RIVERS of LONDON
the Roleplaying Game

PLAYER RULES CRIB SHEETS PACK

THE CHARACTER SHEET: SUMMARY OF CHARACTER CREATION

DETERMINE OCCUPATION
STEP 1

Pick an occupation from the list on page 45 and write it in the space provided. Further details can be found in the **Occupations** section (page 62).

ASSIGN CHARACTERISTICS
STEP 2

Distribute 280 characteristic points among: STR, CON, DEX, INT, and POW.

• Assign each characteristic a value from 30 to 80. The higher the value, the stronger the characteristic.

• Allocate characteristic values in blocks of 10 (30, 40, 50, 60, 70, or 80) and write them on the character sheet. An average human characteristic value is 50.

• Calculate the half values for each characteristic and write these down (e.g., the half value of STR 40 is 20). The "autocalc" character sheet calculates these half values for you.

Roll 2D10, add the results together, then add this total to 50 to generate your Luck value. Write this in the space for "Starting Luck."

Your default MOV rating is 8 (unless you choose the Speedy advantage in **Step Three**).

Finally: choose your investigator's age (page 49) and write it on the character sheet.

ADVANTAGES
STEP 3

Choose two minor or one major advantage for your investigator (page 50).

• Make sure that your investigator has the necessary prerequisites to take that advantage.

• If you choose the Speedy advantage, remember to adjust your MOV rating to 9.

Note: investigators who do not choose the Magical advantage cannot choose Magic as a skill in **Step Four**.

DETERMINE SKILLS
STEP 4

All **common** and **combat** skills begin at 30%. All **expert** skills begin at 00% (zero).

Choose a total of six skills; these should include:

• All the skills required by your occupation.

• Any skills you wish from your occupation's recommended skills.

• Any other skill you wish, whether common, expert, or combat (as long as you have no more than six skills).

Boost any chosen **common** or **combat** skills from their starting value of 30% to 60%.

Boost any chosen **expert** skills from their starting value of 00% to 60%.

If you chose the Magical advantage, boost your Sense Vestigia skill to 60%.

Write the skill values for chosen common and combat skills (60%) in the space provided, then write down their half values (30%). The "autocalc" character sheet calculates these half values for you.

Write the chosen **expert** skills in the space provided, along with their full value (60%) and their half value (30%).

An investigator's own language is a free skill (the same value as their INT or 60%, whichever is higher). If from a bilingual family, they also receive their second language at the same value (page 52). Write language skills in the space provided for **expert** skills, and add their full and half values.

MAGIC

If you chose the Magic skill during **Step Four: Determine Skills** (page 52) and your investigator is a Newtonian apprentice, you start the game with Werelight as one of your first order spells.

• Pick one other first order spell and one second order spell from the **Spell List** (page 179).

• Mark Werelight as your mastered spell by ticking the box next to the spell's name (**Mastering a Spell**, page 171).

If you chose the Magic skill and your investigator is a hedge wizard, choose two first order spells and one second order spell from the **Spell List** (page 179).

• Mark one of your first order spells as mastered by ticking the box next to the spell's name (**Mastering a Spell**, page 171).

Divide your POW characteristic by 5 to determine number of magic points, then add 1 for your mastered spell. Write this value in the space for "Starting Magic Points."

Now go to the **More Magic** box.

BACKSTORY
STEP 5

Answer the questions about your **Childhood** (page 56) and **The Present** (page 57), then write these answers in the space provided.

Determine if your investigator has had a supernatural encounter (**Brush with the Supernatural (Optional)**, page 57). If so, write down the details.

Next, determine their **Affluence Rating** (page 57) and write it in the space provided in the Investigator Info box.

Finally, write down the names of one or more friends or family members your investigator can rely on. This is the final step of creating your backstory.

• If you took the **Connected** advantage (page 50) during **Step Three: Advantages**, you can add names here, too—although you can wait until later if you haven't worked out who they are yet.

MORE MAGIC

Look at **Table 10: Signare** (page 165) and choose one element from each column. Alternatively, roll 1D100 three times (one for each column).

• Choose two *signare* to keep and discard the third. Or, just create your own *signare*.

• If your investigator is being trained by a character with a known *signare*, you should incorporate one aspect from that into your own as a third element.

EQUIP THE CHARACTER
STEP 6

Determine the equipment your investigator has as part of their occupation (page 59) and write it on the character sheet. Any weapons the investigator has should be written down in the Weapons box.

The investigator may purchase other equipment with the GM's permission, as long as it fits within their Living Standard (**Table 2: Living Standards**, page 58).

Magic

DETECTING VESTIGIA

The Sense Vestigia skill can be used to detect *vestigia*, depending on their strength.

- **Extremely strong:** usually no Sense Vestigia skill roll required.
- **Strong:** a successful Regular Sense Vestigia roll detects all a *vestigium's* elements.
- **Weak:** a successful Regular Sense Vestigia roll detects the *vestigium's* main element; a successful Hard Sense Vestigia roll detects all the *vestigium's* elements.

Detecting Signare

The unique magical signature that each practitioner leaves behind whenever they cast a spell can also be detected using the Sense Vestigia skill.

CASTING SPELLS

- Each spell requires a certain number of magic points to be spent before it can be cast (**Magic Points and Spells**, page 172).
- It takes one combat round (or the narrative equivalent) to cast a spell—the same amount of time it takes to throw a punch or fire a gun in combat, i.e., it takes up the caster's turn in a combat round (**The Combat Round**, page 124).
- Various factors affect whether or not the spellcasting roll gains a bonus die or incurs a penalty die (**Table 11: Mastered vs Unmastered Spells**, page 174; **Table 16: Summary of Ranged Attack Modifiers**, page 354).
- The standard rules for **Multiple Bonus or Penalty Dice** apply to spellcasting rolls (page 143).

Magic Points

- A character's magic point total is equal to one-fifth of their POW + 1 for each spell they have mastered.
- Spent magic points regenerate naturally, returning to their normal maximum value for **The Next Scene** (page 173).
- The base cost of casting a spell is a number of magic points equal to the spell's order.
- The cost of a mastered spell can sometimes be boosted (raised) if the caster wishes to increase or alter its effects (**Boosting a Spell**, page 176). Not all spells can be boosted.
- Once a practitioner runs out of magic points, they may continue to cast spells but such attempts may cause them harm (**Hyperthaumaturgical Degradation**, page 177).
- There is no need to track "negative" magic points, but a practitioner must roll for Hyperthaumaturgical Degradation every time they attempt to cast a spell when they have zero magic points available.

Spellcasting Rolls

A Magic skill roll must be made when attempting to cast a spell, unless the caster is not pressed for time.

- **Regular success or better:** the spell works just as it should.
- **A failure:** the result is in the hands of the GM; something happens, just not what the caster originally intended (**Failing Spellcasting Rolls**, page 174).
- **A fumble:** the caster is drained of all magic points and must roll for **Hyperthaumaturgical Degradation** (page 177).

As always, Luck can be spent to alter the result of a Magic skill roll. Spellcasting rolls outside of combat can also be pushed, but a second failure means the caster is drained of all magic points and must roll for **Hyperthaumaturgical Degradation** (page 177).

Spellcasting in Combat

In combat, spells work in the same manner as firearms. The casting (Magic) roll is used instead of a Firearms roll.

- The damage roll for spells usually uses the caster's DEX to reflect that they are attempting to hit a target. Thus, use DEX rather than POW or STR when consulting the **Damage Roll** section (page 132).
- As with a firearms attack, spellcasting rolls in combat are subject to the same bonuses and penalties as firearms (**Ranged Attack Modifiers**, page 138).
- The target(s) of a spell during combat have the same response options as if they are being shot at (e.g., **Dive for Cover**, page 128, or **Fight Back**, page 129).
- Spellcasting rolls in combat cannot be pushed.

HYPERTHAUMATURGICAL DEGREGATION (HTD)

If a character fumbles a Magic skill roll when casting a spell, fails a pushed spellcasting roll, or continues to cast spells once they have run out of magic points, they must make a POW roll. If they fumble a pushed spellcasting roll, the POW roll incurs a penalty die.

- **Critical success:** the character's magic points are reduced to zero, but they suffer no damage.
- **Hard success:** the character's magic points are reduced to zero, and they suffer 1 damage.
- **Regular success:** the character's magic points are reduced to zero, and they suffer 2 damage.
- **Fail:** the character's magic points are reduced to zero, and they immediately suffer 4 damage—a **Mortal Wound** (page 146).
- **Fumble:** the character's magic points are reduced to zero, and they suffer severe physical trauma (such as a stroke, heart attack, or aneurism). They immediately suffer 5 damage—a fatal blow. If they do not (or cannot) spend 30 points of Luck straight away to reduce the damage to a mortal wound, they die (**Damage Conditions**, page 133).

Steps in Combat

All fights, whether involving fists, swords, firearms, or spells, are resolved using the same six steps.

- **Step 1: Set Your Goal** (page 127)**:** describe what the character is doing (what action are you initiating?).
- **Step 2: Target Responds** (page 127)**:** the target describes how they intend to respond (how is the target reacting?).
- **Step 3: Dice Rolls** (page 130)**:** usually, both sides roll percentile dice (an opposed roll) to determine who wins. Sometimes, especially for ranged attacks, only the attacker rolls dice (an unopposed roll).
- **Step 4: Damage Roll** (page 132)**:** figure out any damage or other effects.
- **Step 5: Narration** (page 133)**:** the winner describes what happens.
- **Step 6: Next Player's Turn:** play moves on to the next character (an investigator or NPC), who now starts their turn with Step 1.

Actions in a Combat Round

Combat is structured into rounds. During each combat round, each investigator takes one action (a turn). They may use their action to:

- Initiate a melee attack using the Fighting skill.
- Initiate a firearms attack using the Firearms skill.
- Initiate a spell attack using the Magic skill, if the investigator possesses the skill.
- Flee—this may require an opposed roll to break free of the fight, if already engaged in combat.
- Perform some other action requiring time and perhaps a dice roll, such as picking a lock while others fight. Note that simple actions—like speaking—don't "use up" a character's turn, while moving anything more than a short distance may (**Distances in Combat**, page 127).
- Reload a weapon.
- Drawing an easily accessible weapon counts as a "free" action.

Which Skill to Roll in Combat?

- If it's a hand-to-hand melee attack, use the **Fighting** skill.
- If throwing something, use the **Athletics** skill.
- If shooting a firearm or a bow, use the **Firearms** skill.
- If casting a spell, use the **Magic** skill.

Combat responses

- **Response 1: Do Nothing** (unlimited reaction; page 128).
- **Response 2: Dodge**, (unlimited reaction; page 128).
- **Response 3: Fight Back** (limited to once per combat round; page 129).
- **Response 4: Flee** (page 130).

My Options: When Someone Tries to Hit Me?

If someone tries to hit you with a punch or a weapon, such as a knife, you can:

- Take no direct action and hope they don't inflict too much damage when they hit you (**Do Nothing**, page 128).
- Attempt to avoid their blow (**Dodge**, page 128).

- Attempt to avoid their blow and hit them back (**Fight Back**, page 129). You can only fight back once per combat round unless you have the **Fast Reactions** advantage (page 51).
- Attempt to hit them with a spell before they hit you (**Fight Back**, page 129). You can only fight back once per combat round unless you have the **Fast Reactions** advantage (page 51).
- If you have a firearm in your hand, you can attempt to shoot them before they hit you (**Fight Back**, page 129). You can only fight back once per combat round unless you have the **Fast Reactions** advantage (page 51).
- Attempt to avoid their blow and run away (**Flee**, page 130).
- If the attacker is using a weapon, you could attempt to disarm them using a **Combat Manoeuvre** (page 134). This could allow you to knock the weapon to the floor or perhaps wrest possession of it from your opponent.
- Attempt to avoid their blow and restrain your attacker using a **Combat Manoeuvre** (page 134).
- Attempt to avoid their blow and move your attacker using a **Combat Manoeuvre** (page 134). This could be to knock them to the floor or push them away.

My Options: When Someone Shoots at Me?

If being shot at from *beyond* arm's reach, you can:

- Take no direct action and hope that the shot misses (**Do Nothing**, page 128).
- Turn and flee, in which case the shooter incurs a penalty die if you have MOV 8 or higher (**Fast-Moving Targets**, page 138).
- **Dive for Cover** (page 128).
- Attempt to hit them with a spell before they hit you (**Fight Back**, page 129). You can only fight back once per combat round unless you have the **Fast Reactions** advantage (page 51).
- If you have a firearm in your hand, you can attempt to shoot them before they hit you (**Fight Back**, page 129). You can only fight back once per combat round unless you have the **Fast Reactions** advantage (page 51).

If being shot at from *within* arm's reach, you can fight back using your Fighting skill to perform one of the following options (remember—you can only fight back once per combat round unless you have the **Fast Reactions** advantage; page 51):

- Attempt to inflict harm on the attacker. Use your Fighting skill to oppose your attacker's Firearms roll. If the shooter loses the opposed roll, they take damage and have fired and missed.
- Attempt to disarm the attacker. Use your Fighting skill to oppose your attacker's Firearms roll (**Combat Manoeuvre**, page 134). This could allow you to knock the firearm to the floor or perhaps wrest possession of it from your opponent.
- Attempt to restrain the attacker. Use your Fighting skill to oppose your attacker's Firearms roll (**Combat Manoeuvre**, page 134). This could be to restrain the hand and arm holding the gun (pointing it away from you as it fires) or restrain/knock the shooter and somehow foil their shot.

- Attempt to avoid their shot and move your attacker using a **Combat Manoeuvre** (page 134). This could be to knock them to the floor, or push them away.

My Options:
When Someone Casts a Spell at Me?

If being targeted with a spell from beyond arm's reach, you can:

- Take no direct action and hope that the spell fails (**Do Nothing**, page 128).
- Turn and flee, in which case the caster incurs a penalty die if you have MOV 8 or higher (**Fast-Moving Targets**, page 138).
- **Dive for Cover** (page 128).
- Attempt to hit them with a spell before they hit you (**Fight Back**, page 129). You can only fight back once per combat round unless you have the **Fast Reactions** advantage (page 51).
- If you have a firearm in your hand, you can attempt to shoot them before they hit you (**Fight Back**, page 129). You can only fight back once per combat round unless you have the **Fast Reactions** advantage (page 51).

If being targeted with a spell from *within* arm's reach, you can fight back using your Fighting skill to perform one of the following options (remember—you can only fight back once per combat round unless you have the **Fast Reactions** advantage; page 51):

- Attempt to inflict harm on your attacker. Use your Fighting skill to oppose your attacker's Magic roll. If the attacker loses the opposed roll, they take damage and their spell fails.
- Attempt to restrain the attacker. Use your Fighting skill to oppose your attacker's Magic roll (**Combat Manoeuvre**, page 134). This could allow you to restrain the attacker and cause their spell to fail.

The Damage Roll

If an attack is successful, roll percentile dice and compare the result with the attacking character's STR (melee) or DEX (firearms/ranged/spells):

- **Failed or fumbled:** 1 damage (no weapon or spell damage is added).
- **Regular success:** 1 damage + base weapon or spell damage.
- **Hard success:** 2 damage + base weapon or spell damage.
- **Critical success:** 3 damage + base weapon or spell damage.

Damage Conditions

Damage is cumulative, i.e., every time a character is dealt damage in combat, it is added to any damage they have already suffered in the fight so far.

- A character suffering a total of 1 damage is **Hurt** (page 144).
- A character suffering a total of 2 damage is **Bloodied** (page 144).
- A character suffering a total of 3 or more damage is **Down** (page 144).
- A character suffering 4 damage *in a single blow* (from a spell, a weapon, or a firearm) has taken a **Mortal Wound** (page 146).
- An investigator suffering 5 or more damage *in a single attack* (a fatal blow) must spend 30 Luck points immediately, otherwise they are killed outright. If they can spend 30 Luck points, the damage is reduced to 4 (a mortal wound).

Damage Condition Effects During the Fight

- **Hurt:** the character is in pain but suffers no mechanical effect.
- **Bloodied:** the character is impaired (**Impairment**, page 118).
- **Down:** the character is incapacitated, i.e., they cannot take any further actions during this fight; they are also impaired.
- **Mortal wound:** as for down, but the character needs medical attention within an hour if they are to survive. A successful INT roll extends this to two hours (**First Aid**, page 146).

Healing

The time taken for wounds to recover depends on the investigator's damage condition at the end of the fight.

- **Hurt:** the investigator recovers once the fight is over.
- **Bloodied:** the investigator recovers once the fight is over, although they still show physical signs of their encounter, e.g., bruised knuckles, a black eye, a split lip, etc. Any impairment caused by physical damage is also healed.
- **Down:** the investigator remains **hurt** until the end of the following day unless they spend 10 Luck points. The investigator also remains impaired until the end of the following day unless they spend a further 10 Luck points.
- **Mortal wound:** a successful Medicine roll saves the investigator's life (**Medical Aid**, page 147). The skill roll may be subject to a bonus or penalty die, depending on the conditions. If the investigator survives, they must choose two of the following: **Injured** (page 147), **Luck Loss** (page 147), **Development Loss** (page 148), or **Disfigurement** (page 148).

Chases

Rules summaries for chases.

Investigators Fleeing

The players use the following four steps when their investigators are running away from someone or something:

- **Step 1: Establish the Location** (page 151)**:** the player describes where their investigator is headed based on the GM's description of the location.
- **Step 2: Chase Roll** (page 151)**:** the investigator's actions determine whether they're using a burst of speed (DEX) or negotiating obstacles (Athletics) to avoid their pursuers.
- **Step 3: Track Successes** (page 152)**:** each player keeps a running tally of how many chase successes and failures they have accumulated so far.
- **Step 4: Combat or Next Player's Turn:** if the investigator decides not to make a ranged attack against their pursuer (**Ranged Attacks Mid-Chase**, page 156), play moves on to the next character's turn.

If a player gains two chase successes before incurring two chase failures, their investigator wins the chase, and has outpaced and lost their pursuer. The chase is over and they got away.

If a player incurs two chase failures before gaining two chase successes, their investigator loses the chase. Their pursuer catches up with them and can, on the GM's next turn, try to grab or attack them. The investigator can continue to flee if the NPC fails to incapacitate or otherwise restrain them. On each subsequent chase round:

- Each time the investigator incurs a chase failure, the NPC stays in range and can attack them again on the GM's turn.
- Each time the investigator gains a chase success, they move ahead, out of melee range of their pursuer.
- If the investigator now gains a chase success on two consecutive rounds, they outpace and lose their pursuer. The chase is over and they got away.

Note: NPCs move automatically during a chase, so the GM does not need to roll dice for them, unless they are attempting to attack the investigators.

Investigators Chasing

Players use the following four steps for chases when their investigators are pursuing someone:

- **Step 1: Establish the Location** (page 154)**:** the player describes what their investigator is doing based on the GM's description of the location.
- **Step 2: Chase Roll** (page 154)**:** the investigator's actions determine whether they're using a burst of speed (DEX) or negotiating obstacles (Athletics) to catch up with their target(s).
- **Step 3: Track Successes** (page 154)**:** the player keeps a running tally of how many chase successes and failures they have accumulated so far.
- **Step 4: Combat or Next Player's Turn:** if the investigator decides not to make a ranged attack (**Ranged Attacks Mid-Chase**, page 156), play moves on to the next character.

If an investigator incurs two chase failures before gaining two chase successes, they lose the chase and are left out of breath, while the NPC runs off out of sight.

If an investigator gains two chase successes before incurring two chase failures, they catch up with the NPC and can now try to grab or hit them. If the investigator fails to incapacitate or otherwise restrain their target, the NPC can continue to flee. On each subsequent round:

- Each time the investigator incurs a chase failure, the NPC moves out range.
- Each time the investigator gains a chase success, they catch up and can make another attack on the NPC on their next turn.
- If the investigator incurs a chase failure on two consecutive rounds, the investigator loses their quarry and is left out of breath, while the NPC runs off out of sight.

Note: NPCs move automatically during a chase, so the GM does not need to roll dice for them, unless they are attempting to attack the investigators using a ranged attack (**Ranged Attacks Mid-Chase**, page 156).