

COMPATIBLE WITH
DS&DS

Moonlight on Roseville Beach



A Queer Guide
for Amateur
Sleuths

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Moonlight on Roseville Beach

A QUEER GUIDE FOR AMATEUR SLEUTHS

A Playtest Booklet

Character Creation Options,
Powers, and Setting Details

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Table of Contents

Introduction	Page 1
Welcome to Roseville Beach.....	Page 2
Characters in Roseville Beach.....	Page 4
Lifepaths.....	Page 4
Supernatural Sightings	Page 6
Gifted Character Options	Page 7
Nimble Concepts	Page 8
Smart Concepts.....	Page 8
Tough Concepts & Abilities	Page 9
Suggested Complications	Page 10
Resources & Equipment	Page 11
New Power: Lycanthropy	Page 12

Introduction

Moonlight Roseville Beach is a setting for the game *Dark Streets & Darker Secrets (DS&DS)* by Diogo Nogueira, and requires a copy of DS&DS to play.

Roseville Beach is a queer (as in LGBT+) beach village on Rose Island and the mysteries of the village and the island unfold over one summer. The game is set between the Stonewall Riots in 1969 and the discovery of what will come to be known as AIDS in 1981. LGBT+ awareness made significant advances in this period. However, queer people still ran afoul of the criminal justice system, religious leaders, and conservative straight communities on a regular basis. This even happened in villages and towns where they made up a majority of the population.

In addition to these social challenges, the heroes of *Moonlight on Roseville Beach* must contend with supernatural threats, both gothic and cosmic. Roseville Beach exists alongside a supernatural world, including ghosts, werewolves, sorcerers, extraplanar travel, interdimensional

entities, and cosmic horrors. Of course, these come along with rather mundane challenges as well: lovers, bosses, neighbors, and friends.

A game of *Moonlight on Roseville Beach* should definitely include solving mysteries, fighting monsters, and dealing with eldritch evils, but it should also involve drinks with friends, rendezvouses with lovers, flirting with tourists, movie nights at The Community Center, bonfires on the beach, and holding down a job.

Moonlight on Roseville Beach owes a lot to my own beach-loving queer nerd community in Brooklyn, including Chris Hampton, J. Brett Hopkins, Eric Moore, Jesse Ragan, and Mark Tanno. Thank you to Ren Neuhoff and Luiz Paulo Ferraz for important feedback on a very early draft. Thanks especially to my DexCon 22 playtesters Angela Craft, Mallory Hagmann, Ryan Helfrich, and Shane Liebling.



Welcome to Roseville Beach

Head west on Rose Island and you get to the pricey summertime communities like Saltwinne, Destiny Bay, or Dunewood. Head east and you'll find exclusive resort towns like Pinewood Harbor, Charmington, and Sunken Oak. But those city kids and artists looking to get away for a long weekend, they're heading right out to the middle of the island for that old gaycation getaway: Roseville Beach.

Getting Around

Like every village and town on Rose Island, there are no cars and no roads in Roseville Beach, and only a few paved sidewalks. The major walkways of the village are boardwalks about 6 feet wide. Some people will use golf carts or other small vehicles to move large items or assist people who are injured, but they are slow and take up a lot of room.

To go camping or hiking in the island's dunes and wetlands, follow Ocean Way west to the unpaved Parkland Trail. If you want to get to Pinewood Harbor, follow Ocean Way east to The Alice B. Toklas trail. If you want to get anywhere else on Rose Island, you'll need to either walk along the beach for a few miles or take a water taxi or private boat. There's also a ferry that heads to Mainelin County. It leaves every hour from 9 AM until 1 AM each day.

Staying Safe

The Mainelin County Police used to conduct vice raids on the town and woods until the courts ordered them to stop. Now they only come to town when they have to or have an excuse to harass the residents. The beaches are technically National Park land and don't have lifeguards.



Roseville Beach Locations

With over a 1000 visitors in the village on any given weekend, Roseville Beach has a fair number of bars, shops, restaurants, and nightclubs.

1. **The Cabana** is the newest nightclub in the village. It's a smaller stage, but there are frequent concerts, shows, live bands, and scandalous parties. They have their own pool, and a small hotel attached. Duke Randall is the reclusive owner, but his friend Ben Morris runs day-to-day operations, while Tiffany Bruncheon books and hosts the shows.

2. **Screw's Turn** is an after-hours piano bar popular with drag queens and theater lovers across the island. It's owned by the gruff head bartender Doug Miles and his on-again, off-again ex, Peter Quint. Their resident drag queen is Flora Bly.

3. **Cedar Point** is a hotel and restaurant run by outdoorsy and athletic Lacey Bonano. She used to be beloved middle school gym teacher, so no one is sure where she got the money. Her hotel manager is Regina Murphy and her head bartender is Art Garcia.

4. **Ocean Palace** is the oldest nightclub in Roseville Beach, originally opened by Gregor Shaw as a seafood restaurant and jazz venue that had a loyal (and straight) following up through the early 60s. His children Glen Shaw and Glenda Savage run the Palace as a gay night spot now, though their father still comes from Saltwinne every few weeks to tell them what they're doing wrong.

5. **Fleur Manor** is the home of the Fleur sisters, four drag queens people say are actually all closely related: cunning Carrie, coy Cathy, cold Chrissy, and charming Corrine. During the day, they run a sandwich shop and hardware store out of the first floor, while at night their roomy attic loft becomes a drag

revue hotspot called **The Attic**.

6. **The Market** holds a small, busy grocery on the ground floor, run by the Cooper family. The top floor is the town's legendary Paperback Exchange & Newstand run by Sandy Perez.

7. **The Community Center** hosts village-wide events, including gallery shows, movie nights, a summer repertory stage, and occasional talent shows. The head gardener is Bill Adams, while Vicki West manages the facilities and programming.

8. **Rosie's**, right by the Mainelin County ferry dock, is mainly a covered deck and a bunch of whirring blenders most nights, and is pretty slow by the time the last ferry leaves. Head bartenders Vincent Rivera and Judy Spina don't own the place, but seem to be always there.

9. **Bracknell Lodge**, a clothing-optional mini-resort that includes twelve guest rooms and dining area in the baroque main building, a large central deck with a private pool and hot tub, and the multi-room Harbor Cottage with access to the Lodge's private boathouse and dock. A few summer employees stay in dorm-like gatehouse, and there's a private tower where the Lodge's reclusive owner Graye "Lady" Bracknell has lived since building The Lodge in the 1938, all surrounded by a seven-foot stucco wall. Groundskeeper Jake Flores is usually on premises, as is the eccentric sculptor Mel Sanders, both actually of whom live in off premises.

10. **Violet Flame Candles & Gifts** is a sprawling shop of occult goods and strange books, though most of the worthwhile stuff is on the discount rack. Straight owners Cas Urban and Flint LaVenge rarely Roseville residents, but if given a chance, they'll brag of the orgiastic rites they're planning once they start their cult.

Characters in Roseville Beach

When creating characters for *Moonlight in Roseville Beach*, players can build normal *Dark Streets & Darker Secrets* characters, or use the alternative system below to generate a beach house filled with monster-hunting roommates.

1. Choose your name, look, and pronouns.
2. Assign an 8 each to Physique, Agility, Intellect, and Willpower.
3. Assign yourself a 3 in Luck and 2 in Money.
4. Roll 1d6 on each life-path table to flesh out your character and improve your attribute scores. Then determine

what you and one roommate's first supernatural sighting was?

5. Choose an Archetype (see alternate rules for each here).
6. Choose an Archetype Concept.
7. Choose an Archetype Complication.
8. Either improve one of your Prime Attributes by +3, or improve one by +2 and the other by +1.
9. Determine your Job and take that place as a 3-point resource.
10. Determine your Hangout and take that place as a 3-point resource.
11. Workout The Bungalow with your roommates (the other PCs).

Lifepath Tables

Like everyone in Roseville Beach, there's lots of gossip about you. What one thing everyone knows about you is actually true?

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

What secret does no one know about you, even your roommates?

1	Torrid Affair. +2 Physique, +2 Agility. Who comes and goes from the island each weekend without anyone knowing they're here to see you?
2	Risky Business. +2 Agility, +2 Intellect. What secret interests did you invest in that you must never be publicly connected to?
3	Secret Identity. +2 Intellect, +2 Willpower. What's your real name and who are you hiding from?
4	Guardian Angel. +2 Agility, +2 Willpower. Who are you protecting out here and why must they never know your true purpose? Why?
5	Secret Vows. +2 Physique, +2 Willpower. You've sworn to get something done before the summer's end. What is it?
6	Family Troubles. +2 Physique, +2 Intellect. What does your family have connections to that your friends and loved ones would find disturbing?

How are you making ends meet in town this summer?

1	Entertainer. +2 Agility, +2 Intellect. Playing piano for the showtunes crowd at Screw's Turn or backup dancing for the Fleur sisters at The Attic?
2	Bartender. +2 Agility, +2 Willpower. Do you craft umbrella drinks for guests at Cedar Point or sling frozen daiquiris for the daytripping crowd at Rosie's?
3	Boat Crew. +2 Agility, +2 Physique. 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?
4	Assistant Gardener. +2 Physique, +2 Intellect. Do you work for the Community Center or for the big garden at Bracknell Lodge?
5	Bouncer. +2 Physique, +2 Agility. Do you watch the doors work with, Ocean Palace or Sand Castle?
6	Savings. +1 Luck, +1 Money, +2 Willpower. Is it affairs of the heart or affairs of the wallet that have sent you out to the island to stay out of trouble?

Supernatural Sightings

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.

1	You were followed! <i>You both get +2 Willpower.</i> One night, you and your housemate noticed a strange bronze column or monolith that was <i>always</i> 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?
2	You heard the whisperer in darkness. <i>You both get +2 Agility.</i> A shadowy figure approached you one night when the two of you were walking alone, it started to lunge at you, but then it hissed and said one of your names, 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?
3	You saw the Odd Island lights. <i>You both get +2 Intellect.</i> While walking the Toklas trail back from Pinewood Harbor one night, you and your friend both saw weird lights and heard a faint ringing sound in the direction of Odd Island. What NPC is probably lying about not seeing anything that night?
4	You were both attacked. <i>You both get +2 Physique.</i> 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?
5	They rescued you. <i>You get +2 Physique, they get +2 Willpower.</i> 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?
6	You Rescued Them. <i>They get +2 Intellect, you get +2 Agility.</i> 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?

Gifted Character Options

While the core rules for *Dark Streets & Dark Secrets* already present a variety of compelling options for gifted characters, I've expanded on that with two below that fit *Moonlight on Roseville Beach* especially well. Feel free to use other Gifted options from the main book as well.

Gifted Option: The Witch

Familiar. All witches have a familiar, a small animal such as a bat, cat or mouse as a familiar, who can communicate telepathically with the character for a whole Scene.

Witch Concepts & Suggested Powers

1. **Family Tradition Witch:** Which older relative taught you magic? **Suggested powers:** Glimpse Future, Invoke Ghosts, and Transfer Life.

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.

3. **Cunning Witch:** Who was the oddball neighbor who trained you as a witch? **Suggested powers:** Summoning, Sigil of Return, and Shadow Travel.

4. **Former Child Witch:** Which old childhood friend did you study witchcraft alongside? Where are they now? **Suggested powers:** False Face, Fearful Phantom, and Ventriloquism.

5. **Romantic Witch:** Which former lover taught you witchcraft? **Suggested powers:** Shadow Cloak, Slow Time, and Song of Serenity.

6. **Natural Witch:** When did you discover that you had powers no one else did? Who haven't you told? **Suggested powers:** Read Thoughts, Telekinesis, and Telepathy.

Gifted Option: The Lycanthrope

Beast Speech. You have the ability to speak to animals related to your beast form.

Beastly Concepts & Suggested Powers

All *lycanthropes* know the power **Lyncathropy** (page 12) and have its additional second Complication. They also know two other powers, as suggested by the concepts below.

1. **Wererat:** What have you secretly seen or watched since coming to Roseville Beach? **Suggested powers:** Shadow Cloak and Shadow Travel.

2. **Werewolf:** Who put the wolf's curse on you and why? **Suggested powers:** Ferocity and Augment Reflexes.

3. **Weraven:** What were you looking for when you left your parent's nest? **Suggested powers:** Fight and Ventriloquism.

4. **Wereotter:** What three details do you remember from your dreams of Odd Island? **Suggested powers:** Ferocity and Shadow Walk.

5. **Werebear:** Who told you of your family's secret power? **Suggested powers:** Augment Strength and Transfer Life.

6. **Werepanther:** Which older werepanther did you impress? How? **Suggested powers:** Accelerate and Drain Powers.

Nimble Concepts

Concept: Scandals for Nimble Characters

Many good Nimble concepts are based on scandals you're trying to evade:

1. **Corporate Spy.** Well beyond secret shopping, what did you refuse to do for your former bosses?
2. **Laying Low.** Someone you trusted is accusing you of something you didn't do. What happened?
3. **Family Connections.** One of your family members did something both criminal and stupid, and they tried to drag you down with them?
4. **Dissident Activist.** You sympathized with the cause, but some of your friends got in deeper than you were ready for. How might it get tied back to you?
5. **True Romantic.** An old lover got mixed up in more than they could handle. How did you help them out, and what did your loyalty cost you?
6. **Heroic Intentions.** You're always trying to help out people who just need a break. Who took advantage of your kindness?

Nimble Equipment

Based on your concept or your "I Know How to Do This" career, select one piece of special equipment you brought with you in your suitcase.

Smart Concepts

Concept: Side Gigs for Smart Characters

Many good Smart concepts are based on side gigs you're doing for extra money:

1. **Legal Researcher.** They send you research materials, you send back summaries. What scandal caused you to get disbarred from your own practice?
2. **Novelist.** You write the genre thrillers that fans talk about. Choose the genre. Who on the island knows your pen name, but promised to keep it a secret?
3. **Paranormal Sleuth.** You used to try to debunk mysterious phenomenon. What did you see before coming out here that you couldn't debunk?
4. **Hacker.** 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? Why?
5. **Clergy.** You may no longer be part of your religion's roster, but you do ceremonies and services on the island when you're needed. Who in Roseville Beach do you recognize from your former life?
6. **Ghostly Screenwriter.** You're "assisting" a more famous screenwriter by doing all of their work for them. Who is it and where on the island are they living this summer?

Smart Resources

You can either increase money by 1 (maximum 5) because of your side gig, or else take your side gig a 2-point resource. In addition to other equipment, you have an electric typewriter.

Tough Concepts & Abilities

Concept: Old Jobs for Tough Characters

Many good Tough concepts are based on what you used to do before you came out to Rose Island:

1. **Former Swimming Instructor.** Who on the Island used to be a regular in your class?
2. **Former Go-Go Dancer.** 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?
3. **Former Sailor.** Who do you recognize from your old job who (you think) doesn't recognize you?
4. **Former Security Guard.** What troublemaker in another island town got you fired?
5. **Ex Apprentice PI.** What case wouldn't you drop, even after you got fired?
6. **Ex Minor League Athlete.** What scandal crashed your career?

Tough Equipment

In addition to the normal equipment that any Roseville Beach character might have, if the Tough has the ability "That's My Favorite," they have their specialty weapon, though it might look odd for them to carry it around.

Optional Substitute Tough Ability

Tough *Moonlight on Roseville Beach* characters aren't always the melee masters that other Tough *Dark Streets & Darker Secrets* characters can be. Feel free to substitute one of their archetypal abilities for the following:

The Moves. You got the moves to roll with the punches. 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).

Suggested Complications

Any *Dark Streets & Darker Secrets* complications work for Roseville Beach, but the below specifically capture the spirit of romantic fantasy and paranormal romance. It may be tempting to name people or events from your character's life before Roseville Beach as the complication, but try to pick a complication on the island that your character deals with on a regular basis.

1. **Someone Wants to Protect You.** Whether it's a sibling, older colleague, or overly parental friend, someone knows something is up on Rose Island, and is willing to put themselves in harm's way to keep you safe.
2. **Someone Is Too Curious.** Your friend the would-be journalist, your significant other the grad student, or your divorcee parent who's just wants to experience the world is prone to letting their curiosity and sense of adventure get them in trouble.
3. **You Found Something.** A broken bit of bronze with odd runes, a stone knife with a face carved onto the hilt, a lost letter that makes no sense, a package of ritual incense that looks like dried blood, a map that shows things in the swamp where you're sure nothing is: where did you find it and why it might cause you some problems?
4. **Someone Needs Your Protection.** Someone you care about is in a tough spot this summer and has come to the island to stay with you. You feel obligated to make sure they get the time and rest they need. It might be a younger sibling, a frightened friend, or a broken-hearted loved one.
5. **Is It Justice or Revenge?** Someone on the island has hurt you or someone you care about, and you think you need to find a way to teach them a lesson.
6. **Just Want to Have Fun!** You came out to Roseville Beach to let loose and have some fun and get away from the pressures of the straight world. Who do you like to party with and where and how do you like to get into trouble?

Resources & Equipment

Moonlight on Roseville Beach characters have less equipment than most *Dark Streets & Darker Secrets* characters, but have some additional resources.

Whenever these resources might come into play, characters can check them like they would money or luck. If they succeed, they will gain some information, supplies, or help. If they fail, they've asked too much or seen resistance from some of their personal rivals or nemeses.

Jobs

As indicated in their lifepaths, all characters have a job that they can use to fund their summer lives on Roseville Beach. This is a 3-point resource. When taking the resource, they should say who at work they're especially close to and trust, and who they've had problems with in the past.

Hangout

When not working and not at home, most characters have a place they like to hang out. This could be a place they volunteer, are a regular customer, or have lots of friends. This is also a 3-point resource. In some cases, this will be a place their roommates already work. Much like with a job, players should say who they're close to or trust where they hang out, and who they've had issues with.

Relationship

Using your questions and lifepath as a guide, name one NPC you regularly interact with and could call on, and say how often you speak to them or with them. Say why you trust each other, but also name a tension you've had in the relationship. This relationship is a 3-point resource.

The Bungalow

When you and your roommates head home after a long day (or long night), you head to The Bungalow: a cozy but classy Miami-style beach cottage or houseboat. Point to your house on the map, and give it a name: something like Rose's Regrets, Wayne Manor, Rick's American, or The Nest. Say which of the following is true:

- It's comfortable and cheap, but has not privacy. You have the apartment as a 3-point resource for things like household items, first aid supplies, and camping gear.
- It's larger and you get your own small bedroom. You have the apartment as a 2-point resource, and have to check money for rent each month, but have some privacy.

Other Equipment

Most equipment in *Dark Streets & Darker Secrets* is available in Roseville Beach, but weapons, armor, and explosives are all very difficult to get ahold of and would raise eyebrows (and possible police questions).

Technology is at approximate 1970s levels. Cell phones and the modern Internet are rare or unheard of, and personal computers and other digital technologies are pricey.

New Power: Lycanthropy

You can change into the specific type of beast or beast-human hybrid designated when you take the power. When you shift, you have your level + PL HD. The changes rends your clothes and scatters anything you're carrying. While transformed you:

- Take the creature type as your new Concept
- Take half damage from non-silver weapons (or similar unusual but non inaccessible material)
- Cannot speak
- Can only use powers that target yourself (you can use Transfer Life if you are either the target or beneficiary)
- Roll your HD for your new form's Vitality

While changed, most beast forms have +3 to Physique and Agility, -3 to Intellect and Willpower, but you and your GM may work out other adjustments, or allow you to temporarily shift additional points from Willpower to other attributes (in all cases, 19 is the maximum score). Dropping to 0 hit points causes you to revert to your naked human form the next Round, at the same Vitality you had immediately after using this power. If you change back before the sun next rises and the moon next sets, you'll need to make a Willpower roll to change shape

Failed Lycanthropy Rolls

Failing the casting usually mean inability to control your change or control the beast within.

Complications

In addition to other complications, those with the lycanthropy power also have an additional complication: there *two* things that can make your powers trigger involuntarily and last till the next time the sun rises and the moon sets: touch of silver, touch of cold iron, a new moon, a full moon, the site of blood, sustaining an injury. Invoking this complication cannot raise your luck above 5.

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Rose Island is usually associated with old money towns and exclusive resorts, but there's one safe town for queer folks out here. Your job is to make sure everyone here stays safe.