

# RIVERS of LONDON

the Roleplaying Game

## GM REFERENCE BOOKLET

### PROFILES FOR NPCs & CREATURES

This booklet contains the profiles for all the NPCs and creatures found in *Rivers of London: the Roleplaying Game*, grouped by affiliation (the Folly and associates, the Thames family, etc.). GMs are advised to print out this booklet for use as a quick-reference aid during games.

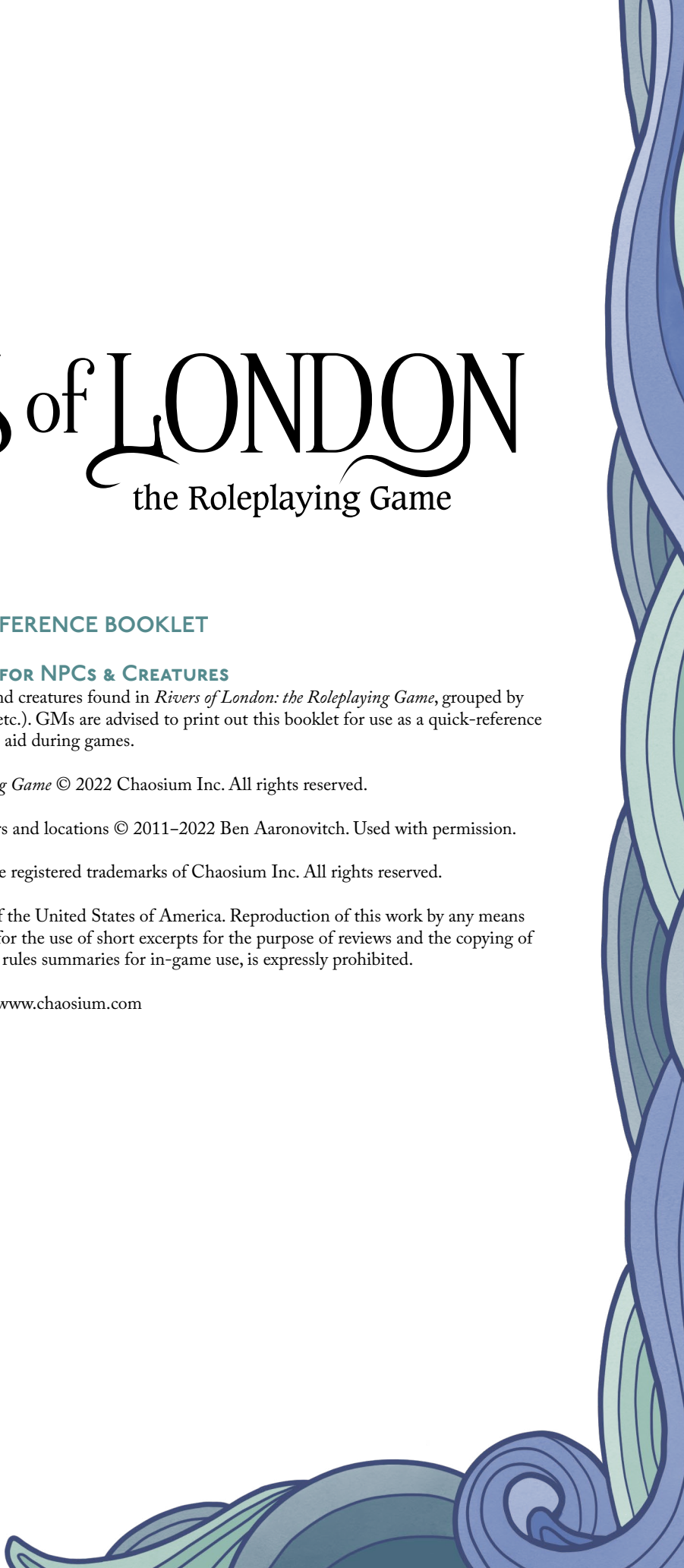
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## THE FOLLY AND ASSOCIATES

**Asterid Bivalacqua, green-fingered OAP\****\*Old-Age Pensioner.***STR 40 CON 50 DEX 60 INT 60 POW 70****DB: 0 MOV: 5 MP: 22 LUCK: —****Advantages:** Magical, Scary.**Skills**

Athletics 30%, Drive 30%, Navigate 50%, Observation 70%,  
Read Person 70%, Research 60%, Sense Vestigia 70%, Social  
60%, Stealth 60%; Art/Craft (Horticulture) 90%, Magic 70%,  
Science (Pharmacy) 60%; Fighting 60%, Firearms 60%.

**Languages**

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

**Spells**

She's a woman of mysterious power, and her magic is  
definitely non-Newtonian. If Nightingale knows what she's  
capable of, he isn't saying. Has an affinity for growing things.

**Signare**

The burning taste of Scotch bonnet peppers and the fragrance  
of expensive rum on a warm summer's evening.

**Frank Caffrey, firefighter****STR 70 CON 70 DEX 50 INT 50 POW 60****DB: +1 MOV: 8 MP: 12 LUCK: —****Advantages:** Damage Bonus, Natural Toughness, Steadfast.**Skills**

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

**Languages**

English (own) 60%.

**Michael Cheung, legendary swordsman****STR 60 CON 50 DEX 60 INT 60 POW 60****DB: 0 MOV: 8 MP: 20 LUCK: —****Advantage:** Magical\*.**Sword:** Michael possesses a **Wizard's Sword** (see page 235).

This sword contains a store of 20 magic points.

**Skills**

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

**Languages**

Cantonese (own) 60%, English (own) 60%, Mandarin 60%.

**Spells**

None from the Newtonian tradition, that's for sure, but  
apparently based on movement.

**Signare**

Unsurprisingly, seeing as he's the one teaching Sahra, the  
sound of ripping silk when he strikes.

*\*Michael's version of the Magical advantage is slightly different to  
that available to investigators and most NPCs, and manifests itself  
as the **Mystic Art of Fighting** (page 234).*

**Foxglove, High Fae artist****STR 70 CON 50 DEX 80 INT 60 POW 80****DB: 0 MOV: 9 MP: — LUCK: 80****Advantages:** Natural Toughness, Speedy.**Disadvantage:** vulnerable to cold iron.**Skills**

Athletics 70%, Drive 30%, Navigate 30%, Observation 80%,  
Read Person 60%, Research 30%, Social 40%, Stealth 70%;  
Art/Craft (Painting) 80%; Fighting 30%, Firearms 30%.

**Languages**

She won't say—possibly High Fae?

**Powers**

Luck of the Demi-monde.

**Demi-monde affinity**

Magical nullification.

**Vestigia**

Nothing anyone's been able to put their finger on just yet.

**DC Peter Grant, apprentice practitioner****STR 60 CON 50 DEX 40 INT 70 POW 60****DB: 0 MOV: 8 MP: 20 LUCK: 50****Advantage:** Magical.



### Skills

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

### Languages

English (own) 70%, German 30%, Greek 30%, Krio (own) 35%, Latin 60%.

### Spells

*Aqua* (mastered), *Impello* (mastered), *Scindere* (mastered), Werelight (mastered); Car Killer (mastered), Fireball (mastered), *Impello palma* (mastered), Shield (mastered); Coffin Bell, *Telescopium*; *Clausurafrange*, *Siphonem*; plus all the other spells listed in the **Chapter 4: Newtonian Magic**, up to (but not including) fourth order.

### Signare

This is where things get complicated. Nightingale's tick-tock precision is there, but after that, it's all over the place—music, laughter, the smell of chocolate, images of London—and, blimey, is it loud! So loud, in fact, that it hides what spell he's cueing up, meaning an adversary can't make a Magic skill roll to determine what spell he's about to fling at them.

### DS Sahra Guleed, *ninja-in-training*

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

**Advantage:** Magical\*.

**Sword:** Sahra possesses a **Wizard's Sword** (see page 235). This sword contains a store of 10 magic points.

### Skills

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

### Languages

Arabic 30%, Cantonese 30%, English (own) 60%, Mandarin 30%, Somali (own) 30%.

### Spells

None that she's admitted to—yet. Given who her teacher is, any she does know are going to be non-Newtonian and most likely movement-based.

### Signare

The sound of ripping silk whenever she wields her sword.

### Abigail Kamara, *apprentice practitioner*

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

**Advantage:** Magical.

### Skills

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

### Languages

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

### Spells

Werelight (mastered); other than that, no one's entirely certain which spells Abigail's managed to learn so, for now, the choice is left to the GM—we suggest choosing at least one other first order and one second order spell from the selection in **Chapter 4: Newtonian Magic**.

### Signare

Hasn't yet solidified, but you definitely get a little bit of Nightingale's clockwork orrery mixed with whatever has caught Abigail's interest in the last few months; plus: fox fur, a blast of cold, and something that might be the opening bars of a popular British talent show's theme tune.

### Molly, *Folly housekeeper*

STR 70 CON 50 DEX 80 INT 60 POW 80  
DB: 0 MOV: 9 MP: — LUCK: 80

**Advantages:** Natural Toughness, Speedy.

**Disadvantage:** vulnerable to cold iron.

### Skills

Athletics 60%, Drive 30%, Navigate 30%, Observation 85%, Read Person 60%, Research 50%, Sense Vestigia 80%, Social 50%, Stealth 80%; Art/Craft (Cooking) 60%, Art/Craft (Housekeeping) 70%; Fighting 60%, Firearms 30%.

### Languages

Comprehends and can write English; speaks only in hisses.

### Powers

Luck of the Demi-monde.

### Demi-monde affinity

Blood (haemomancy).

### Vestigia

Nothing that Peter could remember.

\*Sabra's version of the Magical advantage is slightly different to that available to investigators and most NPCs, and manifests itself as the **Mystic Art of Fighting** (page 234).



**DCI Thomas Nightingale, *master practitioner*****STR 50 CON 50 DEX 40 INT 70 POW 80****DB: 0 MOV: 7 MP: 60 LUCK: —****Advantages:** Magical, Steadfast, The Knowledge (London).

**Wizard's Staff:** Nightingale has a silver-topped walking cane that acts as his wizard's staff (see page 324 for further details on what a wizard's staff does). This staff contains a store of 60 magic points.

**Skills**

Athletics 50%, Drive 80%, Navigate 70%, Observation 80%, Read Person 80%, Research 70%, Sense Vestigia 95%, Social 60%, Stealth 80%; Art/Craft (Blacksmithing) 70%, Law 90%, Magic 95%, Ride 60%; Fighting 60%, Firearms 60%.

**Languages**

Arabic 50%, Brittonic 40%, Danish 40%, English (own) 80%, Greek 60%, German 50%, Latin 70%, Welsh 40%.

**Spells**

All the spells listed in **Chapter 4: Newtonian Magic**, all mastered, plus a few more we haven't made rules up for yet.

**Signare**

A clockwork tick, the smell of willow, and a whispering clash like the sound of cymbals—as heavy as a mallet and as sharp and controlled as the point of a needle.

**Harold Postmartin, *curator*****STR 40 CON 40 DEX 50 INT 90 POW 60****DB: 0 MOV: 4 MP: 12 LUCK: —****Advantage:** Steadfast.**Skills**

Athletics 30%, Drive 50%, Navigate 60%, Observation 80%, Read Person 60%, Research 90%, Sense Vestigia 40%, Social 60%, Stealth 60%; History 80%, Law 60%; Fighting 30%, Firearms 60%.

**Languages**

Ancient Greek 70%, English (own) 90%, French 70%, German 60%, Latin 80%, Sanskrit 40%, Spanish 50%.

**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 Weapon (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%.

**DI Miriam Stephanopoulos, *senior detective*****STR 60 CON 50 DEX 60 INT 50 POW 60****DB: 0 MOV: 8 MP: 12 LUCK: —****Advantages:** Scary, Steadfast.**Skills**

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

**Languages**

English (own) 60%, Greek 30%.

**Varvara Sidorovna Tamonina, *Night Witch*****STR 40 CON 50 DEX 60 INT 60 POW 70****DB: 0 MOV: 8 MP: 45 LUCK: —****Advantages:** Magical, Scary, Steadfast.**Skills**

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

**Languages**

English 60%, Russian (own) 60%.

**Spells**

When it comes to spells, if it's anything to do with ice or dealing with a situation brutally and effectively, she knows it, e.g., Glitter Bomb, Ice Blast, Flying Ice Saw, etc.

**Signare**

The bite of cold metal, something yeasty like bread, and the smell of wet dog.

**Toby, *ghost-hunting dog*****STR 30 CON 50 DEX 80 INT — POW 50****DB: 0 MOV: 9 MP: 10 LUCK: —****Skills**

Observation 60%, Sense Vestigia 60%; Eat Sausages 80%; Bite 60%.





**Dr Jennifer Vaughan, *pathologist***

**STR** 40    **CON** 50    **DEX** 50    **INT** 80    **POW** 60  
**DB:** 0    **MOV:** 8    **MP:** 12    **LUCK:** —

**Advantages:** Scary, Steadfast.

**Skills**

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

**Languages**

English (own) 80%, Latin 30%, Welsh (own) 80%.

**Dr Abdul Haqq Walid, *Folly pathologist***

**STR** 40    **CON** 40    **DEX** 60    **INT** 80    **POW** 60  
**DB:** 0    **MOV:** 8    **MP:** 12    **LUCK:** —

**Advantage:** Steadfast.

**Skills**

Athletics 40%, Drive 50%, Navigate 40%, Observation  
 80%, Read Person 60%, Research 80%, Sense Vestigia 60%,  
 Social 50%, Stealth 60%; Law 60%, Medicine 90%, Science  
 (Biology) 70%, Science (Chemistry) 50%, Science (Forensics)  
 70%; Fighting 30%, Firearms 30%.

**Languages**

Arabic 40%, English (own) 80%, Latin 40%.

**THE THAMES FAMILY**

**Beverley Brook, *genius loci***

**STR** 40    **CON** 50    **DEX** 60    **INT** 70    **POW** 100  
**DB:** 0    **MOV:** 8    **MP:** —    **LUCK:** 100

**Advantage:** Natural Toughness.

**Disadvantage:** vulnerable to cold iron.

**Skills**

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

**Languages**

English (own) 70%, Yoruba (own) 35%.

**Powers**

The Glamour, Luck of the Demi-monde.

**Demi-monde affinity**

Water.

**Vestigia**

A sensation like rain, the sound of boys playing football in  
 the distance, the smell of suburban roses and newly washed  
 cars, evening television flickering through net curtains.

**Father Thames, *Old Man of the River***

**STR** 60    **CON** 60    **DEX** 50    **INT** 70    **POW** 200  
**DB:** 0    **MOV:** 6    **MP:** —    **LUCK:** 200

**Advantage:** Natural Toughness.

**Disadvantage:** vulnerable to cold iron.

**Skills**

Athletics 50%, Drive 30%, Navigate 80%, Observation 80%,  
 Read Person 90%, Research 30%, Sense Vestigia 95%, Social  
 70%, Stealth 40%; Fighting 50%, Firearms 30%.

**Languages**

Brittonic (own) 70%, English (old, middle, and modern)  
 (own) 70%, Latin (own) 70%.

**Powers**

The Glamour, Luck of the Demi-monde.

**Demi-monde affinity**

Water.

**Vestigia**

The promise of beer and skittles, walking home on a moonlit  
 night, a warm fireside, amorous company.

**Lady Cecelia Tyburn Thames, *genius loci***

**STR** 40    **CON** 50    **DEX** 60    **INT** 70    **POW** 120  
**DB:** 0    **MOV:** 8    **MP:** —    **LUCK:** 120

**Advantages:** Natural Toughness, Scary.

**Disadvantage:** vulnerable to cold iron.

**Skills**

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

**Languages**

English (own) 70%, Italian 80%, Yoruba (own) 35%.

**Powers**

The Glamour, Luck of the Demi-monde.

**Demi-monde affinity**

Water.

**Vestigia**

The rope, the crowd, and the final drop into oblivion; the  
 smell of cigars, horses, furniture polish, Stilton, and Belgian  
 chocolate.



**Mama Thames, *Goddess of the River Thames***

STR 40 CON 60 DEX 50 INT 70 POW 200  
DB: 0 MOV: 7 MP: — LUCK: 200

**Advantage:** Natural Toughness.

**Disadvantage:** vulnerable to cold iron.

**Skills**

Athletics 30%, Drive 30%, Navigate 60%, Observation 90%, Read Person 80%, Research 50%, Sense Vestigia 95%, Social 80%, Stealth 40%; Medicine 60%; Fighting 30%, Firearms 30%.

**Languages**

English 60%, Yoruba (own) 70%.

**Powers**

The Glamour, Luck of the Demi-monde.

**Demi-monde affinity**

Water.

**Vestigia**

Salt water, coffee, diesel, bananas, chocolate, fish guts.

**OTHER DEMI-MONDE**
**High Fae, *an example***

STR 60 CON 80 DEX 70 INT 50 POW 100  
DB: 0 MOV: 9 MP: — LUCK: 100

**Advantages:** Natural Toughness, Speedy.

**Disadvantage:** vulnerable to cold iron.

**Skills**

Athletics 60%, Navigate 30%, Observation 60%, Read Person 40%, Research 30%, Social 50%, Stealth 60%; Ride 60%; Fighting 60%, Firearms 60%.

**Languages**

High Fae (own) 60%, English 40%.

**Powers**

The Glamour (the royal ones, at least), Luck of the Demi-monde.

**Demi-monde affinity**

Nature.

**Vestigia**

Sun-dappled leaves, the smell of damp wool, a flash of arrogance and condescension.

**Zachary Palmer, *“goblin boy”***

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

**Advantages:** Natural Toughness, Speedy.

**Skills**

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

**Languages**

English (own) 60%.

**Powers**

Luck of the Demi-monde.

**Demi-monde affinity**

Locks.

**Quiet Person, *an example***

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

**Advantages:** Natural Toughness, The Knowledge (Beneath London).

**Disadvantage:** sensitive to bright light and loud noises (penalty die to Observation rolls in bright and/or noisy locations).

**Skills**

Athletics 50%, Drive 10%, Navigate 60%, Observation 60%, Read Person 40%, Research 30%, Sense Vestigia 60%, Social 50%, Stealth 60%; Art/Craft (Pottery) 60%, Mechanical Repair 50%; Fighting 50%, Firearms 40%.

**Languages**

English (own) 60%.

**Powers**

Luck of the Demi-monde.

**Demi-monde affinity**

Earth.

**Other**

Bonus die to Observation rolls in quiet and/or dimly-lit locations.

**Vestigia**

A momentary blast of heat, the smell of the pigsty.



**Troll, an example**

STR 70 CON 70 DEX 30 INT 40 POW 80  
 DB: +1 MOV: 7 MP: — LUCK: 80

**Advantages:** Damage Bonus, Natural Toughness.

**Skills**

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

**Languages**

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

**CREATURES****Chimera, an example**

STR 60 CON 60 DEX 70 INT 50 POW 60  
 DB: +1 MOV: 9 MP: — LUCK: 60

**Advantages:** Damage Bonus, Natural Toughness.

**Skills**

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

**Languages**

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

**Powers**

Luck of the Demi-monde.

**Police Dog, an example**

STR 50 CON 60 DEX 80 INT — POW 50  
 DB: 0 MOV: 10 MP: — LUCK: —

**Skills**

Athletics 70%, Sense Vestigia 30%; Bite 60%.

**Police Horse, an example**

STR 180 CON 80 DEX 70 INT — POW 50  
 DB: +2 MOV: 12 MP: — LUCK: —

**Advantages:** Damage Bonus, Natural Toughness.

**Skills**

Fighting 60%. Uses the rider's Ride skill for general  
 manoeuvres.

**Talking Fox, an example**

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

**Advantages:** Natural Toughness, The Knowledge (home city).

**Skills**

Athletics 70%, Navigate 70%, Observation 80%, Read  
 Person 40%, Research 40%, Sense Vestigia 80%, Social 30%,  
 Stealth 80%; Find North-east 100%, Hunt Cheese Puffs  
 80%; Bite 50%.

**Languages**

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

**Unicorn, an example**

STR 200 CON 70 DEX 60 INT 10 POW 90  
 DB: +2 MOV: 12 MP: — LUCK: 90

**Advantages:** Damage Bonus, Natural Toughness.

**Disadvantage:** vulnerable to cold iron.

**Skills**

Athletics 60%, Sense Vestigia 70%; Fighting 60%.

**Powers**

Invisible to humans when in our world (unless in the  
 presence of magic), Luck of the Demi-Monde.

**Languages**

Unicorns certainly understand spoken English. Whether they  
 take any notice of you is a different matter altogether.

**Other**

Can be ridden, but requires a successful Ride roll to convince  
 the creature to let a rider mount it. Unless the rider is used  
 to handling unicorns, it also requires a successful Ride roll to  
 stay in control in situations where a normal horse wouldn't  
 require a skill roll.

**Vampire, a human example**

STR 80 CON 80 DEX 50 INT 20 POW 70  
 DB: +1\* MOV: 8 MP: — LUCK: 70

\*See Special.

**Advantages:** Natural Toughness, Damage Bonus.

**Disadvantage:** vulnerable to intense heat (flamethrower,  
 phosphorous grenades).

**Skills**

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

**Languages**

Own (e.g., English, German, etc.) 20%.

**Powers**

Luck of the Demi-monde.



**Vestigia**

Not as such, but *tactus disvitae*—the smell of antilife, a deep bone-numbing cold.

**Special**

Every time a vampire successfully inflicts damage in combat, the target also loses 1D6 magic points. If a vampire manages to inflict either a mortal wound or a fatal blow, the character instantly loses all of their remaining magic points on top of the usual outcomes.

The base spell damage of the Fireball spell is increased to 2 when used against vampires (boosted damage increase remains the same: 1 damage per additional magic point above base cost). Treat flamethrowers as inflicting Deadly rather than Severe damage when deployed against vampires (**Table 7: Other Forms of Damage**, page 149). Likewise, treat the Terminal damage of a phosphorous grenade as Splat damage. All other weapons inflict zero damage against vampires (no damage roll required). Only fire completely destroys a vampire; any other method of disposal risks transmission or bits of vampire falling into the wrong hands.

Anyone killed by a vampire risks becoming one as the infection is passed on. At the point of death, if the character fails a CON roll, they join the unliving—unless someone takes great care to burn their body.

**THE BOOKSHOP****Warwick Anderson, age 29, frightened bookseller**

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

**Advantage:** Speedy.

**Skills**

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

**Languages**

English (own) 60%, French 60%, Italian 30%, Spanish 30%.

**Saffron Jackson, age 36, bookshop manager**

STR 40 CON 50 DEX 50 INT 70 POW 70  
DB: 0 MOV: 8 MP: 14 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**

English (own) 70%.

**Ernie, ghost-hunting dog-in-training**

STR 20 CON 60 DEX 80 INT — POW 50  
DB: 0 MOV: 10 MP: — LUCK: —

**Skills**

Observation 50%, Sense Vestigia 50%; Eat Sausages 70%; Bite 70%.

**The Spirit of Books and Reading, lonely genius loci**

STR 50 CON 40 DEX 30 INT 60 POW 80  
DB: 0 MOV: 4 MP: — LUCK: 80

**Advantage:** Natural Toughness.

**Disadvantage:** vulnerable to cold iron.

**Skills**

Sense Vestigia 60%; Throw 90%.

**Languages**

Non-verbal; it does understand English, though, and its spelling ability is equivalent to that of a five-year-old.

**Powers**

Luck of the Demi-monde.

**Demi-monde affinity**

Books and reading.

**Vestigia**

The smell of blood, the taste of plasticine, and the sensation of crossed legs and chicken feathers.