CURSE TRACKING SHEET

Vampirism

Character, resources, and gifts

Character

Player

Race / creature type

Total level

Stage (1 to 4)

Curse status

Current essence

Max. essence

Prof. bonus (+)

DC

DC ability

DC: 8 + proficiency bonus + Constitution or Charisma 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

CURSE TRACKING SHEET

Vampirism

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.

Current hunger (0 to 3)

Last ration / next deadline

Donor: Hit Dice spent / 24-hour interval

Blood Pact: partner / end, if established

Native Earth, if acquired

Transmission available / next recovery

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

Hunger does not choose your actions. A ration restores no essence.

Rites / instability deadline: