



CHARACTER

Name: Tanya "Calypso" Bird **Age:**

Description:

Tagline: If you've got time to lean, you've got time to do the right thing.

BIOGRAPHY

Calypso doesn't take any trash, and runs the beach tight and hard. When she was a young trainee, those in control didn't give her a chance to prove herself or do her job properly which means that she needed to be hard and cold to get things done. When her former head lifeguard went missing, Calypso led a rescue mission and eventually found him adrift on a broken plank. It was never discovered what happened to him, but he retired immediately and was never heard from again.

After years of training Calypso was offered the head position and led her team to success. In public, she puts on a happy-go-lucky face that keeps the beach-goers at ease, but behind the desk and on the chair she watches with the utmost dedication. She makes a point to get to know and inspire her team, but they know to never doubt her word.

ARCHETYPE

Head Lifeguard

Archetype Power: Boss

Twice per Episode (session), a Head Lifeguard can choose to ignore Disadvantage (or grant this ability to an ally who can hear the Head Lifeguard.)

Stamina

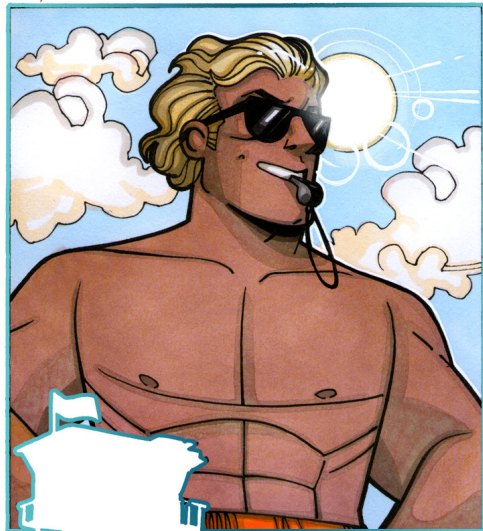
Base

8

TRAITS

- **Boss**
- **Brawler** - You gain Advantage when making unarmed attacks.
- **Diehard** - When an attack would reduce you to 0 Stamina, it instead reduces you to 1. You can use this ability once per day.
- **Opportunist** - If an enemy within range fails to hit with an attack against you, then you may immediately make an attack with Disadvantage against that enemy.

EQUIPMENT



CHARACTER

Name: Maximilion
"The Max" Johnson
Description:

Age:

Tagline:

BIOGRAPHY

The Max is was raised on the waves and learned to surf at the gnarly age of 5. A few years later when The Max was teaching his younger brother, Sylvain, about board care and safety when something happened. Out in the waves, The Max slipped and fell into the water and when he emerged his brother had vanished. The police investigated and determined that Sylvain had been abducted, and the kidnapper was never found.

For years, The Max lived with guilt but never gave up on the beach and the waves and started learning about investigations and detective work, believing that the police hadn't done enough. The Max dedicated the rest of his life to beach safety and joined Beach Patrol to bring peace to the shore and hopefully find his brothers captor and bring them to justice.

ARCHETYPE

Experienced Lifeguard

Archetype Power: Focused Training

Experienced Lifeguards gain an extra Trait.

Stamina

Base

6

TRAITS

- **Focused Training**
- **Charismatic** - You gain Advantage when attempting to convince someone of something or otherwise influence them.
- **Fleet of Foot** - Your speed increases from 25 feet to 30 feet. You gain Advantage when in chases or actions that involve running.
- **Strong** - You gain Advantage when Testing to do something with brute force.

EQUIPMENT



CHARACTER

Name: Alicia Santiago

Age:

Description:

Tagline:

BIOGRAPHY

Alicia loves two things; the beach and organization. As a kid and teenager the beach was a reward for good school work and demonstratable good behavior. That treasured time gave her a life for the water, the beach, and the sandy lifestyle – and it was never enough time. Alicia spent high school working hard and excelling at each subject and project to maximize her beach time.

She was accepted into a university based on her amazing GPA and now splits her time between studying and training to be a lifeguard which allows her to pay her bills and enjoy her time on the beach. Alicia loves the water and the sand and pushing herself to learn and do new things, and lifeguarding has become one of them.

ARCHETYPE

Trainee Lifeguard

Archetype Power: Dumb Luck

Anytime a Trainee fails a Test, they may Test again, with Disadvantage. If the roll still fails, they suffer one Stamina. If the Test already had Disadvantage, they cannot use this ability.

Stamina

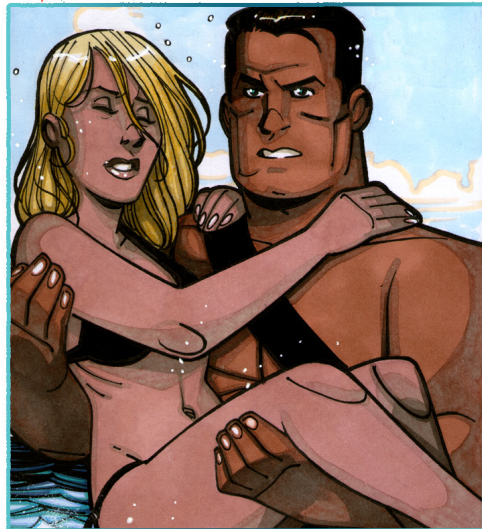
Base

4

TRAITS

- **Dumb Luck**
- **Educated** - You gain Advantage when checking to see if you know specific information.
- **Eidetic Memory** - When Testing to recall information that you have seen or heard previously — even in passing — you succeed on a roll of 4, 5, or 6.
- **Quartermaster** - When you need a piece of gear, make a Save Test. On a success, you have that piece of gear somewhere in your pockets or a nearby container.

EQUIPMENT



CHARACTER

Name: Tanner Pipe

Age:

Description:

Tagline: Life is just getting yeet onto the waves.

BIOGRAPHY

When Tanner was a teen heart throb, his father suddenly passed away leaving Tanner, his older brother, and their mother. Tanner took medical classes, but medical school was out of reach and out of reality as his mother became ill soon after. When his older brother went off to university, Tanner felt a twist of jealousy and pride, but took what medical training he has to be a lifeguard.

Now Tanner takes night classes to get his degree while spending his days as a lifeguard. Tanner isn't the smartest, but he's dedicated and hard working and is committed to fixing things that he can. People are often magnetized to Tanner because of his social skills and humor, and Tanner has a huge network of beach goers who follow him on social media.

ARCHETYPE

Veteran Lifeguard

Archetype Power: Best of the Best

Veteran Lifeguards gain an extra Action when in the water. This Action can only be used when aiding an innocent.

Stamina

Base

8

TRAITS

- **Best of the Best**
- **Charismatic** - You gain Advantage when attempting to convince someone of something or otherwise influence them.
- **Medic** - As an Action, you can Test 2d6 to heal a creature other than yourself. If the Test is successful, the target is healed for 2 Stamina. This Trait can also be used to cure poison, disease, and other physical ailments.
- **Survivalist** - You gain Advantage when Testing to forage for food, and water, seek shelter, or create shelter in the wild.

EQUIPMENT



CHARACTER

Name: Mae Eaton

Age:

Description:

Tagline: If there's a will, I'll find it!

BIOGRAPHY

A year ago, Mae found a strange and mysterious metal key buried underneath the sand of the beach. She dedicated several months to figuring out what it was and what it unlocked which led her to uncovering a crate on the beach. The police came and confiscated it before she had a chance to look, but something always felt off about it – though mostly Mae is bitter that she didn't get to solve the mystery herself.

Mae prowls the beach with a metal detector, sharp senses, and a sense of truth trying to put together clues of the crate and whether or not it was linked to the key. She carries it around with her as a token of her dedication to finding the truth and hopefully solving mysteries and proving herself as a prominent investigator.

ARCHETYPE

Teenager

Archetype Power: Teen

Teenagers gain Advantage whenever they are taking actions that undermine or subvert authority.

Stamina

Base

5

TRAITS

- **Teen**
- **Glory Hound** - You may invoke a **DRAMATIC SLO-MO MOMENT** a second time during each Episode.
- **Insightful** - You gain Advantage when Testing to discern whether or not someone is telling the truth or lying.
- **Perceptive** - You gain Advantage when Testing to gain information about your surroundings or nd things which may be hidden. You gain this even while asleep.

EQUIPMENT

ARCHETYPE

Kid

Archetype Power: Danger Magnet:

When an Ally takes an action to help a Kid, they gain Advantage on that Action. Kids gain Advantage on Tests to avoid being seen or sneak into small areas but suffer Disadvantage on actions that involve strength or raw force.

Hard to Hit

You can Test 1d6 whenever you are successfully hit by an enemy. If your Test is successful, you evade the attack and do not take damage. Declaring Evade as an Action has no additional benefit.

Stamina

Base

4

CHARACTER

Name: Carol Simple

Age:

Description:

Tagline: I can do it on my own and I don't need your help!

BIOGRAPHY

Carol and her family live in a large house just up the road from the beach known as the Red Manse, which means that often Carol will show up unaccompanied or with the distant and inattentive family butler, Reginald who makes little effort to stop Carol from getting into trouble after she shouts him down.

Because of Carol's insistence and curiosity she often finds herself in the middle of crises on the beachfront and the lifeguards have taken a liking to her, protecting her but also teaching her the values of safety and defense which usually ends in Carol's family happily and absentmindedly writing a check to support the Lifeguards Association.

TRAITS

- **Danger Magnet**
- **Hard to Hit**
- **Glory Hound** - You may invoke a **DRAMATIC SLO-MO MOMENT** a second time during each Episode.
- **Lucky** - You may reroll one Test per session.
- **Nimble Fingers** - You gain Advantage when Testing to pick locks, steal, or do sleight-of-hand.

EQUIPMENT