

CHARACTER CREATION - ABILITIES

STRENGTH

Strength remains largely the same, operating as the brute force physical attack.

All non-finesse Trick Weapons scale with strength.

Most finesse Trick Weapons may scale with strength, though some may lose it in tricked mode.

DEXTERITY

Dexterity remains largely the same, operating for more refined physical attacks.

All finesse Trick Weapons scale with dexterity.

CONSTITUTION

Constitution remains largely the same.

WISDOM

Wisdom remains largely the same, but can affect both their Beasthood and Sanity thresholds.

Wisdom typically affects scaling with most Hunter's Tools.

INTELLIGENCE

Intelligence remains largely the same, being used for spellcasting, Hunter Tool scaling, and may be used for elemental scaling in Trick Weapons.

CHARISMA

Charisma effectively takes the place of Bloodtinge and as a result affects damage from Firearms, some Trick Weapons, and some Hunter's Tools.

Charisma now also plays a role in how some Barbarian talents are affected and utilized.



The Plain Doll
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CHARACTER CREATION – RACES

In general, a PC may play any race they desire. Some of the more bestial races (i.e. kenku or tabaxi) or monstrous (i.e. goblins or kobolds) may experience some prejudice from the townsfolk of Yharnam stemming from the hunt. **If playing a non-human character, PCs may choose a feat for free** from either the standard rules or one of the new ones introduced in this book.

Yharnam is largely populated by humans and if choosing to play a human character, a number of variations are available, granting different attribute bonuses and origin bonuses.

All characters may choose any 4 feats from:

- Blood Bullets
- Firearm Proficiency
- Gun-Parry
- Rally
- Simple/Martial Trick Weapon Proficiency (pick one)
- Visceral Attack

HUMAN VARIANTS

CRUEL FATE

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

Those with a Cruel fate are best suited to Wisdom-based magical talents, such as Clerics, Druids, or maybe even a Ranger.

ABILITY SCORE INCREASE

Those born with a Cruel Fate will see a +1 bonus to Intelligence and a +2 to Wisdom scores.

BONUS PROFICIENCY

Those born with a Cruel Fate are proficient with and own the Blacksky Eye.

COMBAT SPELLSLINGER

Those born with a Cruel Fate have the "War Caster" feat.

LONE SURVIVOR

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

The Lone Survivor is well suited to the frontlines and may make an excellent Barbarian, Fighter, or even Paladin.

ABILITY SCORE INCREASE

The Lone Survivor will see a +1 bonus to Strength and a +2 to Constitution scores.

LAST MAN STANDING

The Lone Survivor gains advantage on death saving throws.

HEARTY

The Lone Survivor gains one additional HP per level. This stacks with the "Tough" feat.

MILITARY VETERAN

"EXPERIENCED IN WAR. A SOLDIER WITH STRENGTH AND SKILL"

Military veterans excel in combat and can make a suitable origin for all martial classes, or even casters that want to wade into the fray.

ABILITY SCORE INCREASE

Military Veterans gain a +2 bonus to Strength and a +1 to Dexterity scores.

COMBAT TRAINING

Military Veterans gain the "Martial Trick Weapon Proficiency" feat.

FRONTLINE FIGHTER

Military Veterans can transform their weapon as a free action as long as it follows an attack action or Dodge Roll.

MILQUETOAST

"Ordinary, happy upbringing. Sees fairly average attributes"

Any class can be suited to the Milquetoast given their generalized attribute adjustments.

ABILITY SCORE INCREASE

The Milquetoast gains a +1 bonus to all scores.

BONUS PROFICIENCY

The Milquetoast is proficient with but don't own either the Blacksky Eye, Choir Bell, or Beast Roar Hunter's Tool.

BONUS FEAT

The Milquetoast adds a bonus feat of their choosing that they meet all prerequisites for.

NOBLE SCION

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

Due to their natural Charisma, Noble Scions make for excellent Sorcerers, Warlocks, and Paladins, as well as anyone else wishing to use Firearms to greater effect.

ABILITY SCORE INCREASE

Noble Scions gain a +2 bonus to Charisma and a +1 to Dexterity scores.

BONUS PROFICIENCY.

Noble Scions are proficient with and own the Phantasm Shell Hunter's Tool.

ONE WITH THEIR BLOOD

Noble Scions gain the "Blood Bullets" feat. Additionally, when creating blood bullets they only take 1d4 bleed damage per bullet instead of 1d6.

PROFESSIONAL

"Born specialist, fit for sleuthing or academia"

Professionals are well suited to quickly striking and taking down enemies before being attacked themselves. Monks, Rogues, and Rangers make excellent fits.

ABILITY SCORE INCREASE

Professionals gain a +2 bonus to Dexterity and a +1 Wisdom scores.

IN SHADOWS

Professionals are proficient in the Stealth skill.

SITUATIONAL AWARENESS

Professionals gain the "Alert" feat.

TROUBLED CHILDHOOD

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

Those with a Troubled Childhood are excellent at quickly getting into combat but aren't afraid to take a hit, such as a Barbarian, Fighter, or Ranger.

ABILITY SCORE INCREASE

Those with a Troubled Childhood gain a +2 bonus to Constitution and a +1 to Dexterity scores.

QUICK JABS

Those with a Troubled Childhood may make an additional attack when using the Attack action. This additional attack is made at disadvantage.

BONUS FEAT

Those with a Troubled Childhood gain the "Mobile" feat.

VIOLENT PAST

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

Those with a Violent Past excel in violence and may see great success as Barbarians, Fighters, Paladins, and perhaps surprisingly, Druids.

ABILITY SCORE INCREASE

Those with a Violent Past gain a +2 bonus to Strength and a +1 bonus to Constitution scores.

MENACING

Those with a Violent Past are proficient in the Intimidation skill.

BONUS FEAT

Those with a Violent Past gain the "Savage Attacker" feat.

WASTE OF SKIN

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

A Waste of Skin is uniquely customizable and can be well suited to any class.

ABILITY SCORE INCREASE

A Waste of Skin gains a +1 to any single score of their choosing.

MOLDING FLESH

A Waste of Skin has the first level features of any single class they choose and meet the multiclass requirements for.

BONUS FEAT

A Waste of Skin gains the "Lucky" feat.



The Hunter
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