

Moonlight on Roseville Beach

Archetype: Gifted
(Lycanthrope)

Level: Experience:



Physique
Starts at 10



Agility
Starts at 7



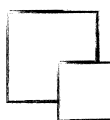
Intellect
Starts at 7



Willpower
Starts at 8



Vitality
*Physique + 2*Level*



Sanity
Intellect



Luck
Starts at 3



Money
Starts at 2

Weapons

The Shifty One

Name: _____

There's a little bit of beast inside almost everyone, or so they say. In your case, it's literally true.

Pronouns: _____

1d6	What type of shifter are you and how did you become one?	Gain
1	Wererat. What have you secretly seen or watched since coming to Roseville Beach? Shadow Cloak & Shadow Travel	+2 Agility +2 Willpower
2	Werewolf. Who put the wolf's curse on you and why? Ferocity & Augment Reflexes	+2 Physique +2 Agility
3	Wereraven. What were you looking for when you left your parent's nest? Flight & Ventriloquism	+2 Agility +2 Intellect
4	Wereotter. What three details do you remember from your dreams of Odd Island? Ferocity & Shadow Travel	+2 Physique +2 Willpower
5	Werebear. Who told you of your family's secret power? Augment Strength & Transfer Life	+2 Physique +2 Intellect
6	Werepanther. Which older werepanther did you impress? How? Accelerate & Drain Powers	+2 Willpower +2 Intellect

1d6	What secret are you hiding from even your house mates?	Gain
1	Torrid Affair. Who comes and goes from the island each weekend without anyone knowing they're here to see you?	+2 Physique +2 Agility
2	Risky Business. What secret interests did you invest in that you must never be publicly connected to?	+2 Agility +2 Intellect
3	Secret Identity. What's your real name and who are you hiding from?	+2 Intellect +2 Willpower
4	Guardian Angel. Who are you protecting out here and why must they never know your true purpose? Why?	+2 Agility +2 Willpower
5	Secret Vows. You've sworn to get something done before the summer's end. What is it?	+2 Physique +2 Willpower
6	Family Troubles. What does your family have connections to that your friends and loved ones would find disturbing?	+2 Physique +2 Intellect

Concept: _____

Complication: _____

COMPATIBLE WITH
DS&DS

Id6 What secret are you hiding from even your house mates?		Gain
1	Torrid Affair. Who comes and goes from the island each weekend without anyone knowing they're here to see you?	+2 Physique +2 Agility
2	Risky Business. What secret interests did you invest in that you must never be publicly connected to?	+2 Agility +2 Intellect
3	Secret Identity. What's your real name and who are you hiding from?	+2 Intellect +2 Willpower
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Id6 You were with one of your roommates one night when you saw evidence that there were strange, supernatural forces about. The player seated to your left is the one who was there when this happened.		Gain
1	You were followed! One night, you and your housemate noticed a strange bronze column or monolith that was always just right behind you, but you never saw it move. What two words would you swear were written on the column in the eldritch script?	Both get +2 Willpower
2	You were threatened! A shadowy figure approached you one night. It hissed and said both of your names before fleeing away. You never got a good look at the figure's face, but what would the two of you recognize if you saw it again?	Both get +2 Agility
3	You saw the lights! While walking the Toklas trail back from Pinewood Harbor one night, you and your friend both saw weird lights and heard a faint sound in the direction of Odd Island. What NPC is probably lying about not seeing anything that night?	Both get +2 Intellect
4	You were attacked! You and your friend were walking on the beach one night, when shark-like creatures from the waves attacked. You fended them off enough to get away from shore, but what did you see reflected in their eyes when they were staring at you?	Both get +2 Physique.
5	They rescued you! When an ethereal form tried to lure you into the wetlands one night, but your friend held you back, and the form disappeared. What did the form look like? Why was it so alluring to you?	You get +2 Physique They get +2 Willpower
6	You rescued them! When strange shadows emerged from the old book they were reading, you slammed it shut and tossed it away. What did dark parts of your own past did the shadows remind you of?	They get +2 Intellect You get +2 Agility

Special Abilities

- **Prime Attributes:** Physique & Willpower
- **Recovery Die:** 1d6
- **I Sense a Disturbance:** The Gifted can sense supernatural activities and effects in their vicinity. Making an Intellect test with a Difficulty equal to the HD of the creature or the Power Level (PL) of the effect, the character can detect supernatural effects up to medium range.
- **I Make My Own Reality:** Begin gameplay with Lycanthropy and 2 known powers and can learn a new one each Level thereafter. To use these powers, The Gifted makes a Willpower test with Difficulty equal to its PL.
- **There is Power in Blood:** Using these supernatural powers is really taxing for The Gifted's body and mind. To improve their chances to use their powers, the character may sacrifice points of Physique or Agility to add the same amount to their Willpower for a single Attribute Test. After the check, these points are lost and need to be recovered normally.
- **Beast Speech.** You have the ability to speak to animals related to your beast form and sometimes those of other forms (with an Intellect Check).

Equipment

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Lycanthropy

You can change into the specific type of beast or beast-human hybrid designated when you take the power. When you shift, you have your level + PL HD. The changes rends your clothes and scatters anything you're carrying. While transformed you:

- Take the creature type as your new Concept
- Take half damage from non-silver weapons (or similar unusual but non inaccessible material)
- Cannot speak
- Can only use powers that target yourself (you can use Transfer Life if you are either the target or beneficiary)
- Roll your HD for your new form's Vitality

While changed, most beast forms have +3 to Physique and Agility, -3 to Intellect and Willpower, but you and your GM may work out other adjustments, or allow you to temporarily shift additional points from Willpower to other attributes (in all cases, 19 is the maximum score). Dropping to 0 hit points causes you to revert to your naked human form the next Round, at the same Vitality you had immediately after using this power. If you change back before the sun next rises and the moon next sets, you'll need to make a Willpower roll to change shape

Failed Lycanthropy Rolls

Failing the casting usually mean inability to control your change or control the beast within.

Complications

In addition to other complications, those with the lycanthropy power also have an additional complication: there two things that can make your powers trigger involuntarily and last till the next time the sun rises and the moon sets: touch of silver, touch of cold iron, a new moon, a full moon, the site of blood, sustaining an injury. Invoking this complication cannot raise your luck above 5.

Using Powers

The Gifted begins the game with 3 known powers, and every time they wish to use them, a Willpower test is necessary, as well as an expenditure of life energy. The energy used for each power must come from somewhere, and the most immediate source is the user themselves. Thus, to use a power, The Gifted spends an amount of Vitality points equal to the difference between the Power Level (PL) of the power and the character's Level, and makes a Willpower test with a Difficulty equal to the same PL.

The Power Level defines how strong the spell is, and it is defined by The Gifted at the time of manifestation. They can, for example, cast the same spell with a lower PL one time, and with a higher PL on a different occasion. A success on the Willpower test means the character manifests the power as intended, at the PL chosen. Note, however, that some powers may allow targets to make a test to resist their effects (see Resisting Powers below).

On the other hand, a failure means the power didn't manifest, or at least didn't manifest as the user intended. A failure in which the character rolls above their Willpower score means the character, for one reason or another, cannot manifest this power for the day. Maybe they aren't properly aligned with the ether currents that channel that power, or that they simply are not in the state of mind necessary for doing so.

A failure within the Difficulty range means something else. The character is able to channel the energy but something goes wrong in the process, and now they must make a choice. They either lose the power for the rest of the day, or they suffer a Backlash (which means the energy channeled manifests in a way that is detrimental to the character, possibly harming them or their allies).

Additionally, a roll of a natural 20 (a Fumble) means even more problems for the user. When this happens, they lose the power for the day, suffer a Backlash, and must make a Luck Roll to avoid automatic Corruption. If they are unlucky, they suffer a Corruption. This means that their corrupting powers have affected the character in a lasting form, possibly deforming their body, shattering their mind, and consuming their soul.

Choose 2 Lycanthrope Powers

- **Accelerate:** Up to PL targets touched (which may include the character manifesting the power) can make an additional Movement and an additional Action for PL rounds each. After the effect has expired, everyone affected will need to make a Difficulty PL Physique test or fall unconscious for PL turns.
- **Augment Reflexes:** The character or a target touched makes all Agility tests with a Positive Die for PL turns.
- **Augment Strength:** The character or a target touched makes all Physique tests with a Positive Die for PL turns.
- **Drain Powers:** A target up to PL HD within medium range cannot manifest powers for PL rounds. Can be resisted.
- **Ferocity:** The character or a target touched receives a Positive Die to melee attacks, inflicts +1 point of damage on melee attacks, and ignores 1 point of damage from all physical sources for PL minutes. The subject of the power must attack any target within close range in the most brutal way they can every round while under the effect of this power, unless they pass a Difficulty PL Willpower test. After the power duration expires, the target must make a Difficulty PL Physique test or fall unconscious for PL turns. Can be resisted.
- **Flight:** The character or a target touched can clumsily fly for PL turns, moving at the same rate as they would on the ground, but without the difficulty of traversing rough terrain.
- **Shadow Cloak:** The character or a target touched has their body covered by the shadows of the Abyss and can now hide in plain sight with an Agility test made with a Positive Die. This effect lasts for PL turns.
- **Shadow Travel:** The character opens a portal to the Shadow World, and up to PL individuals may enter it to travel quickly to another portal opened somewhere else. This power lasts for PL turns, and each turn traveling through the Shadow World is equivalent to traveling a full day in the normal world. However, the Referee will roll for a Random Encounter (see Chapter 8: Monsters in the Shadows for more details) each turn spent inside the Shadow World.
- **Transfer Life:** A target touched (make a melee attack made with a Positive Die) is drained of 1d3 Vitality points per PL and either the character or another individual touched regains the same amount of Vitality points.
- **Ventriloquism:** The character projects their own voice to any place they can see (by whatever means) for up to PL minutes. With an Intellect test, the user may