Moonlight on Roseville Beach

Archetype: Nimble
Level:
Experience:

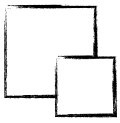
Physique
Starts at 7

Agility
Starts at 10

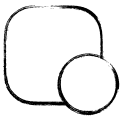
Intellect
Starts at 8

Willpower
Starts at 7

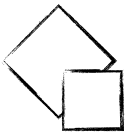
Vitality
*Physique + 2*Level*



Sanity
Intellect



Luck
Starts at 3



Money
Starts at 2

Weapons

_____

_____

_____

_____

_____

_____

The Former Crook

Name: _____

Whether it was for the money or the thrills, you previously lead a life of crime. Now, for love, stability, or a plea deal, you've gone... well, not exactly straight.

Pronouns: _____

1d6	What job did you quit before coming to the island?	Gain
1	**Corporate Saboteur.** Well beyond secret shopping, what did you refuse to do for your former bosses?	+2 Agility +2 Intellect
2	**Second Story Work.** You broke and entered and almost always got away without complications. What do you regret learning on one of your incursions?	+2 Agility +1 Physique & Luck
3	**Cleaning & Fixing.** Your clients frequently someone to clean up the messes they left behind. Who did you do a favor for that you swore you'd never help out again?	+2 Intellect +2 Willpower
4	**Confidence.** You don't need to pay your way when you can convince someone else to pay it for you. Which of your former marks showed up in Roseville Beach last week?	+2 Intellect +1 Luck & Money
5	**Getaway & Lookout.** You made sure that no one got caught. And then someone did get caught. They've shown up on the island this summer. Who is it and what did they get caught doing?	+2 Intellect +1 Agility & Luck
6	**Weed Dealer.** It helped you pay for college, sure. But now there's someone on the island who's a former customer of yours and they're promising to "straighten up" places like Roseville Beach. Who is it?	+2 Intellect +1 Willpower +1 Luck

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: _____

Professions: _____

Complication: _____

_____

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1d6	How are you making ends meet?	Gain
1	**Entertainer.** 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	**Bartender.** 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	**Boat Crew.** Do you run your own small boat for passengers or crew one one of the larger cargo and passenger boats that goes the full length of Rose Island?	+2 Agility +2 Physique
4	**Assistant Gardener.** Do you work for the Community Center or for the big garden at Bracknell Lodge?	+2 Physique +2 Intellect
5	**Bouncer.** Do you watch the doors work with, Ocean Palace or Sand Castle?	+2 Physique +2 Agility
6	**Savings.** 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

1d6	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	**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:** Agility & Intellect
- **Recovery Die:** 1d6+1
- **You Can't Hit Me:** The character can impose a number of Negative Dice on attacks against them per combat equal to their Level.
- **That's an Easy Target:** Instead of needing a full combat round to aim a shot, The Nimble can forego their Movement in a round to get the same benefit as someone aiming for a full round (see Aiming in Chapter 5: Combat).
- **Luck is on My Side:** Characters from this Archetype can reroll a number of Luck Rolls per adventure equal to their Level.
- **I Know How to Do This:** Having a very flexible career (and sometimes even more flexible morals), the Nimble learns an additional "profession" each odd Level, beginning at first. These professions can be used just like Concepts, granting and imposing Positive or Negative Dice.

Equipment

1. Piece of Equipment from Your Profession:
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

COMPATIBLE WITH DS&DS