CURSE TRACKING SHEET

# Werebeasts

Character, resources, and gifts

**Character**

**Player**

**Animal family / animal**

**Total level**

**Stage (1 to 4)**

**Curse status**

**Current essence**

**Max. essence**

**Prof. bonus (+)**

**DC**

**DC ability**

DC: 8 + proficiency bonus + Constitution or Wisdom modifier.

**Chosen method: agree together or roll two separate d8s**

At each stage: 1 gift and 1 weakness, from nos. 1 to 8. When rolling: 1d8 for each list; reroll duplicates and ineligible results as described in the booklet.

Stages: 1 / 2 / 3 / 4 • Minimum levels: 1 / 5 / 11 / 17 • Maximum essence: 2 / 3 / 4 / 5.

## Your acquired gifts

Record only acquired traits. Leave later stages blank.

**No. (1-8)** **Gift acquired at stage 1** **Cost / action** **Duration / concentration**

**Effect, limits, and conditions**

**No. (1-8)** **Gift acquired at stage 2** **Cost / action** **Duration / concentration**

**Effect, limits, and conditions**

**No. (1-8)** **Gift acquired at stage 3** **Cost / action** **Duration / concentration**

**Effect, limits, and conditions**

**No. (1-8)** **Gift acquired at stage 4** **Cost / action** **Duration / concentration**

**Effect, limits, and conditions**

# Werebeasts

Weaknesses and tracking in play

## Your acquired weaknesses

**No. (1-8)** **Weakness acquired at stage 1**

**Trigger, effect, and precautions**

**No. (1-8)** **Weakness acquired at stage 2**

**Trigger, effect, and precautions**

**No. (1-8)** **Weakness acquired at stage 3**

**Trigger, effect, and precautions**

**No. (1-8)** **Weakness acquired at stage 4**

**Trigger, effect, and precautions**

## Tracking your curse

Complete only the lines that apply to you. This sheet grants no gifts or weaknesses.

**Chosen family passive trait**

**Current form / end / forced or not**

**Next announced lunar event**

**Transmission available / next recovery**

**Pack Link: partner / end, if acquired**

**Required food, if Ravenous Hunger acquired**

**Ongoing effects: concentration, targets, deadlines, and next saving throws**

Transformation requires no concentration. Each gift keeps its own conditions.

**Rites / instability deadline:**