

Moonlight on Roseville Beach

Archetype: Gifted
(Witch)

Level: Experience:



Physique
Starts at 10



Agility
Starts at 7



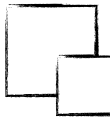
Intellect
Starts at 7



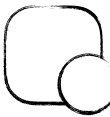
Willpower
Starts at 8



Vitality
*Physique + 2*Level*



Sanity
Intellect



Luck
Starts at 3



Money
Starts at 2

Weapons

The Witch

Name: _____

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

Pronouns: _____

Id6	What type of shifter are you and how did you become one?	Gain
1	Family Tradition Witch. Which older relative taught you magic? Suggested powers: Glimpse Future, Invoke Ghosts, and Transfer Life	+2 Intellect +2 Willpower
2	Self Taught Witch. What was the book that made it all clear to you? Suggested powers: Consult Void Entity, Gift from the Abyss, and Project Consciousness	+2 Intellect +1 Agility & Luck
3	Cunning Witch. Who was the oddball neighbor who trained you as a witch? Suggested powers: Summoning, Sigil of Return, and Shadow Travel	+2 Willpower +2 Agility
4	Natural-Born Witch. Which old childhood friend did you study witchcraft alongside? Suggested powers: False Face, Fearful Phantom, and Ventriloquism	+2 Physique +2 Willpower
5	Romantic Witch. Which former lover or close companion taught you witchcraft? Suggested powers: Shadow Cloak, Slow Time, and Song of Serenity	+2 Agility +2 Intellect
6	New Witch. Who haven't you told about your new powers? Suggested powers: Read Thoughts, Telekinesis, and Telepathy	+2 Intellect +1 Willpower & Luck

Id6	There's lots of gossip about you. What one thing everyone knows about you is true?	Gain
1	Silver Spoon. What got your grandparents to almost disinherit you?	+1 Agility, +1 Luck +2 Money
2	Political Scandal. Who told the press about your relationship with the candidate?	+2 Willpower +2 Intellect
3	Secret Fling. Who was the cad who left you out here by yourself?	+2 Physique +2 Intellect
4	Party Animal. Which bar or club no longer allows you to come in? Why?	+2 Physique +2 Willpower
5	Health Nut. What more libertine neighbor do you wish you could party harder with?	+2 Physique +2 Agility
6	Gossip. Who is trying as hard to besmirch your reputation as you are to besmirch theirs?	+2 Intellect +2 Agility

Concept: _____

Complication: _____

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
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

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:** Intellect & 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

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

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 3 Witch Powers

- **False Face:** The character or someone they touch assumes another appearance for PL hours. If the character wants to assume the appearance of a specific individual, they must have a token of said person, or they receive a Negative Die to manifest this power. If a person has reasons to doubt the identity of the user, they can make a test to resist these effects.
- **Fearful Phantom:** A target of up to PL HD sees its worst fear in front of them and flees for PL turns. If forced to act, they receive a Negative Die to all actions. Can be resisted.
- **Glimpse Future:** By concentrating for a full turn on a course of action they might take, the character receives cryptic glimpses of future happenings. For PL turns, the user gains a Positive Die when performing actions related to that course of action.
- **Invoke Ghosts:** Inscribing runes over an area of up to medium distance radius, the character creates manifestations that haunt the place for PL hours. Anyone but the character who enters the area suffers a Negative Die to all actions attempted there. Can be resisted.
- **Read Thoughts:** The character can read the mind of a target they can see (by whatever means) of up to PL HD for PL turns. Can be resisted.
- **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.
- **Sigil of Return:** Inscribing the Sigil of Return on a location and then uttering a single word causes the character and other individuals within short range (up to PL creatures in total) to instantly return to said location. This power lasts for PL days, and the user can only have one Sigil of Return active at a single time.
- **Slow Time:** A target of up to PL HD within medium distance has the time around them slowed for PL rounds. The target must now choose whether to perform a Movement or an Action every round, and acts last in the Initiative order. This effect lasts for PL rounds. Can be resisted.
- **Song of Serenity:** By singing a song, everyone within listening distance and up to PL HD is compelled to cease all hostilities as long as the character continues to sing. Can be resisted.
- **Summoning:** The character summons a creature of up to PL HD for PL turns, after which it returns to whence it came. The user must have a token linked to said creature (such as a statuette of it, a tuft of hair, or a vial of blood), and the creature can resist the power to avoid being controlled.
- **Telekinesis:** The character can manipulate objects and even individuals up to long distance as if they had a Physique of 10+PL. This lasts for as long as the user concentrates.
- **Telepathy:** The character can create a mental link to communicate telepathically with up to PL Individuals who are up to distant range. This power lasts for PL turns.
- **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 simulate other sounds. Can be resisted.