

# Moonlight on Roseville Beach

Archetype: Tough

Level:

Experience:



**Physique**  
Starts at 8



**Agility**  
Starts at 10



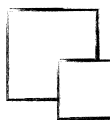
**Intellect**  
Starts at 7



**Willpower**  
Starts at 7



**Vitality**  
Physique +  
2\*Level



**Sanity**  
Intellect.



**Luck**  
Starts at 3



**Money**  
Starts at 2

**Weapons**

## The Athlete

Before coming to Roseville Beach, you worked as a sports or fitness professional. Now you're the new gym rat on the island.

Name: \_\_\_\_\_

Pronouns: \_\_\_\_\_

1d6	What job did you lose before coming to the island?	Gain
1	<b>Swim Coach.</b> Who on the Island used to be a regular in your class?	+2 Agility +2 Intellect
2	<b>Go-Go Dancer.</b> What friend's crazy scheme caused you to need to get away to the Island for the summer? Who did you find here that's making that difficult?	+2 Agility +1 Physique, +1 Luck
3	<b>Physical Educator.</b> You were especially fond of kids, and they liked you, but some parents found about your ex-significant other. Which of those parents in on the island this summer?	+2 Physique +2 Willpower
4	<b>Aerobics Instructor.</b> Who told your secrets and got you fired? Where did you see them in town this summer?	+2 Agility +1 Physique +1 Willpower
5	<b>Minor Leagues.</b> What you lack in precision, you made up for in drive. What former teammate aiming for the big leagues is hiding out around the island this summer?	+2 Physique +2 Agility
6	<b>University Lacrosse.</b> The scholarship paid your way, but didn't get you enough connections. What former teammate clearly is raking in bigger bucks than you on the island this summer?	+2 Physique +2 Intellect

1d6	There's lots of gossip about you. What one thing everyone knows about you is true?	Gain
1	<b>Silver Spoon.</b> What got your grandparents to almost disinherit you?	+1 Agility, +1 Luck +2 Money
2	<b>Political Scandal.</b> Who told the press about your relationship with the candidate?	+2 Willpower +2 Intellect
3	<b>Secret Fling.</b> Who was the cad who left you out here by yourself?	+2 Physique +2 Intellect
4	<b>Party Animal.</b> Which bar or club no longer allows you to come in? Why?	+2 Physique +2 Willpower
5	<b>Health Nut.</b> What more libertine neighbor do you wish you could party harder with?	+2 Physique +2 Agility
6	<b>Gossip.</b> Who is trying as hard to besmirch your reputation as you are to besmirch theirs?	+2 Intellect +2 Agility

Concept: \_\_\_\_\_

Complication: \_\_\_\_\_

COMPATIBLE WITH  
**DS&DS**

Id6	How are you making ends meet?	Gain
1	<b>Entertainer.</b> Playing piano for the showtunes crowd at Screw's Turn or backup dancing for the Fleur sisters at The Attic?	+2 Agility +2 Intellect
2	<b>Bartender.</b> Do you craft umbrella drinks for guests at Cedar Point or sling frozen daiquiris for the daytripping crowd at Rosie's?	+2 Agility +2 Willpower
3	<b>Boat Crew.</b> Do you run your own small boat for passengers or crew one of the larger cargo and passenger boats that goes the full length of Rose Island?	+2 Agility +2 Physique
4	<b>Assistant Gardener.</b> Do you work for the Community Center or for the big garden at Bracknell Lodge?	+2 Physique +2 Intellect
5	<b>Bouncer.</b> Do you watch the doors work with, Ocean Palace or Sand Castle?	+2 Physique +2 Agility
6	<b>Savings.</b> Is it affairs of the heart or affairs of the wallet that have sent you out to the island to stay out of trouble?	+1 Luck +1 Money +2 Willpower

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	<b>You were followed!</b> 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	<b>You were threatened!</b> 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	<b>You saw the lights!</b> 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	<b>You were attacked!</b> 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	<b>They rescued you!</b> 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	<b>You rescued them!</b> 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 & Agility
- **Recovery Roll:** 1d6+2
- **Too Tough to Die:** Once per adventure, upon reaching 0 Vitality, The Tough immediately regains 1d6+Level Vitality points.
- **Feel the Pain:** All melee damage inflicted by the character is increased by 1.
- **I Can Take 'Em All:** The Tough knows how to take advantage of their superior combat prowess. The character can automatically inflict 1d6 points of damage to any Opponent in close range for each Level they have above the highest HD Opponent in close distance of them.
- **You've Got the Moves:** When you're down to just your workout gear, you're +1 Difficulty for opponents to hit with melee attacks (Minimum 1). When you're down to just your swimwear (or less), you're +2 Difficulty for opponents to hit with melee attacks (Minimum 2).

## Equipment

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_