

# Moonlight on Roseville Beach

Archetype: Smart

Level:

Experience:



**Physique**  
Starts at 7



**Agility**  
Starts at 8



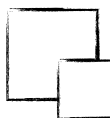
**Intellect**  
Starts at 10



**Willpower**  
Starts at 7



**Vitality**  
Physique +  
2\*Level



**Sanity**  
Intellect



**Luck**  
Starts at 3



**Money**  
Starts at 3

**Weapons**

## The Grad School Dropout

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

The university types are so rigid! Also, who could pay attention to them when there's a big, wide world out there worth writing about and studying.

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

1d6	What side gig have you been pursuing since you got to Rose Island?	Gain
1	<b>Legal Researcher.</b> They send you research materials, you send back summaries. What scandal did your research uncover a month or so ago?	+2 Intellect +2 Willpower
2	<b>Novelist.</b> You write the genre thrillers that fans talk about. Choose the genre and say the name of one devoted fan who's on the island but doesn't know you're the writer they so love?	+2 Intellect +1 Agility & Luck
3	<b>Paranormal Sleuth.</b> You used to try to debunk mysterious phenomenon. What did you see before coming out here that you couldn't debunk?	+2 Intellect +2 Agility
4	<b>Hacker.</b> With just a phone line and a hobby-kit PC, you find private information for mysterious clients. Who on the Island do you suspect knows more about your side gig than they've let on?	+2 Intellect +1 Luck & Willpower
5	<b>Clergy.</b> Whether it's a known religion or mail-order ordination, you do ceremonies and services on the island when you're needed. Who on the island recently asked for a private confession?	+2 Intellect +1 Agility & Luck
6	<b>Ghost Writer.</b> You're "assisting" a minor celebrity by writing their tell-all memoirs for them. Who is it and where on the island are they living this summer?	+2 Intellect +1 Willpower +1 Luck

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: \_\_\_\_\_

Fields of Study: \_\_\_\_\_

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 & Willpower
- **Recovery Die:** 1d6
- **A Repository of Knowledge:** The Smart has access to a great database of information and facts, be it a gigantic library or a great number of scholarly contacts. In game terms, they may make Luck Roll and, if lucky, ask a number of "yes or no" questions to the Referee equal to the number rolled on the dice. This can be used a number of times per session equal to the character's Level.
- **Ritualistic Magic:** The Smart can cast spells in a ritualized fashion. They can cast spells to which they have the complete formula writing in some fashion (in a book, scroll, or somewhere else), spending Vitality points equal to the Power Level of the spell, spending a number of turns equal to the same number, and making a Willpower test with Difficulty determined the same way.
- **A Link with the Shadows:** When trying to understand how a supernatural event occurred, the character halves the Difficulty value of any Attribute Test.
- **I've Read About This:** Starting at first Level, and again at each odd Level after that, they choose a field of study. These fields grant a Positive Die when making Attribute Tests relating to them.

## Equipment

1. Electric Typewriter
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_
11. \_\_\_\_\_
12. \_\_\_\_\_

