

Anemic (Drawback)

Your blood makes you sickly and weak and you must be careful not to overexert yourself.

Effect: Whenever you are subject to bleed damage you must succeed at a DC 20 Fortitude save or become fatigued for 1 round.

Armored Hunter (Trait; Regional)

Ludwig once recruited normal Yharnamites to serve as hunters. He gave them heavier armor that provided a robust straight-forward defense, yet they were still no match for the hunt.

Benefit: You become proficient in the armored coat in addition to your normal proficiencies, and you treat the armored coat as light armor rather than medium armor.

Blood Saint (Trait; Magic)

Your blood has unusual healing qualities, and you've been groomed since birth to become a Blood Saint. As a result, you can treat others with powerful healing tonics created from your own blood.

Benefit: You may create potions of *cure light wounds* as if you had the Brew Potion feat, using your total hit dice in place of your caster level. You do not need to be able to cast *cure light wounds* in order to create potions in this way, though the DC to create a potion increases by 5 if you cannot. You can only create potions in this way a number of times per day equal to your Constitution modifier (minimum 1). This trait does not grant you a caster level or the ability to cast spells, and does not allow you to qualify for Brew Potion or other feats that require a caster level or the ability to cast spells.

Bloody Pounce (Combat)

You charge at your foes like a wild beast, tearing into them with a savage ferocity.

Prerequisite(s): Reckless Advance, visceral attack +2d6

Benefit(s): You may make a visceral attack at the end of your charge in place of the standard attack granted by a charge. As long as you moved at least 30 ft during your

charge you can make this visceral attack against your target even if they are not dazed, flat-footed, paralyzed, staggered, or stunned.

Expanded Trick (General)

Your knowledge of the workshops more obscure techniques deepens, allowing you to incorporate unusual designs into your trick weapons.

Prerequisite(s): hunter's badge class feature, trick weapon class feature

Benefit(s): When you select this feat, choose one of the tricks listed below that matches a badge you have gained through the hunter's badge class feature. You add that trick to the list of tricks you can add to a weapon with the trick weapon class feature.

Arsenal Trick (Firing Hammer Badge): A refinement of techniques developed in the Oto workshop, allowing the incorporation of a greater variety of ranged weapons. This ranged weapon uses the same statistics as a double pistol, dragon pistol, blunderbuss, musket, repeating heavy crossbow, or shortbow, chosen at the time this trick is added to the weapon, and allows the wielder to make ranged attacks while the weapon is in its tricked form. The ranged weapon can be reloaded while the trick weapon is in its tricked form, but the time necessary to reload it increases by one step.

Beastly Trick (Spark Hunter Badge): A trick that incorporates beasthood into a weapon, granting the wielder a spurt of beastly power. A weapon with this trick is treated as a primary natural attack while wielded in its tricked form. The weapon still retains all of its original qualities, including handedness and ability to perform iterative attacks, when used in this way but is treated as a natural weapon for as long as it remains in its tricked form. Natural attacks made with this weapon always add 1-½ times the user's Strength bonus on damage rolls. The wielder of a weapon with the beastly trick gains vulnerability to fire for as long as the weapon remains in its tricked form. If the wielder is immune to fire damage, they lose their immunity for as long as they are wielding a weapon with the beastly trick in its tricked form.

Binding Trick (Wheel Hunter Badge): A technique developed by the martyr Logarius himself to bind foul spirits. The process was imperfect, and thus was quietly forgotten. When a weapon with this trick slays a creature while in its tricked form, it binds a small portion of that creature's essence to itself. A single Extraordinary or Supernatural ability is stored in the weapon when it binds an

essence, chosen by the wielder from among abilities that they were aware that the creature had (either having seen them used, or having successfully identified the creature with an appropriate Knowledge check). If the wielder is not aware of any of the creature's abilities, the ability stored is determined randomly by the GM. A creature that does not possess any valid abilities still has a portion of its essence bound to the weapon as normal, but does not grant any Extraordinary or Supernatural abilities. While the weapon is in its tricked form, the wielder can choose to release the bound essence as a swift action to gain the use of its ability for 1 round. The wielder cannot use abilities that require an appendage they do not have (such as a bloodlicker's tongue ability). If the ability would normally require the expenditure of resources that the wielder does not have, such as ki points, or had limited daily uses, then the wielder may use it only once. The wielder can also channel the angry spirit directly through the trick weapon. If they do, for 1 round when they would miss an attack they can choose to deal damage to their target equal to half their trick weapons damage (including any relevant damage bonuses). The weapon returns to its untricked form at the end of the turn after releasing or channeling essence. Essence from a slain creature only remains within a weapon with this trick for 24 hours, after which it fades harmlessly. A creature's essence bound within the weapon does not prevent *raise dead*, *resurrection*, or similar effects. This trick can be applied to a weapon multiple times, each time increasing the number of essence's that can be bound to the simultaneously by 1.

Ignition Trick (Powder Keg Hunter Badge): This trick represents an epitome in the powder keggers philosophy, and a much more conservative approach to their otherwise destructive methods. Incidentally, it was not widely adopted and eventually lost altogether. This trick adds a rudimentary trigger system that, when activated, sprays a flammable propellant across the weapon and opponents. The wielder can ignite the spray to attack an area and everyone in it, rather than a specific creature. The wielder targets an adjacent 5 ft square and makes an attack roll; the targeted area has an effective AC of 10. On a successful attack, every creature within the targeted area takes 1d10 points of fire damage and must make a reflex save (DC 14 + $\frac{1}{2}$ the wielder's BAB) or catch on fire. This attack threatens a critical on a natural 20 and has a x4 critical modifier. Alternatively, the wielder can pull the trigger when they make a melee attack, increasing the damage of that attack by 2d4. This additional damage is multiplied on a critical hit.

Nightmare Trick (Old Hunter Badge): The first hunts were brutal, bloody affairs. The old hunters became trapped in a nightmare of their own creation, and this trick was left behind as a somber reminder of their crimes. A weapon with this

trick seeps malicious black fog while in its tricked form, obscuring everything in a 20 ft radius from the wielder. The smoke blocks sight and obscures all vision, including darkvision. Creatures within the fog have concealment (attacks made by or against them have a 20% miss chance). The wielder is never impaired by nightmare fog created by their weapon, and their vision is unhindered by the fog. The wielder is automatically aware of the location of any creature that ends its turn within the fog and ignores miss chance granted by concealment against those creatures. Creatures who end their turn within the fog are plagued by visions of the nightmare and must make a Will save (DC 14 + $\frac{1}{2}$ the wielders BaB) or become shaken for as long as they remain within fog. A creature must make this save every turn they are within the fog, if they are already shaken a failed save increases the severity of the fear by one step. As long as the wielder is wielding a weapon with this trick in its tricked form, they cannot benefit from any morale or emotion based effects. The wielder can choose to suppress the nightmare fog and its effects as a standard action, after which the weapon must be returned to its untricked form before the fog can be used again. A strong gust of wind disperses the nightmare fog for 1d4 rounds. A creature without levels in bloodborne hunter who wields a weapon with this trick while in its tricked form is driven mad by visions of the nightmare and must attack the nearest creature other than themselves whenever able.

Parasite Trick (Cosmic Eye Watcher Badge): An atypical trick that incorporates some traits of the lumenwood parasite into a weapon. A weapon with this trick gains bizarre, organic qualities while in its tricked form. It attaches to the wielder and cannot be disarmed or otherwise removed from their person until return to its untricked form. The weapon also sprouts a long, vestigial tendril that the wielder can control to some degree. This tendril does not grant the wielder any additional attacks, though they can use it to make a tentacle attack (1d4 damage for a medium weapon) with the grab ability. The tendril can hold or manipulate items as well as a normal arm can (for example, holding a potion or clinging to a ledge) and it can retrieve a small item (including items stowed on the wielder's person), such as a dagger or scroll, as a swift action once per round. The wielder of a weapon with the parasite trick gains vulnerability to electricity for as long as the weapon remains in its tricked form. If the wielder is immune to electricity damage, they lose their immunity for as long as they are wielding a weapon with the parasite trick in its tricked form.

Righteous Trick (Sword Hunter Badge): A trick conceived by the old healing church, whose hunters required practical weapons to bring down certain prey. While in its tricked form, a weapon with the righteous trick deals 50% more damage when attacking a creature with a vulnerability. Only the damage relating

to that specific vulnerability is increased, and only attacks made with the trick weapon benefit from this additional damage. When the wielder confirms a critical hit with this weapon while it is in its tricked form, they can choose to automatically revert the weapon to its untricked form. If they do, their target gains a vulnerability to one of the components listed under the weapon material trick (wielders choice) for 1d4 rounds.

Tearing Trick (Saw Hunter Badge): This trick was developed in the heyday of the workshop, but was deemed too difficult for use by the average hunter. A weapon with this trick features a heavy chain and integrated saw while in its tricked form. Once per turn as a free action the wielder can activate the saw, causing it to tear violently into their foes. For the rest of their turn, the wielder can roll their weapon damage twice and take the higher of the two results. At the end of the turn, the weapon reverts to its untricked form automatically.

Threaded Trick (Crow Hunter Badge): A trick that arose from an old world ceremony. The flogging of beasts is cathartic, an attempt to demonstrate to oneself that the bloodlust of the hunt will never encroach upon the soul. While in its tricked form, the weapons reach increases to 15 feet and it gains the trip and disarm weapon qualities. Unlike a normal reach weapon, a weapon with this trick does not threaten areas that into which it can make an attack. In addition, unlike most other weapons with reach, the wielder can use it against foes anywhere within their reach (including adjacent foes). Using a weapon with this trick provokes an attack of opportunity, just as if it were a ranged attack. The increased reach from this trick does not stack with reach gained from the increased reach trick. While in its tricked form, a weapon with this trick is treated as a whip for the purpose of determining if it benefits from feats or abilities related to whips.

Special: A bloodborne hunter can replace the feat and additional benefit normally gained from a hunter's badge with this feat, gaining the appropriate expanded trick for their chosen badge instead. You can gain this feat multiple times, its effects stack, granting you a new trick related to one of your badges each time you gain this feat.

Extra Blood Pool (General)

Your blood runs deeper than other vilebloods.

Prerequisite(s): blood pool class feature.

Benefit(s): You gain two more blood pool points at the start of each day, and your maximum blood pool increases by two.

Special: You can gain this feat multiple times. Its effects stack.

Extra Rune (General)

You have discovered the secrets of a new caryll rune.

Prerequisite(s): caryll rune class feature

Benefit(s): You gain one additional caryll rune. You must meet all the prerequisites for this caryll rune.

Special: You can gain this feat multiple times. Its effects stack, granting a new rune each time you gain this feat.

Focus Draw (Combat)

Your intense focus in combat allows you to draw a weapon and deliver a felling blow in a single motion.

Prerequisite(s): Quick Draw, Vital Strike

Benefit(s): Once per round, when you draw a weapon you may add the benefits of the Vital Strike, Improved Vital Strike, or Greater Vital Strike feats to the next attack you make in that round. You suffer a -2 penalty on attack rolls until the beginning of your next turn after using this feat.

Haemophiliac (Drawback)

In Yharnam blood is a precious thing and yours spills freely from you. This makes you somewhat of a pariah, and you must be cautious of bleeding wounds.

Effect: Anyone attempting a Heal check to stop you from bleeding must spend a full-round action to do so, and the DC of the check increases to 20.

Lumenwood Cabalist (General)

The phantasms that writhe within the bed of a lumenwood bear striking resemblance to the parasites that littered a great ones corpse. You commune with these parasites, forming a deeper bond with them, and thus the cosmos.

Prerequisite(s): Ability to cast arcane spells, Expanded Trick (Parasite Trick), caster level 3rd

Benefit(s): You gain a familiar, as the wizard arcane bond class feature. You can only gain a [kos parasite](#) as a familiar using this feat, though you do not need to meet the level requirement to do so. Otherwise, you treat your total Hit Dice as your wizard level for determining the familiar's abilities. You may select a weapon with the parasite trick as your familiar. In this case, the weapon retains its standard qualities when wielded, and otherwise acts as a kos parasite familiar when not. Once per turn, you can include a wielded familiar as an optional focus component when casting an arcane spell. If you do, increase the caster level and the spells DC (if any) by 1.

Special: You can never have more than one familiar, and a familiar gained via this feat does not qualify you for the Improved Familiar feat.

Reckless Advance (Combat)

You rush heedlessly into the fray, sacrificing your safety to cover more ground.

Prerequisite(s): Dex 13, base attack bonus +1

Benefit(s): You can choose to take a -1 penalty to AC and to your combat maneuver defense to increase your movement speed by 5 ft until the end of your turn. When your BAB reaches +4, and every +4 thereafter, this penalty increases by -1 and the bonus movement speed increases by 5 ft. The penalty from this feat lasts until the start of your next turn.

Relentless Finisher (Combat, Style)

Your mastery of this style allows you to build the momentum of your attacks, throwing opponent's off their guard so that you can deliver a devastating finishing blow.

Prerequisite(s): Relentless Style, Relentless Reload, base attack bonus +9.

Benefit(s): As long as you are using Relentless Style, you may declare that you are using this ability at any time during your turn. The next melee attack you make during your turn has a x4 critical modifier, though it still uses its original critical threat range, and you gain a bonus on damage rolls with that attack equal to 3 + 3 for every attack you have made against that your target since the beginning of your turn (not including the attack made in conjunction with Relentless Finisher). Your turn ends immediately after this attack is resolved, even if you have actions remaining, and you cannot make attacks again (including attacks of opportunity) until the beginning of your next turn.

Relentless Reload (Combat, Style)

You use the opening created by your melee attacks to reload a ranged weapon with lightning speed, allowing you to continue fighting uninterrupted.

Prerequisite(s): Relentless Style, Point-Blank Shot, base attack bonus +6.

Benefit(s): While using Relentless Style, whenever you successfully hit an opponent with a melee attack you may load 1 piece of ammunition (including bullets or alchemical ammunition) into a wielded ranged weapon as a free action. Loading a ranged weapon using this ability does not provoke an attack of opportunity.

Relentless Style (Combat, Style)

Though trick weapons that incorporate firearms into their designs are uncommon, you specialize in their use, allowing you to mix ranged and melee attacks with ease.

Prerequisite(s): proficiency with trick weapons, Weapon Focus, base attack bonus +3.

Benefit(s): While wielding a weapon with which you have Weapon Focus that has been modified with the firearm trick, arsenal trick, or ignition trick, you may treat that weapon as if it were a double weapon, using melee attacks for your main-hand attacks and ranged attacks for your off-hand attacks. While wielding a weapon in this way, your ranged attacks do not provoke an attack of opportunity from creatures you threaten.

Simultaneous Strike (Combat)

You carefully coordinate your attacks, ensuring that your blows land on the same spot.

Prerequisite(s): Two-Weapon Fighting, base attack bonus +4

Benefit(s): When you make multiple attacks while two-weapon fighting, total the damage from each pair of main-hand and off-hand attacks before applying an opponent's damage reduction or energy resistances. Each pair of attacks must be made against the same opponents in order to use this feat.

Normal: You apply an opponent's damage reduction and energy resistance to each individual attack made during a full-attack action.

Workshop Apprentice (General)

You have spent time in the company of the hunter's workshop, and have managed to master the basic techniques of trick weapon creation.

Prerequisite(s): Craft (Weapons) 1 rank

Benefit(s): Select one trick from the list of those available to the bloodborne hunter under the trick weapon class feature. You can craft trick weapons using that trick. You are automatically proficient with any trick weapon you create and may transform trick weapons you create as a move action instead of a full-round action.

Special: A character with the trick weapon class feature who takes this feat increases the number of tricks they may apply to a weapon by one.