CURSED

*Forsaken Former Mortals*

You were once a normal person, until you had an unfortunate brush with the supernatural. Outsiders are infamous for Faustian bargains and crossing such creatures can bring a fate worse than death. Sometimes innocent people receive curses for just being in the wrong place at the wrong time. Whatever your origin, you have gained significant supernatural power, but at an unfortunate cost.

There are an uncountable variety of curses, but the most common curse comes from a contract known as the *Broken Promise*. The Broken Promise is outlawed by almost every secret society, but it still can be found in many dark Sideways allies. The consequences of Insiders signing the Broken Promise are nothing less than the corruption and metamorphosis of their very souls.

Victims of this cursed contract are frequently transformed into monsters similar to vampires and werewolves. It is widely rumored that getting other Insiders to sign the Broken Promise can somehow reverse or pass on the curse. Normal contracts allow the Cursed some reprieve from their condition, but many contractors refuse to deal with the Cursed.

## Covert Form: Restored Humanity

While you have at least one active contract, you can draw on their uncorrupted essence to temporarily hide your cursed nature and regain some of your lost humanity. This disguise closely resembles your original human appearance with only a few traces of your true nature bleeding through. As an added benefit, the Afflictions from your curse are ameliorated while you are in your Covert Form.

## Manifest Form: Anathema

Your original body has been warped and corrupted into a monstrous but powerful Manifest Form. Hiding in your covert form subsumes some of your abilities, but shifting into Manifest Form unleashes all of that abominable power. The actual appearance of the Cursed varies depending on the circumstances of their curse, but they are all terrible to behold.

# CURSED QUALITIES

### Drawback: Affliction

If just granted you supernatural powers then we wouldn’t call it a curse. Most curses bestow some horrible affliction upon their victims. Luckily, most afflictions only affect the Cursed Manifest Form.

**Effect:** Choose a frailty that thematically represents your cursed nature. Each frailty is detailed on page [[XX]]. You suffer from the penalties associated with this frailty only while in your Manifest Form.

### Signature Aspect: Lingering Humanity

Almost everyone who is cursed finds they have to leave their mortal life behind them. Nocturnal habits make many mundane jobs impossible and bloodlust makes any interaction with friends and family risky. Still, the most competent Cursed find some aspect of their old lives they can hold onto.

**Effect:**  You gain a Lesser Worldly Aspect.

### Remaining Aspects: Common and Supernatural

It’s more than a little weird how some Outsiders grant amazing power to the people they hate most. Some Cursed find that their lost humanity was worthwhile trade-off and never look back. Be careful you don’t become one of those monsters.

**Effect:**  You have 12 additional Talents worth of Common or Supernatural Aspects.

### Expertise: Any Skill

Whether you attended an Ivy League university or the school of hard knocks, you had to pick up a variety of skills to thrive in this modern world.

**Effect:**  You start the game with any combination of seven skill improvements.

### Harmony: Corrupted Essence

Your curse has transformed you into something that isn’t quite human. This enchantment pollutes your mind and spirit no different the bleed that too many contracts inflict. Unfortunately curses don’t expire after a year like contracts do.

**Effect:** Your maximum Harmony is 4.

### Milestone Ability: Surrender to the Beast

You have fallen so far, but there is still the temptation to fall further. The more you let go of your humanity, the stronger the monster inside you becomes.

**Effect:** During a Major Milestone, instead of your normal benefits, you can choose to sacrifice one of your Foundations. When you do this you can permanently gain any Supernatural Aspect Power of your choice. This sacrifice causes the permanent damage to your Harmony typical to selling or trading Foundations.