

BLOODSTARVED



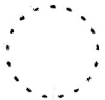
NAME

CLASS LEVEL

STRENGTH



DEXTERITY



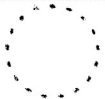
INTELLECT



WILLPOWER



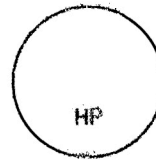
CHARISMA



HEALTH



BLOOD WOUNDS:



HP

HP MAX: ____

MAJOR WOUND AT: ____



WEAPONS / EQUIPMENT

UNARMED DAMAGE

ARMOR

HUNGER DIE

PLACE
HERE

d12
↓
d10
↓
d8
↓
d6
↓
d4

POWERS

.....
.....
.....
.....
.....

BACKGROUND / NOTES

PRONOUNS

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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