RIVERS of LONDON
the Roleplaying Game

In Liberty's Shadow

GM REFERENCE BOOKLET

Profiles for NPCs & Creatures

This booklet contains the profiles for all the NPCs and creatures found in I*n Liberty's Shadow: A Guide to Case Files in the USA*, grouped by affiliation (the New York Library Association, the Critical Incident Response Group, etc.) and scenarios. GMs are advised to print out this booklet for use as a quick-reference aid during games.

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Chapter 2: Our American Cousins

The Virtous Men

The Resolute Man, *master practitioner*

STR 40 **CON** 50 **DEX** 40 **INT** 70 **POW** 80
DB: 0 **MOV:** 6 **MP:** 32 **LUCK:** —
Advantages: Magical, Steadfast.

Skills
Athletics 40%, Drive 50%, Navigate 50%, Observation 70%, Read Person 50%, Research 70%, Sense Vestigia 70%, Social 50%, Stealth 60%; History 90%, Magic 85%; Fighting 60%, Firearms 60%.

Languages
Ancient Greek 60%, English (own) 70%, French 50%, Latin 70%.

Spells
All mastered: *Aqua*, *Impello*, Noisemaker, *Scindere*, *Terra*, Werelight; Fireball, *Impello palma*, Invisible Catch, *Serra obscura*, Shield, Wandering Light; *Casus levis*, Grasping Hand, Throw Sound; *Telescopium,* The Wall Banger; *Sīphōnem*, *Vultus occulto*. The GM may add others at their discretion.

Signare
The sound of a printing press, the smell of carbolic soap, and a jolt—like a sudden electric shock.

Alderman Technical Solutions

John Alderman Jr, *current CEO of ATS*

STR 50 **CON** 50 **DEX** 50 **INT** 70 **POW** 60
DB: 0 **MOV:** 8 **MP:** 23 **LUCK:** —
Advantages: Magical, Rich.

Skills
Athletics 30%, Drive 60%, Navigate 40%, Observation 70%, Read Person 70%, Research 50%, Sense Vestigia 60%, Social 50%, Stealth 60%; Accounting 60%, Demolitions 60%, Magic 65%; Fighting 50%, Firearms 70%.

Languages
English (own) 70%.

Spells
Aqua (mastered), *Impello* (mastered), Rock Drill (mastered), *Scindere* (mastered), *Terra* (mastered), Werelight (mastered); Fireball (mastered), *Impello palma*, *Impello vibrato* (mastered), Invisible Catch, *Serra obscura* (mastered), Shield (mastered); Ball of Lightning (mastered), Grasping Hand (mastered); The Wall Banger.

Signare
The screech of car brakes, a whiff of gunmetal, and a chill across the back.

New York Library Association

Stephen Higgins, *apprentice Librarian*

STR 40 **CON** 50 **DEX** 60 **INT** 60 **POW** 70
DB: 0 **MOV:** 8 **MP:** 20 **LUCK:** —
Advantage: Magical.

Skills
Athletics 60%, Drive 30%, Navigate 30%, Observation 60%, Read Person 50%, Research 60%, Sense Vestigia 60%, Social 50%, Stealth 60%; Art/Craft (Acting) 60%, Magic 60%; Fighting 60%, Firearms 40%.

Languages
English (own) 60%.

Spells
Aqua, Flash Bulb, *Impello* (mastered), Noisemaker, Rock Drill, *Scindere* (mastered), Werelight (mastered); Fireball (mastered), *Impello palma* (mastered), Invisible Catch, Light Bulb, Shield, Wandering Light; Ball of Lightning (mastered), Throw Sound; *Telescopium*; *Clausurafrange*.

Signare
A hushed whispering of papers and a busy, growling undertow, like engines underground.

Patricia Chin, *Head Librarian*

STR 40 **CON** 50 **DEX** 50 **INT** 70 **POW** 80
DB: 0 **MOV:** 8 **MP:** 48 **LUCK:** —
Advantages: Magical, Steadfast.

Skills
Athletics 40%, Drive 30%, Navigate 40%, Observation 80%, Read Person 70%, Research 90%, Sense Vestigia 85%, Social 60%, Stealth 60%; Accounting 60%, Appraise 70%, History 80%, Magic 85%, Tech 70%; Fighting 40%, Firearms 30%.

Languages
Ancient Greek 50%, English (own) 70%, Latin 60%, Mandarin (own) 70%, Sanskrit 50%.

Spells
All the spells listed in *Rivers of London: the Roleplaying Game*, **Chapter 4**, except: Snapdragon, Candano, Car Killer, Bumblebee, Skinny Grenade, and Natchaduri. She has mastered all the spells she knows and may know others of the GM's own design. See also **Appendix B** (page @@).

Signare
A hushed whispering of papers, an almost imperceptible chime, and a sound not unlike a crowd shouting at a football match.

Belvedere, *the spirit of Central Park*

STR 40 **CON** 40 **DEX** 60 **INT** 80 **POW** 150
DB: 0 **MOVE:** 7 **MP:** — **LUCK:** 150
Advantages: Natural Toughness, The Knowledge (Manhattan).
Disadvantage: vulnerable to cold iron.

Skills
Athletics 40%, Drive (Carriage) 60%, Navigate 60%, Observation 70%, Read Person 80%, Research 30%, Sense Vestigia 80%, Social 60%, Stealth 40%; Art/Craft (Carpentry) 60%, Art/Craft (Checkers) 90%, Art/Craft (Horticulture) 60%, Mechanical Repair 60%; Fighting 50%, Firearms 40%.

Languages
English (own) 80%, Yiddish (own) 80%.

Powers
The Glamour, Luck of the Demi-monde.

Demi-monde affinity
Central Park.

Vestigia
The smell of hot pretzels and horses, the muted sounds of a distant city, yet with a strange sense of stillness and silence.

Critical Incident response Group

Special Agent Kimberley Reynolds, *FBI*

STR 60 **CON** 50 **DEX** 60 **INT** 70 **POW** 50
DB: 0 **MOV:** 8 **MP:** 10 **LUCK:** —
Advantages: Fast Reactions, Signature Firearm (Glock 9mm service pistol).

Skills
Athletics 50%, Drive 60%, Navigate 40%, Observation 70%, Read Person 60%, Research 50%, Sense Vestigia 40%, Social 60%, Stealth 40%; Law 60%; Fighting 60%, Firearms 70%.

Languages
English (own) 70%.

Lane Harris, *Assistant Director*

STR 50 **CON** 50 **DEX** 60 **INT** 60 **POW** 60
DB: 0 **MOV:** 8 **MP:** 12 **LUCK:** —
Advantages: Signature Firearm (Glock 9mm service pistol), Steadfast.

Skills
Athletics 40%, Drive 60%, Navigate 50%, Observation 70%, Read Person 80%, Research 60%, Sense Vestigia 30%, Social 80%, Stealth 40%; Law 80%; Fighting 40%, Firearms 70%.

Languages
English (own) 70%.

Jan Stepanyan, *personal assistant*

STR 50 **CON** 50 **DEX** 50 **INT** 60 **POW** 70
DB: 0 **MOV:** 8 **MP:** 14 **LUCK:** —
Advantages: Silver-Tongued, Steadfast.

Skills
Athletics 50%, Drive 60%, Navigate 50%, Observation 70%, Read Person 70%, Research 70%, Sense Vestigia 30%, Social 70%, Stealth 40%; Computer Use 70%, Read Lips 60%; Fighting 40%, Firearms 40%.

Languages
English (own) 80%.

Cymbeline Moonglum, *former witch*

STR 40 **CON** 60 **DEX** 50 **INT** 60 **POW** 70
DB: 0 **MOV:** 8 **MP:** 17 **LUCK:** —
Advantage: Magical.

Skills
Athletics 40%, Drive 30%, Navigate 30%, Observation 60%, Read Person 60%, Research 70%, Sense Vestigia 60%, Social 70%, Stealth 40%; History 60%, Magic 60%; Fighting 30%, Firearms 40%.

Languages
English (own) 70%.

Spells
Aqua (mastered), *Impello*, Snapdragon (mastered), *Terra* (mastered); Candano, Waterbomb.

Signare
The smell of rich earth, the sound of running water, and a feeling of hunger.

Hedge Wizards, Monster Hunters, & Others

Sadie Clarkson, *rusticated witch*

STR 40 **CON** 40 **DEX** 60 **INT** 70 **POW** 70
DB: 0 **MOV:** 8 **MP:** 17 **LUCK:** —
Advantage: Magical.

Skills
Athletics 30%, Drive 40%, Navigate 30%, Observation 60%, Read Person 50%, Research 80%, Sense Vestigia 60%, Social 60%, Stealth 30%; Computer Use 60%, History 60%, Magic 60%; Fighting 30%, Firearms 30%.

Languages
English (own) 70%, French Creole (own) 70%.

Spells*
Aqua (mastered), Flash Bulb, *Impello* (mastered), Rock Drill (mastered); Candano, *Impello vibrato* (mastered), Fireball (mastered); *Musique des Feuilles (Arbuscula cantans*; mastered), *Ombres Sourdez* (*Sagum umbrarum*), *Sarte Taillis* (mastered).
*While Sadie Clarkson still remembers all of her spells, she dares not use magic again, as it risks a further, much more severe stroke than the one she has already suffered.

Signare
A burst of heat, like stepping out into summer sunshine; the taste of strong liquor and the rank smell of still water; the last note of an old, sad song.

Salvo Muñoz, *wrestling patriarch*

STR 60 **CON** 60 **DEX** 60 **INT** 50 **POW** 60
DB: 0 **MOV:** 8 **MP:** 39 **LUCK:** —
Advantages: Fast Reactions, Magical, Natural Toughness.

Skills
Athletics 65%, Brujajos (Sense Vestigia) 85%, Drive 40%, Navigate 30%, Observation 70%, Read Person 80%, Research 40%, Social 65%, Stealth 75%; Art/Craft (Acting) 70%, Magic 80%, Occult 75%; Fighting 85%, Firearms 30%.

Languages
English 50%, Spanish (own) 60%.

Spells
Salvo is the equivalent of a Newtonian master practitioner, although he has trained purely in spells that can be used for attack, defence, and distraction. In game terms, he therefore knows—and has mastered—all the spells in *Rivers of London: the Roleplaying Game*, **Chapter 4**, except: Rock Drill, *Terra*, *Impello vibrato*, Light Bulb, Wandering Light, Bumblebee, The Coffin Bell, *Telescopium*, The Wall Banger, *Clausurafrange*, *Seducere*, and *Vox imperante*. Not that he knows them by those names, of course! At the GM's discretion, Salvo may also know any relevant spell from **Appendix B** (page @@), such as *Casus levis* and *Sagum umbrarum*.

Signare
The roar of an excited crowd; the impact of a fist on flesh; the warm, comforting smell of old family recipes cooking.

Junior Luchador, *Las Serpientes*

STR 60 **CON** 60 **DEX** 60 **INT** 50 **POW** 50
DB: 0 **MOV:** 8 **MP:** 10* **LUCK:** —
Advantages: Fast Reactions, Natural Toughness.

Skills
Athletics 60%, Brujajos (Sense Vestigia) 60%, Drive 30%, Navigate 30%, Observation 60%, Read Person 60%, Research 30%, Social 50%, Stealth 60%; Occult 60%, Track 60%; Fighting 60%, Firearms 30%.

Languages
English (own) 60%, Spanish (own) 60%.

Notes
If you want your junior *luchador* to be a practitioner, change STR and CON to 50 and INT and POW to 60. Substitute the Magical advantage for Fast Reactions and Natural Toughness, and replace the Track skill with Magic 60%. In terms of spells, the *luchadores* prefer combat-based spells; choose the appropriate ones from the **Spell List** (*Rivers of London: the Roleplaying Game*, page 179) and **Appendix B** (page @@). Remember to also create a *signare* for them, including one element from Salvo's.
*Adjust their base MP by adding 1 per mastered spell.

Shawn Floyd, *Cryptid Kickers frontman*

STR 50 **CON** 60 **DEX** 50 **INT** 60 **POW** 60
DB: 0 **MOV:** 8 **MP:** 12 **LUCK:** —
Advantages: Silver-Tongued, Steadfast.

Skills
Athletics 40%, Drive 40%, Navigate 40%, Observation 60%, Read Person 60%, Research 30%, Sense Vestigia 40%, Social 60%, Stealth 40%; Art/Craft (Acting) 60%, Art/Craft (Photography) 30%, Art/Craft (Writing) 30%, Disguise 60%, Occult 60%; Fighting 40%, Firearms 30%.

Languages
American Sign Language 60% (own), English (own) 60%.

Rumer Kaliparayath, *Cryptid Kickers researcher*

STR 40 **CON** 40 **DEX** 60 **INT** 70 **POW** 70
DB: 0 **MOV:** 8 **MP:** 15 **LUCK:** —
Advantage: Magical.

Skills
Athletics 30%, Drive 30%, Navigate 40%, Observation 60%, Read Person 40%, Research 70%, Sense Vestigia 60%, Social 60%, Stealth 40%; Art/Craft (Photography) 40%, Art/Craft (Sound Recording) 40%, Art/Craft (Writing) 60%, History 60%, Magic 60%; Fighting 30%, Firearms 30%.

Languages
English (own) 70%, Hindi (own) 70%.

Spells
Aqua, *Impello* (mastered); Waterbomb.

Signare
The heady scent of roses, the sound of rumbling thunder, the taste of pistachios and cardamom.

Meghana "Meg" Kaliparayath, *Cryptid Kickers nurse*

STR 50 **CON** 40 **DEX** 50 **INT** 70 **POW** 70
DB: 0 **MOV:** 8 **MP:** 15 **LUCK:** —
Advantage: Magical.

Skills
Athletics 30%, Drive 40%, Navigate 30%, Observation 60%, Read Person 40%, Research 40%, Sense Vestigia 60%, Social 60%, Stealth 50%; Magic 60%, Medicine 60%, Science (Biology) 50%, Science (Forensics) 60%, Science (Pharmacy) 30%; Fighting 30%, Firearms 30%.

Languages
English (own) 70%, Hindi (own) 70%.

Spells
Scindere, Werelight (mastered); Shield.

Signare
The heady scent of roses, the sound of rumbling thunder, the sting of antiseptic.

Gray Sartori, *Cryptid Kickers cameraman*

STR 50 **CON** 50 **DEX** 60 **INT** 60 **POW** 60
DB: 0 **MOV:** 9 **MP:** 12 **LUCK:** —
Advantages: Fast Reactions, Speedy.

Skills
Athletics 60%, Drive 50%, Navigate 50%, Observation 60%, Read Person 30%, Research 40%, Sense Vestigia 40%, Social 30%, Stealth 60%; Art/Craft (Architecture) 30%, Art/Craft (Photography) 60%, Art/Craft (Special Effects) 30%, Computer Use 60%, Tech 60%; Fighting 30%, Firearms 30%.

Languages
English (own) 60%, Italian (own) 60%.

Francisca "Frankie" Morales, *Cheri Bomb bassist*

STR 50 **CON** 50 **DEX** 70 **INT** 60 **POW** 50
DB: 0 **MOV:** 8 **MP:** 10 **LUCK:** —
Advantages: Signature Weapon (monkey wrench), Steadfast.

Skills
Athletics 40%, Drive 60%, Navigate 30%, Observation 60%, Read Person 40%, Research 30%, Sense Vestigia 30%, Social 40%, Stealth 40%; Appraise 60%, Art/Craft (Auto Detailing) 40%, Art/Craft (Bass Guitar) 60%, Art/Craft (Singing) 30%, Mechanical Repair 60%; Fighting 60%, Firearms 40%.

Languages
English (own) 60%, Spanish (own) 60%.

Josefina "Joey" Castro, *Cheri Bomb drummer*

STR 60 **CON** 60 **DEX** 60 **INT** 50 **POW** 50
DB: +1 **MOV:** 8 **MP:** 10 **LUCK:** —
Advantages: Damage Bonus, Natural Toughness.

Skills
Athletics 40%, Drive 30%, Navigate 40%, Observation 30%, Read Person 60%, Research 40%, Sense Vestigia 50%, Social 40%, Stealth 60%; Art/Craft (Drums) 60%, Art/Craft (Singing) 40%, Art/Craft (Writing) 30%, Occult 60%; Fighting 60%, Firearms 60%.

Languages
English (own) 60%, Spanish (own) 60%.

Mr Sunday, *charismatic fixer*

STR 40 **CON** 50 **DEX** 80 **INT** 80 **POW** 60
DB: 0 **MOV:** 8 **MP:** 12* **LUCK:** 60
Advantages: Connected, Silver-Tongued.

Skills
Athletics 40%, Drive 40%, Navigate 40%, Observation 70%, Read Person 70%, Research 60%, Sense Vestigia 60%, Social 70%, Stealth 40%; Appraise 70%, History 70%, Law 70%, Occult 60%, Sleight of Hand 60%; Fighting 40%, Firearms 40%.

Languages
English (own) 80%, French 50%, Latin 70%, Spanish 40%.

Spells
None—unless the GM prefers otherwise, in which case, Sunday gains the Magical advantage and the Magic skill at 60%, plus spells of the GM's choosing from **Chapter 4**: **Newtonian Magic**, *Rivers of London: the Roleplaying Game* and **Appendix B** (page @@). And don't forget to create a mysterious *signare* for him as well.
*Adjust his base MP by adding 1 for each mastered spell.

Elena Jueves, *Girl Friday*

STR 60 **CON** 50 **DEX** 60 **INT** 60 **POW** 60
DB: 0 **MOV:** 8 **MP:** 13 **LUCK:** 62
Advantage: Magical.
Weapon: Walther PPK (Regular Handgun).

Skills
Athletics 60%, Drive 70%, Navigate 50%, Observation 60%, Read Person 50%, Research 40%, Sense Vestigia 65%, Social 50%, Stealth 60%; Computer Use 60%, Locksmith 40%, Occult 40%, Read Lips 50%; Fighting 60%, Firearms 50%.

Languages
American Sign Language 50%, English (own) 60%, Spanish (own) 60%.

Spells
Impello, Noisemaker (mastered); Shield.

Signare
The scent of strong black coffee and cigars, the bittersweet tang of lime juice, and the sound of playing cards being shuffled.

Chapter 3: Woolly Bully

Jo-Ann Hadley, *age 43, police chief*

STR 50 **CON** 50 **DEX** 50 **INT** 70 **POW** 60
DB: 0 **MOV:** 8 **MP:** 12 **LUCK:** —
Advantage: Steadfast.
Weapon: Smith & Wesson M&P (Regular Handgun).

Skills
Athletics 40%, Drive 40%, Navigate 50%, Observation 60%, Read Person 60%, Research 40%, Sense Vestigia 30%, Social 60%, Stealth 60%; Law 60%, Track 50%; Fighting 40%, Firearms 60%.

Language
English (own) 70%.

Pete Erickson, *age 31, Meriwether PD*

Use Erickson's profile for any other Meriwether PD personnel the investigators interact with.

STR 60 **CON** 50 **DEX** 60 **INT** 60 **POW** 50
DB: 0 **MOV:** 8 **MP:** 10 **LUCK:** —
Advantage: Steadfast.
Weapon: Smith & Wesson M&P (Regular Handgun).

Skills
Athletics 40%, Drive 40%, Navigate 30%, Observation 60%, Read Person 60%, Research 40%, Sense Vestigia 30%, Social 60%, Stealth 60%; Law 60%; Fighting 40%, Firearms 60%.

Language
English (own) 60%.

Tina Larsen, *age 44, waitress*

STR 50 **CON** 50 **DEX** 60 **INT** 60 **POW** 60
DB: 0 **MOV:** 8 **MP:** 12 **LUCK:** —
Advantage: Silver-Tongued.

Skills
Athletics 30%, Drive 30%, Navigate 30%, Observation 60%, Read Person 70%, Research 30%, Sense Vestigia 30%, Social 70%, Stealth 30%; Accounting 60%, Art/Craft (Cooking) 60%, History 60%; Fighting 30%, Firearms 40%.

Language
English (own) 60%.

Ryan Stinson, *age 24, meth cook*

STR 40 **CON** 60 **DEX** 70 **INT** 60 **POW** 50
DB: 0 **MOV:** 8 **MP:** 10 **LUCK:** —
Advantage: The Knowledge (Red Cedar Forest).
Weapon: Glock 19 (Regular Handgun).

Skills
Athletics 40%, Drive 60%, Navigate 60%, Observation 60%, Read Person 40%, Research 60%, Sense Vestigia 30%, Social 40%, Stealth 60%; Science (Biology) 30%, Science (Chemistry) 40%, Science (Pharmacy) 70%; Fighting 30%, Firearms 30%.

Language
English (own) 60%.

Wash, *age 10, spirit of the forest*

STR 30 **CON** 50 **DEX** 80 **INT** 70 **POW** 100
DB: 0 **MOV:** 9 **MP:** — **LUCK:** 100
Advantages: Natural Toughness, The Knowledge (Red Cedar Forest).
Disadvantage: vulnerable to cold iron.

Skills
Athletics 70%, Navigate 70%, Observation 80%, Read Person 50%, Sense Vestigia 60%, Social 50%, Stealth 80%; Track 80%, Wash Food 90%; Bite/Scratch 50%.

Languages
English (own) 70%, Kootenai (Ksanka; own) 70%.

Powers
The Glamour, Luck of the Demi-monde.

Demi-monde affinity
Red Cedar Forest.

Vestigia
The scent of tree resin and damp earth, the tickle of icy water running over your hands, and the tart taste of sun-ripened berries.

Gor, *age 15, montanataur*

STR 120 **CON** 70 **DEX** 30 **INT** 40 **POW** 60
DB: +1 **MOV:** 9 **MP:** — **LUCK:** 60
Advantages: Damage Bonus, Natural Toughness.

Skills
Athletics 60%, Drive 30%, Navigate 60%, Observation 60%, Read Person 30%, Research 30%, Sense Vestigia 60%, Social 30%, Stealth 30%; Track 60%; Fighting 60%, Firearms 30%.

Language
American Sign Language (own) 40%; while Gor understands English, he is effectively non-verbal and mostly communicates with grunts, bellows, and ASL, hampered by his partially fused fingers.

Powers
Luck of the Demi-monde.

Vestigia
A strong animal odour, the sense of something huge breathing down the back of your neck, a great, gnawing hunger, and the sensation of the ground shaking beneath your feet.

Special
In combat, Gor's intent is to inflict damage by headbutting his opponent. As Gor has the Damage Bonus advantage, the base damage for this attack is 1 (0 for an unarmed attack + 1 damage bonus).

Gor's first response to being attacked is to fight back. He can only do so once per combat round, so, if he is attacked again in the same round, he dodges melee attacks but does nothing against spell or firearms attacks.

If there is more than one investigator engaged in hand-to-hand combat with Gor, he is outnumbered. Thus, each round, every investigator who attacks him after the first gains a bonus die to their Fighting roll against him (but not to Firearms or Magic rolls).

Gor ignores any character who is down or suffering a mortal wound as long as there is still someone to fight or chase. If there is no one left to fight or chase, Gor begins to eat his victims, starting with anyone who is mortally wounded. However, the GM is advised to have a noise scare him off (e.g., a semi-truck (articulated lorry) honking its horn in the distance, the noise from an aircraft overhead, or Wash's raccoon-like screams echoing through the tunnels/woods), so he runs away before munching down on one of the investigators.

Greater Danger (Option)
Increase the base damage for Gor's attack to 2 (1 damage for his knife-like horns + 1 damage bonus). Also increase Gor's ability to fight back to twice per combat round due to his rage. If attacked again in the same round, he dodges melee attacks but does nothing against spell or firearms attacks. As he doesn't have the Fast Reactions advantage (*Rivers of London: the Roleplaying Game*, page 51), he can still be outnumbered in combat.

Gor ignores any character who is down or suffering a mortal wound as long as there is still someone to fight or chase. If there is no one left to fight or chase, Gor begins to eat his victims, starting with anyone who is mortally wounded. In addition, loud or scary noises no longer frighten him away.

Chapter 4: A Regular Picture Palace Drama

The Chasers

Eve Wonderful, *age 29, influencer*

STR 30 **CON** 50 **DEX** 50 **INT** 70 **POW** 80
DB: 0 **MOV:** 8 **MP:** 20 **LUCK:** —
Advantage: Magical.

Skills
Athletics 40%, Drive 60%, Navigate 40%, Observation 50%, Read Person 40%, Research 40%, Sense Vestigia 60%, Social 60%, Stealth 50%; Art/Craft (Social Media) 80%, Computer Use 40%, Languages 60%, Magic 60%, Occult 40%; Fighting 40%, Firearms 40%.

Languages
Cantonese 40%, English (own) 70%, Mandarin 30%, Spanish 60%.

Spells
Flash Bulb (mastered), *Impello* (mastered), Werelight (mastered); EMP (Car Killer), Fireball (mastered), Lock and Key.

Signare
Raw and demanding, with an underlying, appetising smell of cinnamon.

Jay Memphis, *age 36, celebrity bodyguard*

STR 70 **CON** 60 **DEX** 60 **INT** 50 **POW** 40
DB: +1 **MOV:** 8 **MP:** — **LUCK:** 65
Advantages: Damage Bonus, Natural Toughness.
Disadvantage: Looks Bad on Camera—the character looks tall and attractive in person, but shorter and less good-looking when viewed through a digital or analogue camera, or if captured on film or a digital image.
Weapon: Glock 9mm pistol (Regular Handgun).

Skills
Athletics 70%, Drive 60%, Navigate 30%, Observation 50%, Read Person 60%, Research 60%, Sense Vestigia 60%, Social 70%, Stealth 40%; Appraise 60%, Computer Use 40%, Disguise 40%, Law 60%; Fighting 70%, Firearms 60%.

Languages
English (own) 60%, Hebrew (own) 60%.

Powers
Luck of the Demi-Monde.

Demi-monde affinity
Acquisition, i.e., finding and retrieving things.

Tony Tan, *age 52, "travel agent"*

STR 40 **CON** 60 **DEX** 60 **INT** 70 **POW** 60
DB: 0 **MOV:** 8 **MP:** 18 **LUCK:** —
Advantages: Magical, Wealthy.

Skills
Athletics 40%, Drive 30%, Navigate 30%, Observation 70%, Read Person 60%, Research 70%, Sense Vestigia 70%, Social 60%, Stealth 60%; Accounting 50%, Appraise 60%, Art/Craft (Gambling) 60%, History 50%, Languages 60%, Magic 70%, Occult 60%, Read Lips 50%, Sleight of Hand 50%; Fighting 40%, Firearms 30%.

Languages
Cantonese (own) 70%, English 60%, Macanese Patois (own) 35%, Macanese Portuguese 60%, Mandarin 60%.

Spells
Although Tan isn't a Newtonian practitioner, for the sake of this case file, treat him as knowing *Impello* (mastered), Noisemaker, Rock Drill (mastered), *Scindere* (mastered), Werelight (mastered); *Impello palma* (mastered), *Impello vibrato* (mastered), Invisible Catch; Grasping Hand.

Signare
A sense of precision, the feeling of warm sunshine on your back, and the scent of apple blossom.

"Big Sister" Yu, *age 39, enforcer*

STR 60 **CON** 70 **DEX** 70 **INT** 40 **POW** 50
DB: +1 **MOV:** 8 **MP:** 10 **LUCK:** —
Advantages: Damage Bonus, Scary.
Weapons: Hatchet (axe), QSZ-92 9mm pistol (Regular Handgun).

Skills
Athletics 80%, Drive 60%, Navigate 40%, Observation 50%, Read Person 60%, Research 30%, Sense Vestigia 30%, Social 60%, Stealth 60%; Art/Craft (Dim Sum) 70%, Demolitions 40%, Medicine 40%; Fighting 70%, Firearms 60%.

Languages
Cantonese (own) 60%, English 40%, Macanese Portuguese (own) 40%.

Bit Players

Mark Lashwood, *age 43, gun store clerk*

STR 50 **CON** 60 **DEX** 60 **INT** 60 **POW** 50
DB: 0 **MOV:** 8 **MP:** 10 **LUCK:** —

Skills
Athletics 40%, Drive 40%, Navigate 30%, Observation 60%, Read Person 60%, Research 40%, Sense Vestigia 30%, Social 30%, Stealth 30%; Accounting 60%, Appraise 60%, Law 30%; Fighting 30%, Firearms 60%.

Languages
American Sign Language 40%, English (own) 60%.

Sonia Holmes, *age 57, artist*

STR 40 **CON** 50 **DEX** 70 **INT** 60 **POW** 60
DB: 0 **MOV:** 8 **MP:** 12 **LUCK:** —
Weapon: Remington 870 Wingmaster (Shotgun).

Skills
Athletics 30%, Drive 50%, Navigate 40%, Observation 70%, Read Person 40%, Research 60%, Sense Vestigia 30%, Social 60%, Stealth 40%; Art/Craft (Fine Art) 70%, Art/Craft (Photography) 60%, Art/Craft (Sculpture) 60%; Fighting 30%, Firearms 40%.

Languages
English (own) 60%.

Whitman Jacobi, *age 65, gun collector*

STR 40 **CON** 60 **DEX** 50 **INT** 60 **POW** 50
DB: 0 **MOV:** 8 **MP:** 10 **LUCK:** —
*Jacobi is suffering from a mortal wound

Skills
Athletics 30%, Drive 30%, Navigate 50%, Observation 60%, Read Person 50%, Research 70%, Sense Vestigia 30%, Social 50%, Stealth 30%; Appraise 70%, History 70%, Pilot Boat 60%; Fighting 30%, Firearms 80%.

Languages
English (own) 60%.

Aldo Muñoz, *age 25, intermediary*

STR 50 **CON** 60 **DEX** 50 **INT** 60 **POW** 60
DB: 0 **MOV:** 8 **MP:** 12 **LUCK:** —
Advantages: Silver-Tongued, Steadfast.
Weapon: Switchblade (Knife).

Skills
Athletics 50%, Brujajos (equivalent to Sense Vestigia) 60%, Drive 50%, Navigate 40%, Observation 60%, Read Person 60%, Research 30%, Social 70%, Stealth 50%; Occult 50%; Fighting 60%, Firearms 60%.

Languages
English (own) 60%, Spanish (own) 60%.

Flynn Turner, *age 33, gym owner*

STR 80 **CON** 70 **DEX** 50 **INT** 40 **POW** 40
DB: +1 **MOV:** 8 **MP:** 8 **LUCK:** —
Advantage: Damage Bonus.
Weapon: none, unless the GM wishes.

Skills
Athletics 80%, Drive 50%, Navigate 40%, Observation 40%, Read Person 40%, Research 30%, Sense Vestigia 30%, Social 60%, Stealth 60%; Fighting 60%, Firearms 60%.

Languages
English (own) 60%.

Extras

Biker

STR 70 **CON** 70 **DEX** 50 **INT** 40 **POW** 50
DB: +1 **MOV:** 8 **MP:** 10 **LUCK:** —
Advantage: Damage Bonus.
Weapons: improvised or GM's choice.

Skills
Athletics 40%, Drive 60%; Navigate 60%, Observation 40%, Read Person 40%, Research 30%, Sense Vestigia 50%, Social 60%, Stealth 30%; Fighting 60%, Firearms 50%.

Languages
Own Language (e.g., English, Spanish) 60%.

At the GM's discretion, some of the bikers at Mooney's Place may be hedge wizards or fae. Change the hedge wizards' advantage to Magical, remove their damage bonus, give them two first order spells (one mastered) and one second order spell, and increase their Sense Vestigia skill to 60%. Fae bikers gain Natural Toughness, 60 Luck points, and an affinity of the GM's choice (*Rivers of London: the Roleplaying Game*, page 320).

Ready Set Go! Gym Crew Member

STR 80 **CON** 60 **DEX** 60 **INT** 40 **POW** 40
DB: +1 **MOV:** 8 **MP:** 8 **LUCK:** —
Advantage: Damage Bonus.

Skills
Athletics 60%, Drive 40%; Navigate 30%, Observation 40%, Read Person 40%, Research 30%, Sense Vestigia 30%, Social 60%, Stealth 30%; Fighting 60%, Firearms 40%.

Languages
Own Language (e.g., English, Spanish) 60%, Other Language 30%.

Apartment/Casino Security Person

STR 70 **CON** 70 **DEX** 50 **INT** 50 **POW** 40
DB: +1 **MOV:** 8 **MP:** 8 **LUCK:** —
Advantage: Damage Bonus, Natural Toughness.
Weapon: QSZ-92 9mm pistol (Regular Handgun); plus, if casino security, whatever makeshift weapon comes to hand.

Skills
Athletics 60%, Drive 40%; Navigate 30%, Observation 50%, Read Person 40%, Research 30%, Sense Vestigia 30%, Social 70%, Stealth 30%; Fighting 70%, Firearms 50%.

Languages
Cantonese (own) or Mandarin (own) 60%, English (own) 40%.

LAPD Officer

STR 60 **CON** 50 **DEX** 60 **INT** 60 **POW** 50
DB: 0 **MOV:** 8 **MP:** 10 **LUCK:** —
Advantage: Steadfast.

Skills
Athletics 40%, Drive 40%, Navigate 30%, Observation 60%, Read Person 60%, Research 40%, Sense Vestigia 30%, Social 60%, Stealth 60%; Law 60%; Fighting 40%, Firearms 60%.

Languages
Own Language (e.g., English, Spanish) 60%, Other Language 30%.

Appendices

Talking Raccoon, *an example*

STR 20 **CON** 40 **DEX** 90 **INT** 60 **POW** 60
DB: 0 **MOV:** 9 **MP:** — **LUCK:** 80
Advantages: Natural Toughness, Silver-Tongued.

Skills
Athletics 80%, Navigate 50%, Observation 80%, Read Person 60%, Research 50%, Sense Vestigia 80%, Social 80%, Stealth 80%; Raid Trash 90%, Sleight of Hand 70%; Bite 50%.

Languages
Other (e.g., Cree, English, Navajo, Ojibwe, Salish, etc.) 60%, Own (Raccoon) 60%.

Snow Monster, *an example*

STR 80 **CON** 70 **DEX** 40 **INT** 20 **POW** 60
DB: +1 **MOV:** 7 **MP:** — **LUCK:** 60
Advantages: Damage Bonus, Natural Toughness.
Disadvantages: susceptible to intense heat (flamethrower, phosphorous grenades, etc.).

Skills
Athletics 40%, Navigate 60%, Sense Vestigia 60%; Track 60%; Fighting 70%.

Languages
None.

Powers
Luck of the Demi-monde.

Vestigia
Variable, but usually displays elements of the powering malignancy's *vestigia*, along with the stench of rotting vegetation and flesh—although that may be an actual smell rather than a *vestigium* in most cases.

Special: Susceptibility to Intense Heat
When a being that is susceptible to intense heat suffers harm caused by fire (or heat), the damage is increased by 1 (so the base Fireball spell would do 2 damage rather than 1 damage, etc.). As all such creatures contain dead plants, they are also susceptible to the NOW spell **Sarte Taillis**, which inflicts the same damage as Fireball. Flamethrowers inflict Deadly rather than Severe damage (**Other Forms of Damage**, *Rivers of London: the Roleplaying Game*, page 149). Likewise, phosphorous grenades cause Splat damage.

All other weapons inflict a maximum of 1 damage against these creatures per combat encounter (**not** combat round)—a gunshot wound slows them down enough to allow the shooter and/or their companions to flee, but it isn't going to stop them completely. The only ways to do that are to burn them to ash, lure them beyond the malignancy's range of control so that they collapse into a soggy pile of their component parts, or destroy the malignancy's core.

Old Soldier, *an example*

STR 60 **CON** 70 **DEX** 60 **INT** 50 **POW** 50
DB: 0 **MOV:** 8 **MP:** — **LUCK:** 50
Advantages: Natural Toughness, Signature Weapon (infantry sabre).
Disadvantages: Damaged, Hot-Headed.

Skills
Athletics 60%, Drive 40%, Navigate 40%, Observation 60%, Read Person 50%, Research 30%, Sense Vestigia 60%, Social 50%, Stealth 60%; Survival 60%, Track 60%; Fighting 80%, Firearms 70%.

Languages
Own (e.g., English, French, German, etc.) 60%.

Powers
Luck of the Demi-monde.

Demi-Monde Affinity
Conflict.

Vestigia
The smell of blood, the sound of a flint being struck, the bite of cold metal.