

# Moonlight on Roseville Beach

Archetype: Tough

Level:

Experience:



**Physique**  
Starts at 10



**Agility**  
Starts at 8



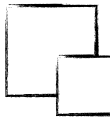
**Intellect**  
Starts at 7



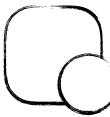
**Willpower**  
Starts at 7



**Vitality**  
Physique +  
2\*Level



**Sanity**  
Intellect



**Luck**  
Starts at 3



**Money**  
Starts at 2

**Weapons**

## The Reformed Brute

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

Before coming to Roseville Beach, you thought you were tough. But then you figured out some things. Now you're a bouncer.

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

1d6	What job did you quit before coming to the island?	Gain
1	<b>Apprentice PI.</b> You never got much beyond basic footwork, but someone your old boss had you surveilling is here this summer. Who is it?	+2 Agility +2 Intellect
2	<b>Sailor.</b> You were close with people all over the globe when you were sailing. Now, someone you were once close to is here, but they're trying to avoid you. Who is it?	+2 Physique +1 Agility, +1 Luck
3	<b>Private Security.</b> You provided discreet security and bodyguard services for elite citizens for the big city. Which former client surprised you by showing up on the island this summer?	+2 Physique +2 Willpower
4	<b>Roadie.</b> Which member of the old band who you never wanted to see again has been showing up around here?	+2 Physique +1 Agility +1 Willpower
5	<b>Criminal Tough.</b> You made your living making sure people "learned their lessons" about crossing your old bosses. Who's on the island this summer that helped you get out of that life?	+2 Physique +2 Agility
6	<b>Pan-Hellenic President.</b> You thought they'd always be your siblings, but they weren't ready to accept everything about you. Who from your past life shows up in town some weekends?	+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	What secret are you hiding from even your house mates?	Gain
1	<b>Torrid Affair.</b> Who comes and goes from the island each weekend without anyone knowing they're here to see you?	+2 Physique +2 Agility
2	<b>Risky Business.</b> What secret interests did you invest in that you must never be publicly connected to?	+2 Agility +2 Intellect
3	<b>Secret Identity.</b> What's your real name and who are you hiding from?	+2 Intellect +2 Willpower
4	<b>Guardian Angel.</b> Who are you protecting out here and why must they never know your true purpose? Why?	+2 Agility +2 Willpower
5	<b>Secret Vows.</b> You've sworn to get something done before the summer's end. What is it?	+2 Physique +2 Willpower
6	<b>Family Troubles.</b> 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 if 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.
- **That's My Favorite:** The Tough chooses one particular type of melee weapon as their favorite. When using weapons of that type, the character rolls a Positive Die when attacking.

## Equipment

1. Your Favorite Melee Weapon:
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_
11. \_\_\_\_\_
12. \_\_\_\_\_