

NPC Pack 1: Scholars

Principia Malefex

NPC Pack 1: Scholars

Contents

	Character	Page
1.	Ivan Marcus	2-4
2.	Shantelle Dumar	5-7
3.	Morris Hurndall	8-10
4.	Lauren Chadwick	11-13
5.	Dierdre Andrews	14-16
6.	Supporting Characters	17

Introduction

This is a set of five characters, all scholars, to be used in your games. Please note these characters use the revised character sheets. More information on the differences between this system and the first edition can be found in the Errata Pack, available as a free download from <http://www.malefex.com>.

Scholars

Scholars are those who study magic, rather than practice it. Possessing a great deal of knowledge on magical theory, some eventually succumb to temptation and cast spells, becoming magi. Others simply study it from interest, or as a diversion. Of the five in here, two are likely to become mages, two will continue their study as a hobby, and one may give it up when she loses interest.



**ragged
angel**

Contents copyright 2002 Ragged Angel Ltd.
Permission is given to photocopy all the sheets in this
NPC Pack for personal use.
Principia Malefex Copyright 2002 Ragged Angel Ltd
<http://www.malefex.co.uk>

NPC Pack 1: Scholars

Ivan Marcus

I'd been planning the heist for weeks. I'd stalked the target, knew his habits, knew his personality, knew his weaknesses and knew he'd be at the sweetshop Saturday morning. He ran it as a part-time concern, and had other people in there during the week. When he was in there at the weekend he sometimes came straight from his main job at the bar, bringing his tips. Well you'd didn't think I'd hit a sweetshop for cash did you?

There was just one little mistake. I walked in, waited until we were alone, and he was up on the ladder putting jars back and pulled the toy gun out of my pocket. "Give me the cash." He upended the jar over me, coating me with sherbert. Then he just said one word "Maggots." They were all over me. I could feel them in my hair, squirming into my ears, burrowing under my closed eyelids moving under my clothes. I screamed, and it was worse as they went into my mouth and reflexively I swallowed them. I was still screaming when they took me to the station and washed them off. No one else could see them.

Well, when they let me out on parole I went straight down to the library and started to study. Next time I'll be ready for the bastard. And god only knows what he's feeding those kids.

Background: Ivan grew up a petty thief in the suburbs. Out of control from an early age, he graduated to armed robbery in his early twenties. He made the mistake of robbing a shop owned by a Helix mage who protected it with a lesser Spectrae. Identified from the owner's description, which was supported a dozen witnesses who saw him run screaming from the shop, he was convicted of robbery and firearms offences and sent to jail for three years. Inside, after a rough start when a few inmates, Ivan was a model prisoner, attending classes and rehabilitation, taking qualifications and studying hard to build a life outside. No one knew that instead of trying to reform his life, Ivan was trying to learn enough to be able to study a new tool, or at least learn how to defend himself.

Once illiterate, when he left jail he could read two languages (English and Latin) and had begun to study the Classics and History. He chose those as the closest he could find to the occult, correctly guessing that a fascination with dark magic would cast doubt on his possible early release. Possessed of a violent temper and a vicious streak, the few who initially mistook him for a victim because of his more intellectual pursuits learned their mistake in ways which extended his sentence by a further year.

Ironically the study of magic has been good for Ivan. Never stupid, he had never really used his intelligence before. He played truant through his schooling and left formal education with virtually no skills and completely unemployable. The self-discipline he has gained from forcing himself to study has spread into other areas of his life, tempering his hair-trigger temper. Though still an extraordinarily dangerous individual, Ivan now plans his actions rather than flying instantly off the handle at the slightest insult.

He left prison six months ago, and hasn't managed to find a job. Instead he is claiming benefit and improving his skills where he can. Ideally he wants to find a job in a library or research facility, where he hopes to be able to find material to further his study. Ivan hasn't realised that the study of magic, once a means to an end, is slowly becoming an end in itself for him.

Day to Day: During the day Ivan can usually be found in the library or jobcentre, looking for work. He spends the nights in a hostel, where he pays weekly rent from his benefits. He dislikes his limited income, but is reluctant to resort to crime, as if he is put back inside it will hinder his research.

Ivan has no close friends as he has trouble relating to others. However he sees his psychologist on a weekly basis to work on this (a condition of his parole) and is beginning to resolve some of his problems. Not stupid, he knows he will have to have help translating tomes and researching in the future.

His family disowned him after he walked out when he was sixteen. His parents are now retired, (his father was a builder, his mother a shop assistant) and are not prepared to make contact with him after their acrimonious break up. His younger brother has become an accountant, and the apple of his parents' eye.

If Ivan contacted them and had managed to make something of his life, they would be quite prepared to renew contact, but he put them through hell growing up, and they are not prepared to go through it again.

Field of Expertise: Counter magic and Creatures

Plot hooks: A PC may have been one of Ivan's past victims, and they or another may seek revenge. Ivan may apply for a job with a PC or be contacted by one who needs help with magic. His eagerness to learn may put him in an awkward position, and his past could be used against him. A PC requiring his knowledge may have to save his life first.

NPC Pack 1: Scholars

Name	Ivan Marcus		
Education	NVQS		
Career	Ex-Petty Thief / Student		
Income	£5000 p.a.	Savings	None

General		Psychological		Combat	
Sixth Sense	10	Initiative	11	Strength	13
Perception	4	Willpower	8	Agility	8
Lore	34	Terror	15	Dexterity	6
Charisma	4	Nerve	23	Endure	27

	Maximum	Current	Action Times: 0.5, 1.1, 1.6, 2.2, 2.7, 3.3, 3.8, 4.4
Endurance	27		
Nerve	23		
Life	10		

Description: Well-muscled man about 6'2" tall, with deep set brown eyes, several scars, and thick brown hair.

Background: A petty thief who fell afoul of a Helix mage and began the study of magic in self-defence.

Family & Friends: Disowned by his family, he has no real friends, only acquaintances and contacts. The person he has most contact with is his psychologist, Karen Mirron.

Property: Rented one bed flat.

Possessions: Flick knife, various dictionaries, notebook, cheap clothes.

Injury or Insanity	Duration
Psychopathy level 1—slowly decreasing due to therapy and increasing self-discipline	permanent

Curriculum Vitae

Principia Malefex

Skills	Level
Bluff	178
Classics	56
English	76
History	64
Intimidate	167
Latin	81
Law	98
Mythology	104
Pick Locks	45
Psychology	103
Research	94
Torture	34
Combat Skills	Level
Strike	162
Counter	173
Weapon Skills	Level
Knife	35
Pistol	78
Shotgun	12

NPC Pack 1: Scholars

Name	Ivan Marcus
Power	Scholar (None)

Encroachment			
Remaining		Lost	

Helicae			
Highest Level		Current	

Aegyptic Favour			
LI'Lytha		Taais	
LI'I snath		Vvthzn	
Dsdaeliv		Rank	

Spells Learned:
<p>Dispel, Banish Darkness, Banish Kadach, Banish Shadowling, Dispel Lesser Darkness.</p>

Creatures Bound or Granted:
<p>None</p>

Curriculum Magicae

Principia Malefex

Tomes	Lore Gain
Tabiroth's Wrath	1*
Spiral	2
*Still reading	

NPC Pack 1: Scholars

Shantelle Dumar

As the bell rang, I looked up at the customer who walked in. I had seen her before, since she came in here often, but this time she had a sense of purpose instead of the aimless wandering I was familiar with. Ignoring the racks of crystals she normally pored over for hours, she walked straight to the counter.

"I need chalk." I blinked, thrown slightly by the sudden request, and then gestured at the shelf beside her.

"We have natural rock chalk available, or..." I reached down behind the counter and picked up one of the huge tubs of school teacher's chalk we kept for children and pretenders "...fully processed sticks for the blackboard. Which do you want?" She paused, looked from one to the other and lost her unnatural poise.

"I don't know. Er...I'll be right back." As the door closed behind her I smiled. Some people never change.

Background: Born in Brixton forty-two years ago, Shantelle only admits to being thirty. She was never happy growing up and always looked for the new fad or fashion, the magical cure that could change her life. Despite training in astrology, a period of working with crystals and an encyclopaedic knowledge of new age mysticism, she never found anything that kept her interested for more than a year. As each approach failed to bring her joy, she moved onto another and is now an ex-member of half a dozen communes, almost every major religion and countless cults and movements.

Her dalliance with magic began when a priest of Vvthzn, hoping to recruit her, left a copy of "The Truth" where she could find it. Before her recruitment could proceed she got bored and left the group they were with, taking the book with her. When she looked through her other books she found hints in them that made sense in the context of belief in the Aegyptic.

Shantelle knows little of Helix and Malefex, but has devoured everything about the Aegyptic she can get her hands on. She has become a specialist on the subject (well, as much of a specialist as one can become in eighteen months) and is beginning to be disappointed that her efforts are unrecognised. Sometimes she thinks about writing a book or paper, but this seems like too much work. usually her fascinations only last a year, but her fixation with magic has gone past this and is reaching crisis point. Either she will drop it in the near future, or she will cast a spell to see what happens. Taais is the most likely power to answer her.

Day to Day: Shantelle lives in a rented flat. Her flatmate, a friend she grew up with, is a nurse. During the day Shantelle works part-time at a jewellery store as a saleswoman.

Although she is an only child she has a large extended family and a host of cousins. Her mother is a journalist, her father a regional television reporter, and among her cousins she has a marine biologist, a struggling artist, and numerous other scientific and artistic individuals.

Field of Expertise: The Aegyptic Faith

Plot Hooks: Shantelle will be encountered at any "New Age" shop, craft fair or market, possibly selling jewellery designs inspired by her studies. Her desire for recognition means she will talk freely about her magical knowledge to anyone who displays even the slightest interest, or displays even a cursory knowledge of magic.

If Shantelle becomes a mage, her love of attention and naivitiy is likely to result in a short life span. She is not above appearing on local television to show off her "mystic powers". As well as enemies she is likely to attract the PC's attention.

She may also be dangerous annoyance as, though she is a scholar and so of little value to a mage, PC mages have no such protection.

NPC Pack 1: Scholars

Name	Shantelle Dumar		
Education	Degree in Liberal Arts		
Career	Jeweller/Hippy		
Income	£15,000 p.a.	Savings	£2,000

General		Psychological		Combat	
Sixth Sense	3	Initiative	8	Strength	3
Perception	5	Willpower	5	Agility	4
Lore	27	Terror	4	Dexterity	7
Charisma	14	Nerve	9	Endure	17

	Maximum	Current	Action Times: 1, 2, 3, 4
Endurance	17		
Nerve	14		
Life	10		

Description: About 5'10", normally wears dresses. Dreamy brown eyes and long brown hair with little makeup.

Background: A dabbler in new age ritual who stumbled over real magic. Often a dilettante, her interest may be short.

Family & Friends: A wide circle of friends and acquaintances (Shantelle is a people person), two parents. She is an only child, but has a large extended family.

Property: .Nice apartment in Kensington

Possessions: various crystals, assorted new age trappings and house plants (which she has named). Books, and a guitar she can't play left over from a boyfriend.

Injury or Insanity	Duration

Curriculum Vitae

Principia Malefex

Skills	Level
Appraise	113
Dance	81
Jeweller	97
Mythology	109
New Age Lore	128
Occult	24
Pharmacy	20
Research	68
Religion	90
Sing	35
Tai Chi	79
Combat Skills	Level
Dodge	41
Weapon Skills	Level

NPC Pack 1: Scholars

Name	<i>Shantelle Dumar</i>
Power	<i>Scholar (None)</i>

Encroachment			
Remaining		Lost	

Helicae			
Highest Level		Current	

Aegyptic Favour			
Ll'Lytha		Taais	
Ll'I snath		Vvthzn	
Dsdaelv		Rank	

Spells Learned:
<i>Contact, Contact Ll'lytha, Invoke Taais, Invoke Vvthzn, Request Dsdaelv, Request Vvthzn</i>

Creatures Bound or Granted:
<i>None</i>

Curriculum Magicae

Principia Malefex

Tomes	Lore Gain
<i>The Truth</i>	<i>1</i>
<i>Prayers and Lies</i>	<i>1</i>

NPC Pack 1: Scholars

Morris Hurndall

Dear Fred,

Regarding your latest theory, I really do not know what to write. It is certainly an interesting idea that the Fallen were created by the Great Mages, but the sheer numbers of Fallen reported do somewhat contradict it. So does the fact that Fallen are reported from all eras of history, but none appear to be from the period you state as their origin.

Perhaps if you were to apply your theory to the First Ones it would be more sustainable. Treated in such a way as you suggest, their attitudes and immortality fall into place.

I look forward to reading your revised work.

Yours
Morris

Background: Eighty-two year old Morris Hurndall is in a wheelchair, the result of crippling arthritis. He was forty when he cast his first and only spell, which went catastrophically wrong. Luckier than some, he survived but has never walked since. Possibly as a result of the spell his faculties are remarkably sharp for a man of his age.

Morris continued his magical research, though he would never cast another spell. His main attributes are his curiosity - which led him to magic to begin with and his perseverance. When younger he supplemented his income by writing papers on his hobby, but now he rarely does so. A good letter-writer, he has two penpals who are scholars and who he exchanges theories with. He has an insatiable appetite for knowledge of any kind, but his specialty is magic and he has an incredible knowledge of religion, mythology, the occult and true magic. He does, rather quirkily, refer to the Lost Powers by that and not by the more familiar Malefex.

PCs who get involved with Morris will have to be careful as he tends to forget that he is a frail 82 and wheel-chair bound and try to play too active a role in an investigation. He isn't well-off, and now lives in a retirement home. His wife lives in the care home, but has grown increasingly senile and does not remember him. Their two children keep in touch but rarely visit, as one lives overseas and the other lives at the far end of the country.

Morris loves company, and will quite willingly discuss magic with anyone who asks and shows a knowledge of it (he is careful to avoid appearing senile to others). A good teacher, he has a host of stories and advice in many fields. He denies resolutely that he has ever cast a spell, knowing that it would make him a target for sacrifice. The few mages who have tracked him down believed him, as no magic can be sensed from him and he has no creatures. Most also believe that if he were a mage, he would have cured himself by now.

Day to Day: Morris lives in a retirement home, in 24 hour care. He is still sharp and alert, but physically frail, and needs a great deal of help with day to day matters. Fascinated by new developments he finds his confinement, as he calls it, frustrating and would dearly love to have more to do with the world. He spends most of his day reading and researching topics. This, and eighty years of experience, is why his skills are high.

Field of Expertise: Malefex and Helix

Plot Hooks: If Morris became a magus, he has enough Lore to make him exceptionally dangerous. It would take a great deal to make him turn, possibly the violent death of a relative, or other undeserved suffering.

If Morris was hurt while helping the PCs they can expect to have his relatives down on them, screaming for legal retribution. Worse, his penpals would not be happy, and not all of their correspondents are simply scholars.

NPC Pack 1: Scholars

Name	Morris Hurndall		
Education	O-levels.		
Career	Retired Engineer/Writer		
Income	£3,000 p.a.	Savings	£1,000

General		Psychological		Combat	
Sixth Sense	1	Initiative	15	Strength	1
Perception	2	Willpower	14	Agility	1
Lore	52	Terror	13	Dexterity	3
Charisma	8	Nerve	27	Endure	5

	Maximum	Current	Action Times: 2.5,
Endurance	5		
Nerve	27		
Life	10		

Description: A wheel-chair bound OAP with bright Green eyes, white hair, and parchment skin.

Background: Morris was an engineer before crippling arthritis set in and confined him to a wheelchair 15 years ago.

Family & Friends: Morris has a group of friends he corresponds with about magic. His wife suffers senile dementia, and his two children live some way away.

Property: .very little (sold to pay for care home)

Possessions: A few photographs and memorabilia. Various books and Research materials. Folders of his old published articles.

Injury or Insanity	Duration
Arthritis (all physical stats lowered) Skills marked * he can no longer use because of his condition.	Permenant

Curriculum Vitae

Principia Malefex

Skills	Level
Archaeology	65
Astronomy	72
English	181
Mythology	168
Numerate	71
Occult	78
Psychology	98
Research	190
Teach	103
Write	179
Construct *	154
Mechanics*	124
Combat Skills	Level
Dodge	41
Weapon Skills	Level

NPC Pack 1: Scholars

Name	Morris Hurndall
Power	Scholar (Malefex)

Encroachment			
Remaining	86	Lost	3

Helicae			
Highest Level		Current	

Aegyptic Favour			
Ll'Lytha		Taais	
Ll'I snath		Vvthzn	
Dsdaeliv		Rank	

Spells Learned:
Summon Greater Darkness (what he cast which failed). Summon Kadach, Call Spectrae

Creatures Bound or Granted:
None

Curriculum Magicae

Principia Malefex

Tomes	Lore Gain
Legacy of Study	2
Reputacioun des Lysenges	3
Principia Aegyptica	5

NPC Pack 1: Scholars

Lauren Chadwick

I only met Lauren Chadwick once, but I've never forgotten. It was at a book signing, at the beginning of her rise to fame, when "Spiral" had only just hit the shelves and not yet begun to fly off it. She was smiling, signing books and answering questions for the small queue, and when I got there I handed across my copy and asked what I had always wanted to.

"Where do you get your ideas?" For a moment, I thought she'd laugh, and then she looked up and suddenly there were only two of us in the shop. I could not break her gaze.

"Old books. Texts. If you retell a story that is old enough, people think it is new." Then I was elbowed aside by a woman with a couple of copies, and the serious Lauren I'd seen was gone, replaced by a smiling public personality. Perhaps it was fate, or a mistake that let her be so open with a stranger. Perhaps kindness to a struggling writer. Whatever answered me that day did so from more than experience, and it was chilling. But it hasn't stopped me buying her books.

Background: Lauren Chadwick is thirty three years old and has been writing since she was 14. Her big break came with the publication of "Spiral", her first novel, which was a supernatural thriller and a complete change in direction from her previous true-crime work. Since then she has published two more books, "Influx" and the recently released "Aspire", both of which continue on the theme of "Spiral".

Lauren discovered a few of the Liber Magicae when she was researching a cult for a historical mystery she was planning to write. She was curious enough to take some of the principles of Malefex magic and incorporate them into the manuscript. The result was different enough that it sold well. When she was less well known, she worked with a group of writers and scientists, trying to make her books as authentic as possible and is still a member of a group of local crime writers. A few of them are good enough friends that they have begun to discuss the books she found, swapping plot ideas, research notes and translations.

Lauren's books count as Liber Magicae, and contain no information on spells. Each gives a maximum +2 to Studies, and have two main advantages over traditional Liber Magicae. First, they are written in Modern English (and "Spiral" has been translated into German and French). Second, they are available from most bookshops, and are still in print.

Day to Day: Lauren has a house in Chelsea, but she and her fiance also own a second flat in Scotland, where he works. Normally she is writing, appearing at public functions, or researching.

Her parents live in the US, where they retired to Florida some years ago. Her brother is an architect, and amateur artist, who occasionally supplies illustrations for her short stories. Most of Lauren's friends are people she has known for a long time, particularly members of her writing circle. Her fame makes it difficult for her to make new friends as she finds herself suspicious of their motives.

Field of Expertise: Malefex

Plot Hooks: Lauren may be drawn to the PCs if she hears stories about their exploits. Alternatively a PC may see a draft of her next novel or short story and realise a mage character is recognisable as them. Whether or not they are a mage, this could cause complications.

This could be co-incidence, or she may be trying to draw them out.

Spiral	
Studies	+2
Spells	None
A supernatural thriller featuring two detectives trying to prove how a murder was committed, when the culprit was supernatural. Notable in that the hero and heroine both die at the end.	

Influx	
Studies	+2
Spells	None
The followup to Spiral is a stand alone work about a mage torn between two paths of power which eventually destroy him, when he is distracted and killed by his intended victim.	

Aspire	
Studies	+2
Spells	None
A group of teenagers are broken up when one of them gains a new friend, who leads him to turn on the others. Featuring cameos by the main characters from Influx, Aspire focuses on power's destructive effects.	

NPC Pack 1: Scholars

Name	Lauren Chadwick		
Education	Masters Degree in English		
Career	Writer		
Income	£30,000 p.a.	Savings	£50,000

General		Psychological		Combat	
Sixth Sense	5	Initiative	13	Strength	4
Perception	4	Willpower	11	Agility	3
Lore	30	Terror	12	Dexterity	6
Charisma	12	Nerve	33	Endure	13

	Maximum	Current	Action Times: 1.2, 2.5, 3.7
Endurance	13		
Nerve	33		
Life	10		

Description: A well-groomed thirty-something with grey eyes, black hair and good-make-up.

Background: A writer who has finally managed to make a name for herself and is loving every minute of it.

Family & Friends: Parents, retired to Florida, who she sometimes visits. Architect brother, and friends who are Local or members of her writing circle. Also friendly with her publisher and agent.

Property: Houses in Chelsea and Edinburgh,

Possessions: Notebooks, pens, cat, research material, Extensive wardrobe and makeup for public appearances.

Injury or Insanity	Duration

Curriculum Vitae

Principia Malefex

Skills	Level
Acting	89
Bluff	132
Criminal Law	151
English	140
French	30
Old English	76
Psychology	178
Research	153
Write	162
Combat Skills	Level
Weapon Skills	Level

NPC Pack 1: Scholars

Name	Lauren Chadwick
Power	Scholar (None)

Encroachment			
Remaining		Lost	

Helicae			
Highest Level		Current	

Aegyptic Favour			
Ll'Lytha		Taais	
Ll'I snath		Vvthzn	
Dsdaeliv		Rank	

Spells Learned:
None

Creatures Bound or Granted:
None

Curriculum Magicae

Principia Malefex

Tomes	Lore Gain
Spiral	N/a
Aspire	N/a
Influx	N/a

NPC Pack 1: Scholars

Dierdre Andrews

I look around the class, making sure they are all listening. To one side, I can see Deirdre looking bored. A gifted child with a flair for languages, she could be an excellent student but she so rarely pays attention. As she meets my gaze she mouths quite clearly

"It is all lies, Mrs Hanrahan".

I rub my forehead, tired. Dierdre has been a problem for me. Two weeks ago I had them doing talks on historical figures. She came in with a beautifully written piece on Doctor John Dee ("used by HP Lovecraft as the fictional writer of the Necronomicon.") but I am somewhat concerned that a twelve year old would choose a sixteenth century occultist as a subject. I don't want to send her to the Head for insolence, because I know it won't solve anything, but I can't help but wonder if this attitude might be a symptom of a deeper problem. It isn't something at home. That's already been thoroughly checked. At lunch I'll ask around the staffroom, and see if we can arrange another chat with the educational psychologist. Quietly, I admit to myself it probably won't help.

Background: Deirdre was ten when her estranged father died. When the spell he was casting failed, he suffered a massive stroke and died instantly. Her mother recovered his books which, unable to read, she keeps in a display case in a backroom.

Now aged twelve, Deirdre is a bright child and sensible for her age. Possessing a gift for languages, she has begun to gather enough Latin to read one of her father's tomes, a translation of *Ex Umbra*. Now having a fairly good grasp of the contents, her fascination with history and storytelling lead her to study the Age of Miracles. She has been an active scholar for about a year and has not yet managed to make any contacts with others who could help progress her talent. However an essay she accidentally put on the web has attracted attention and several scholars are now independently looking for her. All are assuming she is an adult.

Too bright for her classes, Dierdre is often bored. Rather than disrupt them she plays games with her teachers, some of whom are becoming worried about her. She is a member of the library club, the history club and the chess club of which she is the secretary (her chess is poor, but she is a fantastic organiser). Reluctantly, she does modern dance once a week at her mother's insistence.

Day to Day: Dierdre lives with her mother in a council flat and does a paper round at weekends, to earn her pocket money. Her mother, Moira, works long hours to try to provide everything they need. She is saving to try to move into a better area, as where they are now is becoming increasingly dangerous.

During the week, she gets home long before her mother (one reason why she stays after school in her various clubs), and usually starts preparing dinner or helping with the housework. She doesn't often have friends round, and prefers to meet them away from her house. Considering where they live, most of her friends' parents are happy about this.

Dierdre has no family on her mother's side (one reason why Moira was isolated enough to put up with her husband for so long was that she had no where else to turn). Her father's family pretend they don't exist.

Field of Expertise: The Age of Miracles and Magical History

Plot Hooks: Dierdre's teenage rebellion may involve rather more than slamming doors and shouting.

Dierdre is a good writer, and if she wins an essay contest at school, investigators may be able to track her writing style back. She may be snatched by someone who discovers her skills for scholarship, or otherwise end up involved in something over her head. It is entirely possible that she will track down a PC and ask about magic and the real world. With proper tuition she could grow from a good scholar into a brilliant one. Would they be prepared to teach a twelve-year-old girl about magic?

NPC Pack 1: Scholars

Name	Dierdre Andrews		
Education	Continuing		
Career	School girl		
Income	Pocket Money	Savings	£100

General		Psychological		Combat	
Sixth Sense	4	Initiative	14	Strength	3
Perception	4	Willpower	9	Agility	3
Lore	32	Terror	10	Dexterity	5
Charisma	8	Nerve	19	Endure	11

	Maximum	Current	Action Times: 1.2, 2.5, 3.7
Endurance	11		
Nerve	19		
Life	10		

Description: Small, sweet looking bookish girl with red hair and grey eyes, who dresses plainly.

Background: A schoolgirl who inherited her father's collection of books, And has been studying them for years.

Family & Friends: Her mother works long hours, and Dierdre helps around the house where she can. She is a member of the Chess, library And history clubs and has a small circle of friends.

Property: Lives with her mother in a small terraced house in Glasgow.

Possessions: School books, notebooks, pens, crayons, school bag and uniform, casual clothes. Assorted Language books.

Injury or Insanity	Duration

Curriculum Vitae

Principia Malefex

Skills	Level
Arabic	60
Bluff	98
Chess	24
Drama	10
English	50
French	50
History	108
Maths	71
Mythology	83
Science	20
Combat Skills	Level
Weapon Skills	Level

NPC Pack 1: Scholars

Name	Dierdre Andrews
Power	Scholar (None)

Encroachment			
Remaining		Lost	

Helicae			
Highest Level		Current	

Aegyptic Favour			
Ll'Lytha		Taais	
Ll'I snath		Vvthzn	
Dsdaeliv		Rank	

Spells Learned:
None

Creatures Bound or Granted:
None

Curriculum Magicae

Principia Malefex

Tomes	Lore Gain
Ex Umbra	1
Semper Umbra	2
Artes Maleficia	4
Still reading the above books.	

NPC Pack 1: Scholars

Supporting Characters

Moira Andrews

An office assistant for the local council, Moira also works weekends and an early morning shift behind a check-out. She is trying to earn enough to pay off the debts Dierdre's father left her with so she can move into a better area. Currently her credit rating is appalling due to his financial mis-mangement. She has red hair and blue eyes, and it is obvious her daughter takes after her, not her ex-husband. Moira always wears slacks.

Valerie Hanrahan

Dierdre's concerned history teacher is forty two and has been teaching for twenty years. Married with three children, her husband often complains he sees nothing off her since she was promoted to Deputy Head. Her short brown hair is usually slightly mussed, but her green eyes display the charismatic personality and enthusiasm that make her such a good teacher.

Sam Mitchell

Lauren Chadwick's fiancée is an engineer, working mainly on bridge design and hydroelectric projects. Quite capable of routine maintenance, most of his work involves consultancy and design. On more than one occasion Lauren has picked his brains for technical detail for a book. He is a little bemused by her sudden fame, but has learned to live with it, and is happy for her as the press leave him alone.

Sandeep "Sonny" Patel

One of the doctors who attends the care home, he looks after Morris. Although he runs his own practice he spends two days a week at the home looking after the residents, many of whom have ongoing health problems. "Sonny" accepts the nickname he gained from one of the home's elder residents with good grace, and gets on well with Morris. Sometimes he stops in outside work to visit him. Although he enjoys their conversations, he does not have time to visit as often as he would like.

Dr Karen Mirron

A qualified psychiatrist, Karen is married to her job. Currently she acts as a psychologist, treating out patients and ex-convicts, but is looking for openings in psychiatry. Ivan was referred to her because of her background in psychiatric medicine and criminal psychosis work, and she finds him a considerable challenge. Also, uniquely among her patients, Ivan seems to realise there is actually something wrong with him and is genuinely working to be cured. She has seen enough people fake this to be cautious, but he seems to be showing genuine improvement even outside the jail, and so far has not missed an appointment.

NPC Pack 1: Scholars

~
The End
~

Ragged Angel Ltd
P.O. Box 37524
London
SE25 6YW

<http://www.malefex.co.uk>
malefex@malefex.co.uk