



DEADHALT

CURSES

Z[^]NWARE

CURSES

After choosing their Origin, a Crew Member may choose to add a Curse. Curses are supplementary Quirks that slightly change how the base Origin functions. Taking on a Cursed Quirk can create a unique combination of advantages and disadvantages.

VAMPIRISM

Vampires have been around long before the Hotel was built. While a few, especially the ancient ones, have fallen victim to their own instincts to devour the living, most just have an unstoppable appetite. Many believe that the Vampirism Curse just affects the metabolism, so carrying an extra bag of snacks mitigates any unwanted bites.

INVITATION

As the Vampiric society is bound by morals against biting any unwilling allies, a willing friend must allow the Vampire to bite them to transfer energy between them.

When bitten by a Vampire, the Crew Member takes 1 Wound, added to their current Wounds (This may trigger a Dead Halt if their Wound Threshold is reached).

The Vampire then subtracts 2 Wounds from their current Wounds.

LYCANTHROPY

“Werewolves” or those affected with Lycanthropy are a fairly new Curse, the earliest case supposedly originating in 1989 with an arcade game called Altered Beasts and a lightning storm. Some say the Curse is linked to WinterNET, for within the Hotel, Lycanthropy’s effects seems to trigger when things are going south on a Job.

JACKAL

A new Crew Member with Lycanthropy starts with the Origin’s base stats but no additional Attribute Pips to upgrade them (A Human with Lycanthropy would start the game with 1 additional Attribute Pip as denoted by their Quirk).

Each time the affected Crew Member fails an Action Roll by rolling 0 Knocks, they may add an Attribute Pip to either STR or FOC.

All Pips gained through Lycanthropy can be kept track of by marking an “X” to signify temporary Pips on their ID Card. **These Pips reset at the end of each Job.**



BEWITCHED

Being initiated into the Bewitched Coven is an incredibly difficult task as the tight-knit siblinghood reveres its members, as well as its Curse, with great admiration. Being initiated involves willingly accepting their Curse, in exchange for strict control over great Magickal abilities.

The Bewitched draw their energy from being grounded in the world and finding power in all the things around them.

COVEN

A Bewitched Crew Member must create or acquire a **REGENTS BAG**. This bag takes up an Item slot and can hold up to 3 Regents. The Bewitched use regents to cast Magicks, and cannot cast Magicks without using Regents.

REGENTS BAG



HOLDS 3 REGENTS

Regents bags are very small, and therefore cannot hold **NAMED ITEMS**.

Scavenging Floors and coming prepared is very important for the Bewitched as, despite being incredibly powerful, they rely heavily on Regents.

These small objects represent and "make up" a spell. For example, a Spring, Bouncy Ball, and Lighter may be used to cast a Fireball. **Regents are consumed and destroyed while casting Magicks.**

When casting Magicks as the Bewitched, add **+10** to that Magicks Roll.

DEAD

With the advent of Mods, the Hotel became a place to skirt the inevitability of death. Not everyone accepts Mods however, and many by choice. The Dead are all around us, some still willing to help the Crew that they left behind in the mortal realm.

When a Crew Member dies, start by crossing out all Bonus Die Pips on the Front of your ID Card as well as Mods and Origin Quirk on the back. The Dead cannot carry any Items, Gold, or Armor in their Incorporeal form.

HAUNT

While the Dead normally float about as an invisible spirit, they may Haunt objects to move them, knock things about, and cause general mischief. **In this form the Dead cannot deal Wounds or use Items, but they may open unlocked doors, knock objects off shelves, or activate switches like levers and buttons.**

The Dead can also Haunt Denizens and Enemies. To do so, they must get used to the body they will be controlling.

Once per turn, as an Action, the Dead may target an enemy and roll a D6. A roll of a 6 will allow them to control that Enemy. This gets easier with failed rolls. On the second roll, a 5 or higher. Then 4, 3, 2 and automatically on a roll of 1.

During a Haunt, the Dead will use their original ID Card for Attributes, Wound Threshold, and so on.

When the Dead reach their Wound Threshold, they are knocked out of the Enemy they are Haunting. While being Haunted, the Enemy takes no Wounds and will remember nothing from the Haunt.

The Haunt lasts up to a half hour, but the Dead may be knocked out or choose to end the Haunt. When a Haunt ends for any reason, the Dead's Haunt roll begins again at 6.

