

## CURSE

Curse ID: 5652



*This time, the dreams are hot and vivid - you are standing in a Tassato back-alley, a long knife in your hands, blood pooling and cooling from a second set of gills that you have opened in the merrow's neck. When you wake; and for weeks after, you have the sense that you are being followed - glimpses in crowded streets, a feeling of being watched from high windows - a woman in a black cat mask who spies your progress intently. She is no longer just in your dreams - and for a time, you even suspect it is one of the family Barossa playing some dark practical joke - but no, it is her- you are sure of it - she is real, and close, and here- so close she could be called.*

**Role-playing Effect:** Your character is CURSED. While this curse is in effect, you feel a desire to revel in base urges and, at times, you may even find yourself becoming bloodthirsty and cunning - particularly after dark. During these times you may have a feeling of being watched over, or may hear a soft, female voice, whispering at the edge of your hearing, urging you to take unnecessary risks or engage in foolhardy actions - particularly those where bloodshed is likely. Occasionally, during these times, the trappings of lineage may appear disgusting to you.

**Mechanical Effect:** During the hours of darkness, you have one extra Hero point which is lost first and disappears at sunrise. In addition, while affected by this CURSE, if you are exposed to any role-play effect that causes you to feel tired, weary or weak, you may instead respond by becoming alert and energetic.

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