

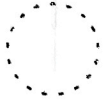
# BLOODSTARVED



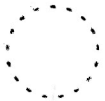
NAME .....

CLASS ..... LEVEL .....

STRENGTH



DEXTERITY



INTELLECT



WILLPOWER



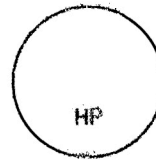
CHARISMA



HEALTH



BLOOD WOUNDS:



HP

HP MAX: \_\_\_\_

MAJOR WOUND AT: \_\_\_\_



WEAPONS / EQUIPMENT

UNARMED DAMAGE .....

ARMOR .....

HUNGER DIE

PLACE  
HERE

POWERS

.....

.....

.....

.....

.....

BACKGROUND / NOTES

PRONOUNS .....

d12  
↓  
d10  
↓  
d8  
↓  
d6  
↓  
d4

## QUICK REFERENCE

### INITIATIVE

Players who succeed their DEX roll go before NPCs. Players who fail go afterward.

### ABILITY ROLLS

1. Roll d20
2. Add any level modifier:  
Level modifier = NPC's level - Your level
3. Compare to your stat value:  
Modified roll is  $\leq$  your stat: Success!  
Modified roll is  $>$  your stat: Fail!

### DAMAGE & DYING

Reduced to 0 HP:	Knocked out
Lose ½ Max HP in one blow:	Major Injury
Reduced to 0 Blood Wounds:	Perished

#### ROLL MAJOR INJURY

- |   |   |
|---|---|
| 1 | Concussion - Disadvantage on all INT and WILL checks. |
| 2 | Broken Bone - STR and DEX reduced by 2.               |
| 3 | Nasty Scar - CHA reduced to 6.                        |
| 4 | Severed - Lose a body part.                           |

### HUNGER

Roll your Hunger Die after healing, or using any of your blood powers. If you roll 1 or 2, your hunger die goes down a size *and* you suffer a Hunger Effect.

d12 → d10 → d8 → d6 → d4

#### EXAMPLE HUNGER EFFECTS

- 1 **Friendly Fire** - Accidentally injure yourself or an ally.
- 2 **Collateral Damage** - Inadvertently damage your surroundings or a valuable item.
- 3 **Fizzle** - Your power barely works, or doesn't work at all.
- 4 **Misfire** - Your power backfires. You expected X but got Y.
- 5 **Overload** - Unleash too much power and lose control of it.
- 6 **Conspicuous** - Attract unwanted attention.
- 7 **Stress Case** - Suffer mental strain, making future actions more difficult.
- 8 **Sensory Loss** - Overwhelmed senses. You become blinded, deafened, mute, etc.
- 9 **Dead limb** - A limb goes numb or cramps up, hampering your mobility or strength.
- 10 **Brain Addled** - Your mind becomes muddled making it harder to focus or think clearly.

### FEEDING

To increase your Hunger Die, you must drink blood. For each unit of blood you drink, increase your Hunger Die by one size. Draining a victim of all of their blood units kills them.

#### VICTIM

#### BLOOD UNITS

Multiple small animals	1
Large animal (horse, cow)	2
Human	2
1 pint of hospital blood	1
Vampire	1 + their level

### HEALING & RECOVERY

Vampiric healing: Recover 1 hit die of HP.

Sleep in a coffin: Recover 1 hit die of HP and 3 Blood Wounds.

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