

How to Make a Build in Bloodborne:

Where Do I Start?

So it's your first time playing Bloodborne. What do you do? When creating a character, the first thing you're confronted with is your choice of six different starting origins which determine your initial stats. Which one do you pick? Well, on your first runthrough it doesn't really matter, but I would recommend Military Veteran, since it has good strength, skill, and vitality and leaves Bloodtinge and Arcane low.

Which Build Should I Pick?

If you're a first time player, go for what is referred to as a "Quality" build, which is a Strength and Skill Hybrid. This lets you optimize your weapon choices and explore almost anything you want, which is ideal for a newbie. Don't worry too much about capping your level or being optimized on your first character. If you want to spend a few points into Arcane to try out the Flamesprayer or Old Hunter Bone that's perfectly fine, just don't level yourself into a corner by spending too many points into unnecessary stats. If you've played Dark Souls before and you know whether you like heavy or fast weapons better, choose Strength or Skill accordingly, but be warned that Bloodborne's combat is much faster paced and mobile than that of Dark Souls, so your favored weapons may change to adapt. Perhaps you'll want heavier weapons to stagger your enemies and keep them in one place, or use faster, low-stamina weapons for maximum mobility. Builds that focus on Bloodtinge and Arcane as their main source of damage are definitely something to avoid until you have fully explored the game, have researched how to get those characters off the ground, and are confident in your skills, especially Arcane. In the end, the most important thing is experimentation. Try all the weapons you can and then make a build around the playstyle you like the most.

How Should I Level Up?

There are a few basic rules to leveling in Bloodborne, that, to those new to the Souls games, will be less than obvious.

Don't Level Stats You Don't Need.

This means that if you're making a physical build, Bloodtinge and Arcane should remain at their base levels. If you're making an Arcane Strength build, Bloodtinge and Skill should remain at their base (or as close as you can keep them to use the weapons you want), and so on.

Learn the Softcaps

Softcaps are a concept in Bloodborne and other Souls games that enforces diminishing returns. However, rather than a gradual curve, these returns drop off sharply at set intervals. For Skill, Strength, Bloodtinge and Arcane, the softcaps are 25 and 50, with the maximum for all stats being 99. For Vitality, the softcaps are 30 and 50, and Endurance the only softcap is 40.

Upgrading past the second softcap is essentially a waste, and unless your weapon is one of a select few that does not scale with other stats very well (Rakuyo, Blade of Mercy, Whirligig Saw, Amygdalan Arm) reaching the first softcap in the other is more effective than hitting 50 with the

main stat. This means that if you're doing a physical build you'll usually want to hit 30/15/25/25/minimum/minimum before choosing either strength or skill to specialize in, and invest in Vit whenever you feel like you need more. The second damage softcaps are incredibly severe, with damage per level dropping by a factor of six. The vitality softcaps are the most lenient, and if you have points to spare or are running an uncapped build, investing in vitality past 50 isn't a terrible decision. Note that if you're running an arcane build, the softcaps still apply to converted weapons, but the damage of Hunter Tools actually *increases* per level the higher your arcane goes. Hunter Tools don't have softcaps so much as sweet spots, and these are unique to each tool.

Endurance Doesn't Matter

If you've played Dark Souls, this one will be new to you. In Bloodborne, there is no heavy armor and if you've looked down you'll notice that none of my builds exceed 15 endurance. If you feel like you need/want 20, especially for more stamina demanding weapons like Wheel, Kirk, LHB, or Rakuyo, that's perfectly fine, but more than that is rather wasteful, especially for PvP. Endurance doesn't see nearly as much of an increase as much as other stats do, to the extent that using a top level stamina rune is equivalent to adding ten whole levels of endurance. In fact, many (if not all) of the weapons in the game are completely viable without needing to level endurance at all.

Where Do I Finish?

If you've looked, most of these builds cap out at Blood Level (BL) 120. Why? Well, the PvP meta is at 120 (though some people like the BL 98 meta), but anywhere from 90-140 will still get matches reliably. More than that won't really get matches, and under that people either don't do PvP (willingly, that is) and/or any build at that level isn't finished. You should finish the base game around 90+, or 105+ if you have the DLC. If you're running a single stat physical build like Strength or Skill you could take about ten to twenty levels off of this, depending on how confident you are in your ability.

What Are The Starting Weapons Like?

When you first enter the Hunter's Dream, you can choose between two firearms and three weapons. The big question is: Which one is right for you? While you can only choose one of each, don't worry too much about this. You can find an item that lets you purchase all of them from the shop pretty early in the game.

Hunter Pistol:

The Hunter pistol fires a single projectile like, well, a normal gun. For a bit of an antiquated firearm, it is quite fast to fire, though its damage (like almost all guns in the game) is negligible. Be aware that in order to hit anything at all (with most any gun, but this one especially) you will need to at least briefly lock on to your target before firing. This can also be used to aggro enemies from range, since your character throws pebbles (and molotovs) like they're a toddler.

Hunter Blunderbuss:

This firearm fires pellets like a shotgun in a wide arcing band slightly slower than the pistol. This makes it ideal for dealing with evasive targets, namely other hunters in PvP. While it is not able to reliably aggro or damage targets from range, it is surprisingly responsive and actually can be used to deal some small damage at close range (though this is not recommended) because, well, it's a shotgun.

Threaded Cane:

Like all main weapons in Bloodborne, the Threaded Cane transforms between two distinct weapons. The Untransformed version is a small sword-cane. This form is lightning fast, and incorporates plenty of thrust damage (a useful subset of physical damage to which certain enemies are vulnerable), but with the downside of a very short reach. The weapon's Transformed state is a whip composed of several blades, rather like barbed wire. This form isn't all that fast (a common misconception), but it consumes little stamina, has good area control, and is serrated, meaning that it deals extra damage to certain large beasts. Overall, this weapon has low rally potential and low damage, (though the speed of the cane can sometimes make up for it) so be careful with it in that regard. Both forms have minimal stagger, but the cane can charge its R2 very quickly so it can be used for that sweet tactical backstab later on. This weapon scales with the Skill stat, reaching a B scaling at maximum upgrade, making it a good choice for builds focused on this stat.

Pros: Fast, low stamina use, great area control, serration

Cons: Low damage, low stagger, low rally, struggles against bosses

Saw Cleaver:

The Saw Cleaver is a very unique weapon. It is initially a large serrated blade (rather like a crude oversized meat cleaver) wielded by a long arcing handle connecting to the front of the blade rather than the back. When Transformed, the blade whips out, using the full length of the handle. The untransformed mode is where this weapon really shines. It's good speed, damage, stagger, and fairly low stamina consumption are great, and it comes with a serration bonus to boot. However, the offset to these advantages is that the range is minimal, and there are no lunging thrusts like the cane, forcing the wielder into close range combat. Transformed gains range and stagger but makes big sacrifices in terms of speed. The transformed form's biggest flaw is its moveset, which consists almost entirely of vertical swings. This weapon has essentially zero crowd control capabilities aside from the very slow R2 which doesn't have great range either. This inability to deal with multiple enemies is a big downside, especially for beginners. However, the L1 transformation attack deals a considerable amount of damage and stagger, and has both speed and range.

Pros: Fast, good damage, good stagger, low stamina consumption, serration

Cons: No area control, forces fast-paced point blank combat right out the gate, lacking moveset in Transformed mode.

Hunter Axe:

The Hunter Axe begins as a one handed axe with a gigantic blade, and transforms into a much larger, two handed version. Untransformed has massive stagger, rally and damage, but is slow

and has tremendous stamina consumption. Its range is very low and when coupled with its slow speed is a bit tricky to use for beginners, but the charged R2 has insane stagger and damage, and charges relatively fast. Transformed is a truly monstrous two handed axe with massive range, rally, and stagger. Its L2 has good crowd control and it's charged R2 attack basically turns you into a killer beyblade and will not only stagger but actually send pretty much any enemy that's not the size of a building flying, and probably just flat out kill any human sized one. The Axe reaches a B scaling in strength at its maximum upgrade level, making it a good choice for Strength-focused builds.

Pros: Huge damage, stagger, rally, fantastic range and area control

Cons: Heavy stamina consumption, very slow.

WARNING: If you use the Axe, you will probably spend most, if not all of your time in its two handed form. You won't learn how to use your gun, which will be fine at first, but trust me it will come back to bite you in the ass later in the game. This is (in my opinion) objectively the best of the starting choices *as a weapon*, but unquestionably the worst *as a learning tool*, which is really what you need when beginning the game.

My recommendation?

Use the Saw SPEAR.

You can get it pretty much immediately, but as an item in the world, not from the shop. The untransformed version has the same great moveset as the cleaver, but the transformed version's attacks have none of the glaring flaws of its counterpart, and is serrated to boot. It does marginally less damage, but the massive improvement in the transformed state is quite worth it, especially for beginners. Additionally, the spear has better overall scaling, focusing a bit more on skill. In late game, this actually pushes the spear's damage output past that of the cleaver.

Standard Builds:

Note: All of these builds are, with a few optional exceptions, designed to be run with the standard PvP layout of Anti-clockwise 3, Clockwise 3, and Clockwise 2.

True Quality

Recommended Weapons: All physical weapons, specialized only for Ludwig's Holy Blade
Violent Past/Military Veteran

BL 120

Vitality: 50

Endurance: 15

Strength: 46

Skill: 46

Bloodtinge: 6/7

Arcane: 7/6

Notes: A great build for a beginner to the game. A standard quality build allows a tremendously diverse selection of weapons, but it's lack of specialization can be a liability in very competitive

PvP. A BL 90 version to guide beginners could be 37/20/35/35/6/7, adding extra stamina to help ease the learning curve. BL 58 template would be 30/15/25/25/6/7.

Pure Strength

Recommended Weapons: Whirligig Saw, Kirkhammer, Amygdalan Arm, Boom Hammer, Cannon, Gatling Gun, Fist of Gratia

Violent Past/Military Veteran

BL 103

Vitality: 50

Endurance: 15

Strength: 50

Skill: 25

Bloodtinge: 6/7

Arcane: 7/6

Notes: As there is really only one primary damage stat here, this build is quite flexible. There are 17 free points in this build that may be distributed as necessary. Be sure to use the Cannon (possibly with Bone Marrow Ash) for a surprise burst of damage!

Pure Skill

Recommended Weapons: Rakuyo, Beasthunter Saif, Blades of Mercy, Burial Blade, Church Pick, Threaded Cane

Violent Past/Military Veteran

BL 103

Vitality: 50

Endurance: 15

Strength: 25

Skill: 50

Bloodtinge: 6/7

Arcane: 7/6

As there is really only one primary damage stat here, this build is quite flexible. There are 17 free points in this build that may be distributed as necessary. Make use of your high visceral damage with this build!

Skill Arcane

Recommended Weapons: Blade of Mercy, Burial Blade, Old Hunter's Bone

Cruel Fate

BL 120

Vitality: 50

Endurance: 15

Strength: 25

Skill: 50

Bloodtinge: 5

Arcane: 25

Notes: This build ensures maximum damage with both split damage skill weapons, and the two complement each other nicely, with the transformed Burial Blade offering high rally potential and covering a wide area at range and the Blade of Mercy ideal for fast, close range combat. The extra points into arcane also allows use of the Old Hunter's Bone for maximum mobility, which combines exceptionally well with the Blade of Mercy, as well as a surprise parry or backstab with the Augur of Ebrietas when in a two Handed mode.

Bloodtinge Strength

Recommended Weapons: Bloodletter, Whirligig Saw, Amygdalan Arm, Kirkhammer, Evelyn, Cannon, Bone Marrow Ash, Madaras Whistle

Military Veteran

BL 120

Vitality: 50

Endurance: 15

Strength: 36

Skill: 13

Bloodtinge: 50

Arcane: 6

Notes: This build is very tight to maximize damage. Follow the template exactly for best results. This build can easily wield the cannon alongside the much faster Evelyn, and when combined with Bone Marrow Ash, either one can pack a devastating sucker punch from good range. With the Bloodletter's transformed L2 attack, a powerful Frenzy resist rune and/or quick access to Sedatives is highly recommended.

Bloodtinge Skill

Recommended Weapons: Chikage, Simon's Bowblade, Evelyn, Bone Marrow Ash, Madaras Whistle

Professional

BL 120

Vitality: 50

Endurance: 15

Strength: 10

Skill: 37

Bloodtinge: 50

Arcane: 8

Notes: This build is very tight to maximize damage. Follow the template exactly for best results. Getting a visceral with the Bone Marrow Ash buffed Evelyn has devastating results, and using either the Evelyn or Bowblade to deal damage from range can safely end close battles.

Bloodtinge Arcane

Recommended Weapons: Chikage, Simon's Bowblade, Bloodletter, Evelyn, Bone Marrow Ash, Madaras Whistle, Various Hunter Tools

Almost any.

BL 120

Vitality: 50

Endurance: 15

Strength: 14

Skill: 15

Bloodtinge: 36

Arcane: 40

Notes: Borderline masochistic. Only if you really like blood weapons, but also really like hunter tools. Stats are flexible if you choose not to use either the Bowblade and/or the Bloodletter. Since you upgrade all your stats, any starting template that doesn't pass the final requirements is usable.

Arcane Quality

Recommended Weapons: Holy Moonlight Sword, Converted Arcane Weapons, Rosmarinus, Various Hunter Tools

Cruel Fate

BL 120

Vitality: 50

Endurance: 15

Strength: 25

Skill: 25

Bloodtinge: 5

Arcane: 50

Notes: The ideal damage output for the Holy Moonlight Sword (which this build is centered around) is 25 in both Strength and Skill. When using this build, be wary of Quicksilver bullet consumption via Hunter Tools (or cannon if you so desire), as the Holy Moonlight Sword requires them for its beam attacks. Because of this, a Formless Oedon rune could be equipped to ease the demands on your Quicksilver Bullet supply. If you *really* like the untransformed version of the sword and aren't a huge fan of the moonbeam attacks, there is a certain gem layout (that uses heavy abyssals, so that means hardcore dungeon diving) with which 50 str and 25 arcane is the best choice.

Arcane Strength

Recommended Weapons: Logarius Wheel, Amygdalan Arm, Tonitrus, Holy Moonlight Sword, Rosmarinus, Cannon, Various Hunter Tools

Cruel Fate

BL 120

Vitality: 50

Endurance: 15

Strength: 50/44/38

Skill: 12

Bloodtinge: 5

Arcane: 38/44/50

Notes: This build is centered around Logarius Wheel, and as this weapon is quite diverse, the balance between Str and Arc is up to the player. It could be 50/38 for good use of the untransformed mode and primarily physical weapons like the Amygdalan Arm, or 38/50 for maximum power on the transformation and use of Hunter Tools, or even 44/44 for balanced use of both forms and other arcane hybrid weapons like Tonitrus. Please keep in mind that the Wheel can be even further specialized for your pick of these playstyles via the users choice of percent physical, flat arcane, or nourishing gems, respectively. You can also combine this build with the Holy Moonlight Sword, but the damage output of its physical form will be a bit less than optimal.

Pure Arcane

Recommended Weapons: Kos Parasite, Saw Spear (Fire Conversion), Rosmarinus, Various Hunter Tools

Cruel Fate

BL 120

Vitality: 50

Endurance: 15

Strength: 10

Skill: 9

Bloodtinge: 5

Arcane: 81

Notes: This is a build solely reliant on arcane. The main source of damage here comes from Hunter Tools, but as some of these are less reliable in PvP, the Kos Parasite (with the Milkweed rune of course) alongside a fire converted Saw Spear is highly recommended.

Specialty Builds:

Wheel Twink

Recommended Weapons: Logarius Wheel, a high tolerance for chalice dungeons, and a deep-seated commitment to trolling.

Violent Past

BL 43

Vitality: 30

Endurance: 15

Strength: 20

Skill: 12

Bloodtinge: 6

Arcane: 10

Notes: This build is centered around a regrettable but ~~disturbingly fun~~ unfortunately common practice known as “twinking” in which a player exploits the level-based matchmaking to PvP at low levels with +10 weapons and top-tier gems. Because of the disproportionate damage output, the “twink” finds themselves ~~a free curb-stomp~~ at a distinct advantage. As referenced before, certain attacks on the Logarius Wheel hit multiple times, and when combined with the

fact that flat attack bonuses apply per hit, this bonus is multiplied several times for insane damage. Because of this - if one is willing to drag oneself through farming FRC depth 5 dungeons with only 30 vit to obtain the optimum Flat Arcane gems - the Logarius Wheel is ideal for such an endeavour.

Rally Reaper (unfinished)

Recommended Weapons: Burial Blade, Lead Elixir, Clockwise 3, Anti-Clockwise 3, Guidance tier 3 ~~fix your game goddamnit Miyazaki~~ 2, Rally Bloodgems (optional)

Professional

BL 80

Vitality: 45

Endurance: 20

Strength: 10

Skill: 40

Bloodtinge: 7

Arcane: 8

Notes: Lead Elixir + hella rally + tanky HP + low BL = ez win, theoretically.

Beast's Best

Recommended Weapons: Bloodletter, Madaras Whistle, Evelyn, Old Hunter's Bone, Augur of Ebrietas, Executioner's Gloves

Waste of Skin

BL 98

Vitality: 46

Endurance: 9

Strength: 14

Skill: 9

Bloodtinge: 50

Arcane: 20

Notes: Very few of the builds on this document are truly minmaxed for high level PvP. This one is. It's my personal favorite, hence the name. ~~You may not like it, but this is what peak performance looks like.~~ I don't put that kind of stuff on here because such builds are tailored to individual playstyles, and as such are highly specialized and often have seemingly backwards stat allocations. For example, despite this being a Bloodletter build, it has 20 arcane, what would normally be a useless stat. However, the added utility from the Old Hunter's Bone speed buff, Augur's ability to be a decent threat and mixup when out of stamina, and the zoning/combo potential of Executioner's Gloves merits the points. You have far more moves than your opponent expects, and combined with proper usage of the L2 and Madaras Whistle, your enemy won't know what hit them.

The Relentless

Recommended Weapons: Blade of Mercy, Beasthunter Saif, Old Hunter's Bone, Anti-Clockwise 3, Anti-Clockwise 2, Clockwise 3

Cruel Fate

BL 120

Vitality: 50

Endurance: 40

Strength: 10

Skill: 50

Bloodtinge: 5

Arcane: 15

Notes: This build doesn't stop. Ever. Seriously. With 220 stamina points, (my builds normally run 120, just for reference) this build gives you the endurance to literally run circles around your opponent. Combined with the dynamic momentum-based moveset of the Beasthunter Saif, the lightning fast engage/disengage capabilities of the Blade of Mercy, and the speed buff of the Old Hunter's Bone, you'll leave your opponent exhausted and defenseless in no time.

Vit Gouge (working title)

Recommended Weapons: Saw Cleaver/Spear, Hunter Axe, Amygdalan Arm, Boom Hammer

Violent Past

BL 120

Vitality: 83

Endurance: 15

Strength: 50

Skill: 9

Bloodtinge: 6

Arcane: 7

Notes: This build gives you almost twenty percent extra health more than a regular 120 build (2255 HP instead of 1897). For those who like the extra padding, this is for you. A few points can be taken from vitality and put into skill to meet stat requirements to use weapons like Kirkhammer (10) or Whirligig Saw (12). If you wish to use this as a skill build instead of a strength build simply swap the origin to Military Veteran.

Parry Fisher

Recommended Weapons: Reiterpallasch, Church Cannon, Bone Marrow Ash, Formless Oedon
rune/s

Military Veteran

BL 120

Vitality: 50

Endurance: 15

Strength: 27

Skill: 47

Bloodtinge: 25

Arcane: 6

Notes: This build is designed around an odd quirk of Bone Marrow Ash and its effect (or lack thereof) on the Reiterpallasch. Despite its built in gun, the Reiterpallasch is not buffed by Bone

Marrow Ash. The damage boost only applies to left handed weapons. Because of this, you can “cock” the Reiterpallasch, hold it in your right hand, and carry a Church Cannon buffed with Bone Marrow Ash in your left, then fire as many bullets from the Reiterpallasch as you want while still retaining the buff for the cannon. Normally, the Church Cannon’s slow fire rate and long wind up make it rather impractical for PvP, but after parrying your target with the Reiterpallasch, you have an immobile target ready to take over a thousand damage straight to the face.

Kitchen Sink

Recommended Weapons: Everything!

Any Background

BL 120

Vitality: 30

Endurance: 15

Strength: 30

Skill: 30

Bloodtinge: 25

Arcane: 40

Notes: This build allows for use of all weapons, tools, and firearms; you name it, this build can use it. You certainly won’t get optimal damage from any of them, especially weapons that focus into one stat, but even though your damage will be... sub-par, this build is about experimentation. It should give you a good idea of all the movesets and uses of the different weapons and allow you to choose which one you like, then make a build around that. The level cap on this build doesn’t matter all that much, but you’ll need at least these stats to both meet the requirements to wield everything and get a feel for the weapons without having them be totally useless. I stopped the build at 120 because leveling past that point is, in my mind, too much work for too little reward but if you want to exceed it, go ahead.

Physical Co Op

Recommended Weapons: All Physical Weapons

Military Veteran

BL 140

Vitality: 50

Endurance: 27

Strength: 50

Skill: 50

Bloodtinge: 7

Arcane: 6

Notes: Designed to assist with PvE using physical weapons. Any physical weapons are viable with this build. Not for PvP.

Arcane Co-Op

Recommended Weapons: Kos Parasite, Saw Spear (Fire Conversion), Rosmarinus, Various

Hunter Tools

Cruel Fate

BL 145

Vitality: 50

Endurance: 15

Strength: 13

Skill: 13

Bloodtinge: 5

Arcane: 99

Notes: As the name suggests, this build is designed for PvE, especially to assist others with troublesome areas and bosses. This build ensures maximum damage with hunter tools with 99 arcane damage, mainly from A Call Beyond. Not for PvP. Remember to use the Milkweed rune for the Parasite! The level cap is flexible, since you might need to adjust strength and skill to meet the stat requirements of certain weapons.

Tomb Prospector

Recommended Weapons: Kos Parasite, Fire Converted Saw Spear, Various Hunter Tools

Cruel Fate

BL 158+

Vitality: 99

Endurance: 15

Strength: 10

Skill: 9

Bloodtinge: 5

Arcane: 70

Notes: This build is designed especially with Tomb Prospecting in mind. The 99 vitality (more than a 25% boost) will help ease the pain of FRC dungeons, and the high arcane boosts discovery. The stats are much more flexible than most other builds, since the point of this stat setup is for personal comfort and convenience.

Cosplay Builds:

Shadows of Yharnam

Weapons: Chikage, Madaras Whistle

Professional

BL 60

Vitality: 30

Endurance: 12

Strength: 10

Skill: 25

Bloodtinge: 25

Arcane: 8

Notes: This is the hyper-aggressive sword wielding shadow. Whoever uses this build should host, to ensure a proper phase three using the Madaras Whistle and a higher HP pool. Proper Chikage HP management is also important.

Weapons: Flamesprayer, Rakuyo, Fire Paper

Cruel Fate

BL 60

Vitality: 35

Endurance: 12

Strength: 10

Skill: 23

Bloodtinge: 5

Arcane: 25

Notes: This is the secondary shadow. Use the flamesprayer for zoning and to keep pressure on the invader. Apply the Fire Paper to your Rakuyo in phase two.

Weapons: Tonitrus, Executioners Gloves

Waste of Skin

BL 60

Vitality: 30

Endurance: 9

Strength: 25

Skill: 9

Bloodtinge: 7

Arcane: 30

Notes: This is the tertiary shadow. Stay back, use the Executioner's Gloves as a replacement for the fireballs. Don't use your Tonitrus unless they get close.

Micolash, Host of the Nightmare

Weapons: Kos Parasite, A Call Beyond, Augur of Ebrietas

Cruel Fate

BL 120

Vitality: 50

Endurance: 12

Strength: 10

Skill: 9

Bloodtinge: 5

Arcane: 84

Notes: This is basically just a standard Pure Arcane build. Be sure to use the Kos Parasite without a Milkweed rune so that your bare fists actually do damage.

Impostor Iosefka

Weapons: Threaded Cane, Repeating Pistol, A Call Beyond, Augur of Ebrietas

Waste of Skin

BL 120

Vitality: 50

Endurance: 9

Strength: 10

Skill: 42

Bloodtinge: 8

Arcane: 50

Notes: Be sure to keel over the nearest table and moan to really get into the Fauxsefka spirit!

Ludwig, the Accursed and Holy Blade

Weapons: Beast Claws, Holy Moonlight Sword, Beast Roar

Cruel Fate

BL 120

Vitality: 50

Endurance: 12

Strength: 38

Skill: 25

Bloodtinge: 5

Arcane: 40

Notes: This one was a blast to make. Beast Claws for phase one, HMS for phase two. Use the Beast's Embrace rune.

Lady Maria of the Astral Clocktower

Weapons: Rakuyo, Chikage

Professional

BL 120

Vitality: 50

Endurance: 12

Strength: 10

Skill: 40

Bloodtinge: 50

Arcane: 8

Notes: Maria's fight is a tricky one to accurately replicate. The first two phases are just her using the Rakuyo Transformed and Untransformed, which is easy. Then the blood attacks come in, which can be mimicked using the Chikage. Then... the blood coming from the Rakuyo catches fire. That's harder. Originally I entertained using a Fire converted Rakuyo, but that doesn't work very well. For maximum cosplay, you can either keep using the Chikage, or swap back to the Rakuyo, then apply Fire Paper.

Witches of Hemwick

Witches

Weapons: Blade of Mercy untransformed, Messengers Gift, Beast Roar, Executioner's Gloves

Cruel Fate

BL 120

Vitality: 50

Endurance: 12

Strength: 10

Skill: 40

Bloodtinge: 5

Arcane: 49

Notes:

Mad One

Weapons: Burial Blade untransformed,