influences the maximum Stamina, which is equal to **10 + END modifier**.

Talents: Nature, Survival.

ARCANE

This stat is the "magic" stat. Influencing Arcane damage items and arcane requirements.

Arcane Weapons: stat requirement and atk/dmg scaling

Hunter's Tools: stat requirement and atk/dmg scaling

Talents: Arcana, History, Intuition, Investigation, Medicine, Perception, Religion

BLOODTINGE

This stat influences firearm damage, maximum Quicksilver Bullets carrying capacity, Bloodtinge damage items and bloodtinge requirements.

Bloodtinge Weapons: stat requirement and atk/dmg scaling

Firearms: stat requirement and atk/dmg scaling

Hunter's Tools: stat requirement and atk/dmg scaling

Talents: Beast Handling, Deception, Performance, Persuasion

STATS 5E BREAKDOWN

Vitality & Endurance are CON separated into two stats.

Arcane is a mix of INT and WIS.

Bloodtinge is equivalent to CHA.

TALENTS REFERENCE TABLE

Talent	Stat	Function
Athletics	Strength	- Identical to 5e
Intimidation	Strength	- Identical to 5e
Acrobatics	Skill	- Identical to 5e
Sleight of Hand	Skill	- Identical to 5e
Stealth	Skill	- Identical to 5e
Nature	Endurance	- Identical to 5e
Survival	Endurance	- Identical to 5e
Arcana	Arcane	- Identical to 5e
History	Arcane	- Identical to 5e
Intuition	Arcane	- Identical to 5e
Investigation	Arcane	- Identical to 5e
Medicine	Arcane	- Identical to 5e
Perception	Arcane	- Replaces Insight (5e)
Religion	Arcane	- Identical to 5e
Beast Handling	Bloodtinge	- Replaces Animal Handling (5e)
Deception	Bloodtinge	- Identical to 5e
Performance	Bloodtinge	- Identical to 5e
Persuasion	Bloodtinge	- Identical to 5e

Note: Talents replace Skills from 5e

NEW MECHANICS

STAMINA

Every player during combat will have a maximum stamina pool, which equals **10 + Endurance Stat modifier**. During a given turn, the player can decide the amount and designation of the stamina for any action or reaction during that turn. *Bonus actions are not present in this game.* Unlike in 5e, players can use multiple actions and reactions to use any item, weapon, tool etc... as long as they have the required stamina to perform them. A player may use stamina all up as actions or save them to be used for reactions, and vice-versa. At the start of each round, all stamina up to the player's maximum stamina is regenerated.

STAMINA USES

Stamina Action & Reaction

- 5 Weapon Attack
- 3 Parry, Firearm Attack, Opportunity Attack
- 2 Dodge Roll, Block
- 1 Object Interaction, Consumables, 10ft Movement

Note: Stamina cost varies per weapon, item etc...

TRICK WEAPONS

All main weapons have two forms, **Regular** and **Transformed**. During a given turn, players are able to use a free action to transform the weapon once into its alternate form. When transformed, the weapon remains that form until the player chooses to change it once again during their next turn.

DODGE ROLL

The disengage and dodge functions from 5e are replaced with this feature. At the cost of the specified stamina amount, the player can choose to:

Disengage: During the player's turn, any enemies within 5ft of the player will not be granted an opportunity attack and the player moves 5ft in the direction of their choice.

Dodge: The player can use a reaction to dodge an incoming attack, where they will impose disadvantage on the attack roll or are granted advantage on a Skill saving throw for the attack during that turn.

MOVEMENT

Players are granted 5ft of free movement during their turn at no stamina cost. For every increment of 10ft the player must expend 1 Stamina. See Chart below:

Distance	Stamina cost	Distance	Stamina cost
5 ft	0	25 ft	2
10 ft	1	30 ft	3
15 ft	1	35 ft	3
20 ft	2	40 ft	4



OFFHAND EQUIPMENT

During combat, players can choose to carry equipment in their offhand, be it a firearm, shield or otherwise. If it is a firearm, the weapon can be fired and is the player's form of a ranged attack, at the cost of the appropriate stamina and **Quicksilver Bullets**. Firearms will also allow the player to perform the new feature:

PARRY

- As a reaction, the player can choose to shoot their firearm and parry a melee attack. This attack can be an attack targetting the user or an attack targetting another creature.

User: If the melee attack is targetting the user, the attack will be granted advantage. The player must roll a raw *Skill Stat* check, if the roll is 10 or above, the player succeeds. On a success, the creature's attack is cancelled and the user can perform a melee attack against the creature with advantage. If it fails, the user receives the full damage of the attack.

Other creature: If a creature attacking is within the range of the firearm, the user can perform a parry when that creature is about to attack an ally with a melee attack. This parry does not impose advantage on the attack and if the *Skill Stat* check is successful, the attack is cancelled and the ally targetted by the attack can expend stamina equal to their parry cost to perform a melee attack with advantage.

HUNTER'S TOOLS

The Hunter's Tools, are items that players may choose to have in their possession and are separate to weapons and their offhand equipment. If carrying these items, the player can choose to activate them during combat at the cost of the *Stamina* and *Quicksilver Bullets* amounts specified for each Tool. The effects of these items can include temporary buffs and even spells. All spells are cast through the Hunter's Tools feature.

ARCANE HUNTER'S TOOLS

Hunter's Tools with Arcane requirement and scale with Arcane for attack and damage.

BLOOD HUNTER'S TOOLS

Hunter's Tools with Bloodtinge requirement and scale with Bloodtinge for attack and damage.

INSIGHT

Insight is a feature akin to the *Sanity* from other RPGs. This stat replaces the *Exhaustion* stat from 5e. During the events of the game, the player may witness entities, knowledge and experiences beyond their understanding. The player may gain *Insight* as a result. This insight grants the player sensory benefits, sensing, hearing and feeling things otherwise untangible to the regular human. Higher insight allows players to interact with the other plane of the cosmos more closely. While many see this as a blessing, excessive inhumane knowledge can have unknown dire consequences for the mind..

QUICKSILVER BULLETS

Quicksilver bullets are the ammo used for firearms, some firearms require different amounts of quicksilver bullets. The *Bloodtinge* Stat influences the maximum capacity of quicksilver bullets a player can carry.

Capacity = $10 + 2(\text{Bloodtinge Stat Modifier})$

Note: The minimum Quicksilver Bullet capacity is 10

These quicksilver bullets are also consumed for Hunter's Tools. Along with stamina, the cost of quicksilver bullets will be different per tool. *Normally*, the Stamina and Quicksilver bullet cost will be the same. But unlike stamina, Quicksilver bullets do not regenerate at the start of each turn.

CARYLL RUNES

Every player can have these runes inscribed on them at a time. Runes are found, crafted or bought throughout the game and grant the player one passive ability per rune inscribed.

Level	Max. per Player
1	1 Rune
3	2 Runes
5	3 Runes

DEPARTURE FROM CLASSES

Classes are not present in this model in the traditional way, as players are all classed as "Hunters". Instead, players are given a lot more choice in what they choose to become as they level up. There is still a presence of a variety of archetypes. High Vitality tank, high Skill rogue, high Arcane spell user, High Bloodtinge ranged Firearm user. What facilitates these playstyles are influenced by *Stat requirements*.

STAT REQUIREMENTS

Abilities and class features seen in the class and subclasses of 5e do not function the same way in this model. Abilities are directly linked to the items in the possession of the player. Trick Weapons grant a special quirk or ability to the player while equipped, on top of being able to transform between two modes. Offhand Equipment all have unique properties, to use alongside the Trick Weapons that can change the hunter's playstyle. Hunter's Tools are perhaps the closest form of "Spells" in this model.

All these items are dependent on the player's **Stats**. Each weapon, equipment or tool will have a minimum stat requirement that the player must fulfill in order to wield and activate them. *Proficiencies* for weapons, armor and tools as seen in 5e is not present in this model. As long as a player has the minimum stat amount to use or wield an item, they may do so. All these special items are separated into **Tiers**. Higher tiers grant items with better properties, and in exchange, have higher stat requirements.

(See the *Glossary* [page X] for information on these items)

LEVEL PROGRESSION

At level 1 the player characters are able to pick a background in the form of **Origins**. This Origin, provides players with a pre-set stat spread, two set saving throw proficiencies, two set Talents, starting consumables. Additionally players are also able to pick starting weapons, equipment and talents dictated by the Origin.

At level 2 and every level further, players are granted

3 Points

to allocate to any Stat of their choosing upon every level up.
(*Not too dissimilar to ASI in 5e*).

ORIGINS



MILQUETOAST

Hit Die 1d8

Starting Hit Points | 12 |

Starting Stamina | 11 |

STATS

Stat	Stat Attribute	Stat Mod.
STR	11	0
SKI	11	0
VIT	12	+1
END	12	+1
ARC	12	+1
BLO	11	0

"Ordinary, happy upbringing. All attributes are average."

Saving Throws 0

Talents Passive Perception 11

Viable Items at lvl 1

- Tier 1 Strength Weapons
- Tier 1 Skill Weapons
- Tier 1 Firearms
- Tier 1 Arcane Hunter's Tools
- Tier 1 Blood Hunter's Tools
- Light armor

STARTING EQUIPMENT

Milquetoast has an utterly average stat spread, but in return, has a great selection of starting equipment.

- a Tier 1 Strength or Skill Trick Weapon
- a Light Armor
 - (a) a Tier 1 Arcane or Blood Hunter's Tool
 - or (b) a Tier 1 Firearm

VETERAN

Hit Die 1d8

Starting Hit Points | 12 |

Starting Stamina | 11 |

STATS

Stat	Stat Attribute	Stat Mod.
STR	13	+1
SKI	13	+1
VIT	12	+1
END	13	+1
ARC	9	-1
BLO	9	-1

"Experienced fighter. A soldier with strength and skill."

Insight level 1

Senses Passive Perception 9

Viable Items at lvl 1

- Tier 2 Strength Weapons
- Tier 2 Skill Weapons
- Shields
- Heavy Armor
- Light Armor

STARTING EQUIPMENT

Veteran has a lesser selection, with excellent Strength and Skill, and great starting Vitality and Stamina.

- a Tier 1 Strength or Skill Trick Weapon
 - (a) a Light Armor
 - or (b) a Heavy Armor
- a Shield



LONE SURVIVOR

Hit Die 1d8

Starting Hit Points | 14 |

Starting Stamina | 10 |

STATS

Stat	Stat Attribute	Stat Mod.
STR	13	+1
SKI	10	0
VIT	15	+2
END	12	+1
ARC	10	0
BLO	9	-1

"Lone survivor of a lost hamlet. High life essence and vigor."

Insight level 1

Senses Passive Perception 10

Viable Items at lvl 1

- Tier 2 Strength Weapons
- Shields
- Heavy Armor

STARTING EQUIPMENT

Lone Survivor has a moderate selection, with excellent Vitality and great starting Strength and Stamina.

- a Tier 1 Strength Trick Weapon
- a Heavy Armor
- a Shield

VIOLENT PAST

Hit Die 1d8

Starting Hit Points | 12 |

Starting Stamina | 11 |

STATS

Stat	Stat Attribute	Stat Mod.
STR	15	+2
SKI	10	0
VIT	13	+1
END	12	+1
ARC	9	-1
BLO	10	0

"Terribly violent past. Rash, but stronger for it."

Insight level 0

Senses Passive Perception 9

Viable Items at lvl 1

- Tier 3 Strength Weapons
- Shields
- Heavy Armor

STARTING EQUIPMENT

Violent Past has less of a selection, with excellent Strength, and great starting Vitality and Stamina.

- a Tier 1 Strength Trick Weapon
- a Heavy Armor
- a Shield



TROUBLED PAST

Hit Die 1d8

Starting Hit Points | 10 |

Starting Stamina | 12 |

STATS

Stat	Stat Attribute	Stat Mod.
STR	10	0
SKI	13	+1
VIT	11	0
END	15	+2
ARC	9	-1
BLO	11	0

"Suffered misfortune in youth. Highly resilient as a result."

Insight level 0

Senses Passive Perception 9

Viable Items at lvl 1

- Tier 2 Skill Weapons
- Tier 1 Firearms
- Tier 1 Blood Hunter's Tools
- Light armor

STARTING EQUIPMENT

Troubled Past has a moderate selection, with excellent stamina, and great starting skill.

- a Tier 1 Skill Trick Weapon
- a Light Armor
 - (a) a Tier 1 Blood Hunter's Tools
 - or (b) a Tier 1 Firearm

PROFESSIONAL

Hit Die 1d8

Starting Hit Points | 10 |

Starting Stamina | 11 |

STATS

Stat	Stat Attribute	Stat Mod.
STR	10	0
SKI	15	+2
VIT	10	0
END	13	+1
ARC	11	0
BLO	10	0

"Born specialist, fit for sleuthing or cunning"

Insight level 0

Senses Passive Perception 10

Viable Items at lvl 1

- Tier 3 Skill Weapons
- Tier 1 Arcane Hunter's Tools
- Light armor

STARTING EQUIPMENT

Professional has a moderate selection, with excellent Skill, and great starting Stamina.

- a Tier 1 Skill Trick Weapon
- a Light Armor
- a Tier 1 Arcane Hunter's Tools



NOBLE SCION

Hit Die 1d8

Starting Hit Points | 10 |

Starting Stamina | 11 |

STATS

Stat	Stat Attribute	Stat Mod.
STR	10	0
SKI	11	0
VIT	11	0
END	13	+1
ARC	9	-1
BLO	15	+2

"Scion to a respectable line with faith in your pedigree."

Insight level 0

Senses Passive Perception 9

Viable Items at lvl 1

- Tier 1 Skill Weapons
- Tier 3 Firearms
- Tier 3 Blood Hunter's Tolls
- Light Armor

STARTING EQUIPMENT

Noble Scion has a great selection, with excellent Bloodtinge, and great starting Stamina.

- a Tier 1 Skill Trick Weapon
- a Light Armor
- a Tier 1 Firearm
- a Tier 1 Blood Hunter's Tools

CRUEL FATE

Hit Die 1d8

Starting Hit Points | 12 |

Starting Stamina | 10 |

STATS

Stat	Stat Attribute	Stat Mod.
STR	10	0
SKI	11	0
VIT	13	+1
END	11	0
ARC	15	+2
BLO	9	-1

"Faced terrible hardships, but now confident in your purpose."

Insight level 1

Senses Passive Perception 12

Viable Items at lvl 1

- Tier 1 Skill Weapons
- Tier 3 Arcane Hunter's Tools
- Light armor

STARTING EQUIPMENT

Cruel Fate has a great selection, with excellent Arcane, and great starting Vitality.

- a Tier 1 Skill Trick Weapon
- a Light Armor
- 2x Tier 1 Arcane Hunter's Tools



SPECIAL ORIGIN

When picking this origin, the player will be granted **5 Points** to allocate to any stats upon each level up.

WASTE OF SKIN

Hit Die 1d8

Starting Hit Points | 10 |

Starting Stamina | 10 |

STATS

Stat	Stat Attribute	Stat Mod.
STR	10	0
SKI	10	0
VIT	10	0
END	10	0
ARC	10	0
BLO	10	0

"You are nothing. Talentless. You shouldn't have been born."

Insight level 3

Senses Passive Perception 10

Viable Items at lvl 1

- None

STARTING EQUIPMENT

Waste of Skin has barely a selection, do not pick this Origin.

- a Tier 0 Weapon

TRICK WEAPONS

SAWCLEAVER

*Slashing type
Finesse Trick Weapon.*

REQUIREMENTS:

STR or SKI: 11



	Regular	Transformed
Attack	+1	
Damage	+2	+2
	1d6	1d6

Transformation

The Sawcleaver in its regular form is a serrated saw attached to a mechanised wooden hilt. When transformed, the saw extends out, granting 5ft extra reach to attack.

BONUS ABILITY

This weapon deals 1d4 more damage to **Beast** type creatures

KIRKHAMMER

*Slashing / Bludgeoning type
Strength Trick Weapon.*

REQUIREMENTS:

STR : 11



	Regular	Transformed
Attack	+1	
Damage	+1	+2
	1d6	1d12

Transformation

The Kirkhammer in its regular form is a a silvered shortsword. When transformed, it is a giant obtuse stone weapon.

- Transformed form is Two-Handed

BONUS ABILITY

When Transformed, the