

RIVERS of LONDON

the Roleplaying Game

Underground, Overground

The Case File Collection

GM REFERENCE BOOKLET

PROFILES FOR NPCs & CREATURES

This booklet contains the profiles for all the NPCs and creatures found in *Underground, Overground: The Case File Collection*, grouped by case file (scenario). GMs are advised to print out this booklet for use as a quick-reference aid during games.

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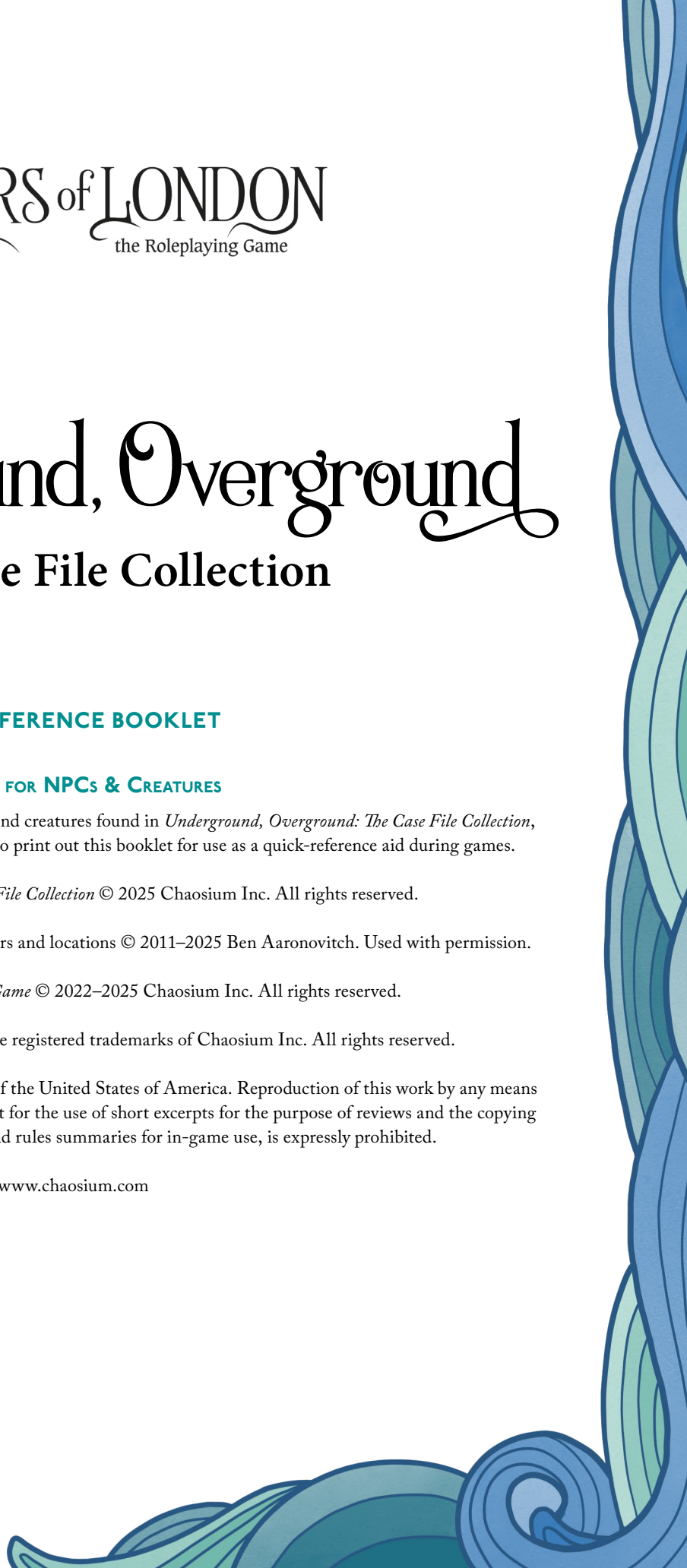
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Chapter I: Going Underground

THE LIVING

Sergeant Jaget Kumar, age 31, BTP liaison

STR 50 CON 60 DEX 60 INT 60 POW 60
DB: 0 MOV: 8 MP: 12 LUCK: —

Advantages: Steadfast, The Knowledge (London Underground).

Skills

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

Languages

English (own) 60%, Hindi (own) 60%.

Bruce Buckler, age 48, patrolman engineer

STR 50 CON 50 DEX 50 INT 60 POW 70
DB: 0 MOV: 8 MP: 14 LUCK: —

Advantage: The Knowledge (London Underground).

Skills

Athletics 50%, Drive 40%, Navigate 60%, Observation 70%, Read Person 40%, Research 40%, Sense Vestigia 30%, Social 50%, Stealth 30%; Mechanical Repair 70%, Science (Engineering) 70%, Science (Mathematics) 50%, Science (Physics) 30%; Fighting 30%, Firearms 30%.

Languages

English (own) 60%.

Dr Wylla Sams, age 63, museum curator

STR 50 CON 50 DEX 50 INT 70 POW 60
DB: 0 MOV: 7 MP: 12 LUCK: —

Advantage: Steadfast.

Skills

Athletics 40%, Drive 40%, Navigate 40%, Observation 70%, Read Person 50%, Research 80%, Sense Vestigia 40%, Social 60%, Stealth 30%; History 70%, Science (Archaeology) 60%, Science (Biology) 40%, Science (Forensics) 40%; Fighting 30%, Firearms 30%.

Languages

Ancient Greek 60%, Egyptian Hieroglyphics 70%, English (own) 70%, Hieratic 60%.

Sergeant Anthony Finnegan, age 41, custody sergeant

STR 60 CON 60 DEX 50 INT 50 POW 60
DB: +1 MOV: 8 MP: 12 LUCK: —

Advantages: Damage Bonus, Steadfast.

Skills

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

Languages

English (own) 60%.

THE DEAD

Eileen Adkins, age 24 (at death), ghost station ghost

As a ghost, Eileen doesn't have statistics. She does love a good werelight, though. She's also remarkably solid, thanks to the higher than usual levels of *vestigia* down here feeding her, Mery-Meseht, and the *genius loci* of the London Underground.

Mery-Meseht, age unknown, lonely mummy

STR 40 CON 90 DEX 30 INT 70 POW 100
DB: 0 MOV: 6 MP: — LUCK: 100

Advantages: Natural Toughness, Scary.

Disadvantage: susceptible to Foxglove's magic nullification field.

Skills*

Athletics 30%, Navigate 30%, Observation 60%, Read Person 60%, Sense Vestigia 60%, Social 30%, Stealth 30%; Art/Craft (Dancing) 30%, Art/Craft (Singing) 30%, Art/Craft (Sistrum) 60%, Medicine 30%; Fighting 30%.

**Although Mery-Meseht was a practitioner in life, she is now something entirely different and can no longer cast spells. She has, however, retained many of the other skills she had in life. Some, though, are hampered by her current condition, e.g., Social, Art/Craft (Dancing), and Art/Craft (Singing), or are woefully out of date, e.g., Medicine, and, therefore, have a reduced skill value.*

Languages

Ancient Greek 70%, Demotic Egyptian (own) 70%, Egyptian Hieroglyphics 50%, Hieratic 50%.

Thanks to her jaw being bound, Mery-Meseht cannot speak clearly but she can communicate through writing and drawing, if given the appropriate equipment.

Powers

Luck of the Demi-monde.

Vestigia

The heady scent of frankincense and cedar oil, the distant chatter of children’s voices, and a feeling of deep loneliness, sorrow, and loss.

Chapter 2: The Font of All Evil

Robert Coach, age 48, obsessed publisher

STR 70 **CON** 50 **DEX** 60 **INT** 60 **POW** 40
DB: 0 **MOV:** 8 **MP:** 8 **LUCK:** 60 (80)*

**The Font of All Evil gifts Coach access to its Luck pool, while the publisher pursues the goal of releasing it from the type and causing mayhem and murder in the process.*

Advantages: Scary, The Knowledge (London).

Skills

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

Languages

English (own) 60%, French 60%, German 30%, Latin 30%.

The Font of All Evil, a malignancy

STR 120 **CON** 80 **DEX** 70 **INT** 40 **POW** 80
DB: +1 **MOV:** 12 **MP:** — **LUCK:** 60 (80)**

Advantages: Damage Bonus, Natural Toughness.

Skills

Athletics 60%, Observation 30%, Sense Vestigia 60%, Social 60%, Stealth 30%; Fighting 30%.

Languages

Non-verbal.

Powers

The Glamour, Luck of the Demi-monde, the Gift of Luck (Luck shared with Robert Coach).

Vestigia

An oily smell like soot and turpentine, fragrant with a bitter woodiness and tidal saltiness, a sensation of suffocating pressure and enclosure, rage, and the screams of the slaughterhouse—or animal baiting pit.

Special

Initially, the Font attacked using the moveable lead type directly as an impaling weapon. Once it takes up residence in Robert Coach, it no longer needs the type’s physical presence to manifest and attack. If driven out of Coach and back into the type, for example, if he is knocked unconscious, the Font can still attack as long as Helgreen’s *forme* is within arm’s length (1 metre/yard or less) of the target. In this case, it no longer looks like the creature in **Handout: Font 8**, just a cylinder of long-stemmed type travelling at high speed.

Each joint manifestation/attack costs 20 Luck points. The assault on Edgar has already consumed this much—thus the reduced Luck value indicated**. Unless Coach uses Luck directly during his confrontation with the investigators, this leaves the Font with three more manifestations of this devastating attack. However, if the investigators fail to deal with the malignancy before 1:00 am the following morning, its Luck refreshes, increasing the number of attacks available to it.

The target of the Font’s attack must be within arm’s length of the manifestation, and the Font must succeed at an opposed Fighting roll to hit them; if the target does nothing to avoid the attack, the Fighting roll is unopposed. The Font can, of course, spend Luck to ensure a hit, although this reduces the number of subsequent attacks it may make. If successful, the Font’s base weapon damage is 2; its damage roll is a STR roll, as this is a melee/hand-to-hand attack. It is also an impaling attack, meaning Natural Toughness offers no defence, though regular and ballistic armour are still effective (**Armour**, *Rivers of London: the Roleplaying Game*, page 135). Once the Font has made an attack, successful or not, it vanishes. To remanifest and attack again, it must spend a further 20 Luck points. Once it runs out of Luck, it cannot attack this way again until its Luck value refreshes.

BIT PLAYERS

Indrani Natarajan, age 29, Detective Constable

STR 50 CON 50 DEX 60 INT 60 POW 60
DB: 0 MOV: 9 MP: 12 LUCK: —

Advantage: Speedy.

Skills

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

Languages

English (own) 60%, Tamil (own) 60%.

Adrian Shine, age 43, garage owner

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

Advantage: Natural Toughness.

Skills

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

Languages

English (own) 60%.

Samantha Whitlow, age 22, Police Constable

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

Advantage: Fast Reactions.

Skills

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

Languages

English (own) 60%.

Vanessa Marsh, age 20, victim's sister

STR 50 CON 50 DEX 50 INT 70 POW 60
DB: 0 MOV: 8 MP: 12 LUCK: —

Advantage: Wealthy.

Skills

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

Languages

English (own) 70%, Latin 30%, Middle English 60%, Old
English 30%.

Dr Noah Arnold, age 38, pathologist

STR 50 CON 50 DEX 60 INT 70 POW 50
DB: 0 MOV: 8 MP: 10 LUCK: —

Advantage: Fast Reactions.

Skills

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

Languages

English (own) 70%.

Lucas Tyler, age 56, Stationers' Company archivist

STR 50 CON 40 DEX 70 INT 60 POW 60
DB: 0 MOV: 8 MP: 12 LUCK: —

Advantage: Connected.

Skills

Athletics 30%, Drive 30%, Navigate 30%, Observation 60%,
Read Person 40%, Research 70%, Sense Vestigia 30%, Social
50%, Stealth 30%; Appraise 60%, Art/Craft (Printing) 40%,
Art/Craft (Calligraphy) 60%, History 70%; Fighting 30%,
Firearms 30%.

Languages

English (own) 70%, French 50%, Latin 60%,
Middle English 60%.

Chapter 3: The Goat-Man is Coming!

Terry Dobson, *age 53, assault victim*

STR 50 CON 60 DEX 50 INT 70 POW 50
DB: 0 MOV: 8 MP: 10 LUCK: —

Advantages: none.

Skills

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

Languages

English (own) 70%.

Palmer, *age 12 months, talking fox*

STR 30 CON 60 DEX 70 INT 70 POW 50
DB: 0 MOV: 9 MP: — LUCK: 50

Advantages: Hear a Pin Drop, In Darkest Night, Natural Toughness, Smell You Later, The Knowledge (London).

Skills

Athletics 60%, Navigate 40%, Observation 60%, Read Person 60%, Research 40%, Sense Vestigia 30%, Social 40%, Stealth 60%; Art/Craft (Music) 60%, Art/Craft (Tradecraft) 40%, Find North-east 60%, Hunt Cheese Puffs 60%; Fighting (Bite) 50%.

Languages

English 70%, Fox (own) 70%.

Poppy, *age 43, railway poplar nymph*

STR 40 CON 50 DEX 80 INT 60 POW 90
DB: 0 MOV: 9 MP: — LUCK: 90

Advantages: Natural Toughness, Speedy.

Disadvantage: vulnerable to cold iron.

Skills

Athletics 70%, Navigate 40%, Observation 60%, Read Person 30%, Sense Vestigia 60%, Social 40%, Stealth 60%; Art/Craft (Dancing) 60%, Science (Biology) 30%, Science (Botany) 70%, Science (Pharmacy) 40%; Fighting 30%.

Languages

English (own) 60%.

Powers

The Glamour, Luck of the Demi-monde.

Demi-monde affinity

Plants.

Vestigia

The old-fashioned two-tone parp of a diesel freight train's horn, a sense of boundless energy, and the vibrant smell of green things growing.

Special Power: Leaf on the Wind

Poppy, like all tree nymphs, can defy gravity—if only for a moment or two—by performing a particular dance involving lots of stretches and twirls. Using this power is the same as her performing a minor manifestation of her thematic power.

Humans or lower fae who attempt to follow Poppy's lead when she is dancing by mimicking her movements should make a combined POW and Art/Craft (Dancing) or Athletics roll; those with the Magic skill gain a bonus die to the roll, as do members of the lower fae due to their inherently magical nature.

- While non-nymphs can never match Poppy's aerial acrobatics, if the roll is a success for POW, the dancer briefly experiences a magical rush, which Peter describes as a "change in the phase state of existence."²⁰
- If the roll is a success for Art/Craft (Dancing) or Athletics, the dancer experiences a lighter-than-air feeling and floats up to 20 cm (8 inches) off the ground for a few seconds.
- If the dice result means that both components are successful, the dancer experiences both the buzz and the tantalising moment of flight.
- Fumbling or failing to successfully push the combined roll leads to the dancer faceplanting, receiving 1 damage and a serious amount of embarrassment if anyone was watching.

For more on combined skill rolls, see *Rivers of London: the Roleplaying Game*, page 322.

Crispin Fairclough, age 55, troll

STR 70 **CON** 70 **DEX** 40 **INT** 50 **POW** 60
DB: +1 **MOV:** 7 **MP:** — **LUCK:** 60

Advantages: Damage Bonus, Natural Toughness.

Skills

Athletics 30%, Drive 30%, Navigate 40%, Observation 50%, Read Person 50%, Research 40%, Sense Vestigia 60%, Social 50%, Stealth 50%; Animal Handling 70%, Art/Craft (Animal Husbandry) 80%, Art/Craft (Horticulture) 60%; Fighting 30%, Firearms 30%.

Languages

English (own) 60%.

Vincent Maybury, age 27, Goat-Man

STR 50 **CON** 50 **DEX** 60 **INT** 60 **POW** 50
DB: 0 **MOV:** 9 **MP:** 10 **LUCK:** —

Advantage: Speedy.

Skills

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

Languages

English (own) 60%.

BIT PLAYERS**Amalia Hallas, age 25, Falcon Liaison Officer**

STR 50 **CON** 60 **DEX** 50 **INT** 60 **POW** 60
DB: 0 **MOV:** 8 **MP:** 12 **LUCK:** —

Advantage: Steadfast.

Skills

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

Languages

English (own) 60%, Greek (own) 60%.

Harry Richards, age 71, former goatherder

STR 50 **CON** 50 **DEX** 60 **INT** 60 **POW** 60
DB: 0 **MOV:** 8 **MP:** 12 **LUCK:** —

Advantage: Silver-Tongued.

Skills

Athletics 40%, Drive 50%, Navigate 50%, Observation 60%, Read Person 60%, Research 50%, Sense Vestigia 30%, Social 60%, Stealth 30%; Accounting 70%, Art/Craft (Animal Husbandry) 60%, Art/Craft (Horticulture) 60%; Fighting 30%, Firearms 30%.

Languages

English (own) 60%, Jamaican Patois (own) 30%.

Andrew Waddington, age 42, house husband

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

Advantage: Steadfast.

Skills

Athletics 40%, Drive 40%, Navigate 40%, Observation 60%, Read Person 60%, Research 60%, Sense Vestigia 30%, Social 60%, Stealth 30%; Art/Craft (Cooking) 50%, Art/Craft (Fine Art) 40%, Art/Craft (Graphic Design) 60%; Fighting 30%, Firearms 30%.

Languages

English (own) 60%, Hindi 30%.

Siya Waddington, age 43, advertising executive

STR 50 **CON** 50 **DEX** 50 **INT** 70 **POW** 60
DB: 0 **MOV:** 8 **MP:** 12 **LUCK:** —

Advantage: Silver-Tongued.

Skills

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

Languages

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



Chapter 4: Jimmy's Last Dance

Hyacinth Powell, *age 88, frightened old lady*

STR 30 CON 20 DEX 50 INT 70 POW 80
DB: 0 MOV: 3 MP: 17 LUCK: —

Advantage: Magical.

Skills

Athletics 30%, Drive 40%, Navigate 30%, Observation 60%, Read Person 70%, Research 30%, Sense Vestigia 60%, Social 60%, Stealth 30%; Art/Craft (Acting) 60%, Magic 60%, Medicine 60%, Occult 50%, Read Lips 40%; Fighting 30%, Firearms 30%.

Languages

English (own) 70%.

Spells

Impello, Noisemaker, Snapdragon, Werelight (mastered).

Signare

The smell of the sea, the impression of smoky rooms and giggling women, the plaintive notes of an old folk song—"The Minstrel Boy."

Rick Flood, *age 41, dodgy solicitor*

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

Advantage: Connected (Red Jack Crew).

Skills

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

Languages

English (own) 60%.

Sandra Campbell, *age 39, worried daughter*

STR 50 CON 50 DEX 70 INT 50 POW 60
DB: 0 MOV: 8 MP: 12 LUCK: —

Advantage: Steadfast.

Skills

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

Languages

English (own) 60%.

Joe Campbell, *age 42, blustering son-in-law*

STR 60 CON 70 DEX 70 INT 40 POW 40
DB: +1 MOV: 8 MP: 8 LUCK: —

Advantages: Damage Bonus, Natural Toughness.

Skills

Athletics 40%, Drive 50%, Navigate 60%, Observation 30%, Read Person 30%, Sense Vestigia 30%, Social 60%, Stealth 30%; Art/Craft (Carpentry) 60%, Art/Craft (Electrical) 50%, Art/Craft (Masonry) 50%, Art/Craft (Plumbing) 40%; Fighting 40%, Firearms 30%.

Languages

English (own) 60%.

Jimmy Garlick, *age 350+, mummified freebooter*

STR 80 CON 70 DEX 50 INT 60 POW 80
DB: +1 MOV: 8 MP: 30 LUCK: 60

Advantages: Damage Bonus, Magical, Natural Toughness.

Skills

Athletics 60%, Drive (Carriage) 30%, Navigate 50%, Observation 50%, Read Person 50%, Research 30%, Sense Vestigia 60%, Social 50%, Stealth 40%; History (up to 1666) 60%, History (post-1855) 30%, Magic 60%, Occult 60%, Pilot Boat 60%; Fighting 70%, Firearms 50%.

Languages

English (own) 60%, French 40%, Latin 30%, Spanish 30%.

Spells

All mastered: *Aqua*, *Impello*, Noisemaker, Rock Drill, *Scindere*, Snapdragon, *Terra*, Werelight; Fireball, *Impello palma*, Invisible Catch, Wandering Light, Waterbomb; Grasping Hand. Plus, any unmastered spells of the GM's choosing.

Signare

A flash of a fistfight in a drinking hall or tavern, accompanied by cheering men and boozy shouts; the sense of sunny skies and the smell of gunpowder; the plaintive notes of an old folk song—"The Minstrel Boy."

Powers

Jimmy can become immaterial at will, but the process places a great strain upon him, and he only does so under duress—such as going to find Hyacinth in her hour of need. (This is why he chooses to walk between locations following his arrival at Kingsmere Close, rather than repeatedly popping in and out of places). Following a dematerialisation, Jimmy rematerialises at a new location approximately 30 minutes later, i.e., equivalent to him turning up in the **Next Scene** (*Rivers of London: the Roleplaying Game*, page 173), if he knows where he's going—either because he has visited the place himself or because it has been described to him in detail. Otherwise, he must choose somewhere in the vicinity that he knew during his lifetime and walk the rest of the way in his physical form.

As discussed in his **Dramatis Personae** entry (page @@), after leaving the crypt at St James Garlickhythe, Jimmy can only become immaterial on three further occasions during this case file. After that, he returns permanently to his casket. His clothes materialise and dematerialise with him, but any items he acquires while in material form are dropped the moment he vanishes.

If Jimmy suffers a total of 3 or more points of damage, i.e., his damage level is reduced to **Down** or worse (**Wounds and Healing**, *Rivers of London: the Roleplaying Game*, page 144), he is forced to dematerialise and return to his glass-fronted coffin whether he wants to or not. As a major NPC, as long as he is only down, Jimmy recovers in the same way an investigator does (**After the Fight: Down**, *Rivers of London: the Roleplaying Game*, page 146), meaning that the GM can spend 20 Luck points to bring him back into the story. However, if Jimmy suffers a **Mortal Wound** (*Rivers of London: the Roleplaying Game*, page 144), he cannot leave his casket for the remainder of this case file. Whether he returns at some point in the future in a case file of their own design is at the GM's discretion.

BIT PLAYERS**Michael Rogers, age 35, Police Constable**

STR 60 **CON** 60 **DEX** 50 **INT** 60 **POW** 50
DB: +1 **MOV:** 8 **MP:** 10 **LUCK:** —

Advantages: Damage Bonus, Natural Toughness.

Skills

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

Languages

English (own) 60%.

Natalie Hayes, age 23, Police Constable

STR 50 **CON** 50 **DEX** 60 **INT** 60 **POW** 60
DB: 0 **MOV:** 8 **MP:** 12 **LUCK:** —

Advantage: Fast Reactions.

Skills

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

Languages

Arabic 60%, British Sign Language 40%, English (own) 60%, Mandarin 50%.

Lettie Hannay, age 53, witness

STR 50 **CON** 50 **DEX** 50 **INT** 70 **POW** 60
DB: 0 **MOV:** 8 **MP:** 12 **LUCK:** —

Advantage: Steadfast.

Skills

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

Languages

English (own) 70%.

Fasil Nuri, age 47, care home manager

STR 50 **CON** 40 **DEX** 60 **INT** 70 **POW** 60
DB: 0 **MOV:** 8 **MP:** 12 **LUCK:** —

Advantages: Steadfast, The Knowledge (Latimer House).

Skills

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

Languages

Arabic (own) 70%, British Sign Language 60%, English (own) 70%.

Marika Ali, age 28, slippery assistant

STR 40 **CON** 50 **DEX** 50 **INT** 70 **POW** 70
DB: 0 **MOV:** 8 **MP:** 13 **LUCK:** —

Advantage: Connected (Red Jack Crew).

Skills

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

Languages

English (own) 70%.

Red Jack gang member

Use this profile for both **Aimee “Lil’ Me” Keig** (page @@) and **Keiran “Casey” Calloway** (page @@), along with any other gang members the investigators meet. Lil’ Me is armed with a knife (base weapon damage 1), while Casey prefers **Improvised Weapons** (*Rivers of London: the Roleplaying Game*, page 134). Whereas reasonable people and most of the junior Red Jack Crew members would give themselves up to the police when cornered, Casey and Lil’ Me are not reasonable people, and if caught, they won’t go down without a fight.

STR 70 **CON** 60 **DEX** 50 **INT** 50 **POW** 50
DB: +1 **MOV:** 8 **MP:** 10 **LUCK:** —

Advantages: Damage Bonus, Scary.

Skills

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

Languages

English (own) 60%.

Reverend Tim Jacobs, age 53, priest

STR 50 **CON** 60 **DEX** 50 **INT** 70 **POW** 50
DB: 0 **MOV:** 8 **MP:** 10 **LUCK:** —

Advantage: Steadfast.

Skills

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

Languages

Ancient Greek 30%, English (own) 70%, Hebrew 30%, Latin 60%.

PC Frank Eames, age 45, workaday copper

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

Languages

English (own) 60%.