

Venger

Manifestations: People exhibiting a sudden and total distrust for strangers. Clusters of bizarre but similar deaths. Rumours about how to avoid dying the same way. The cause is generally ascribed to a vindictive ghost, seeking revenge from beyond the grave.

Agents: A Venger agent is a vector for an UNNATURAL poison. It may be a household object, an animal or something else ordinary. However, anyone who has a specific form of contact with it, such as drinking from a cup or reading a newspaper, is struck with a death curse. After 4 days have passed, the victim will die, often in an unusual fashion. The only way to avoid this death is to obey some kind of task associated with the agent. This almost always involves persuading others to suffer the curse, or at least put many people at risk of suffering it. The exact behaviour can only be gleaned from the rumours that circulate in the area, and even then there is no way to tell which of the rumours is true, if any. In this way, the curse travels from person to person, killing the unlucky ones who don't find a way of passing it on. Destroying the agent is a sure-fire way of stopping the curse from spreading but usually removes any chance of surviving the curse if it is placed upon you.

Power: Some people develop the ability to create temporary agents of the Venger. These temporary agents only last for **3** hours, after which they are either destroyed in an accident or mysteriously vanish. The person creating the agent describes how it places the curse, but the GM determines what action is required to lift it. For these temporary agents, the 'cure' seldom involves the agent.

Doom: The first two times a character suffers Existential Crisis when using the Venger power, the attempt to create an agent back-fires and that character suffers the curse but no-one else. The 'cure', in this situation, does not involve any means of passing the curse on, but does directly involve the object intended to be the agent. If a third Existential Crisis is suffered, then there is no cure, not this time. The character dies after 4 days, or before if he elects to take matters into his own hands.

I'LL RETURN LIKE A BAD PENNY.