

Rippers Resurrected Campaign

Charter

“He who fights with monsters should look to it that he himself does not become a monster. And if you gaze long into an abyss, the abyss also gazes into you.”—Friedrich W. Nietzsche

Introduction

The year is 189-. Monsters are real. Throughout history there have been organizations defending humanity from the shadows.

Over the past 300 years, European monster hunting organizations have gained influence around the world, hand-in-hand with global European colonialism. A major factor in this rise is the development of "rippertech" by European alchemists: techniques of implanting monster parts in human warriors to confer supernatural abilities. Unfortunately, the overuse of rippertech leads to madness.

About 30 years ago, several prominent Rippers, driven insane by rippertech, abandoned monster hunting and allied themselves with their former enemies, forming the villainous Cabal and waging a secret war for monster supremacy across the world.

The war ended in a Ripper victory and the deaths of Dracula, Jack the Ripper, Dr. Moreau, and other Cabal leaders. But isolated cells of the Cabal are still operating, there are many more forces of darkness that never joined the Cabal and were never defeated by the Rippers, and the Rippers are now beset by internal factionalism. Can a new generation of Rippers defend humanity, or will darkness rise again from the ashes of the Cabal's defeat?

Vibe Check

A picture is worth a thousand words, and a movie is a few thousand pictures worth of style and mood to communicate what *Rippers Resurrected* should look and feel like. Some of these are a bit off on the time period, and many of them suffer from a bit of self-aware corniness that I *don't* want to emulate, but these are all a solid match for the general aesthetic we're going for.

- *Abraham Lincoln: Vampire Hunter* (2012)
- *Brotherhood of the Wolf* (2001)
- *The Brothers Grimm* (2005)
- *Hansel & Gretel: Witch Hunters* (2013)
- *The League of Extraordinary Gentlemen* (2003)
- *The Mummy* (1999) and *The Mummy Returns* (2001)
- *Sherlock Holmes* (2009) and *Sherlock Holmes: A Game of Shadows* (2011)
- *Sleepy Hollow* (1999)
- *Van Helsing* (2004)
- *Victor Frankenstein* (2015)

Content Advisory

Rippers Resurrected is a gothic supernatural horror campaign set in the 1890's. In the spirit of the genre and fairness to history, this campaign will have some dark and disturbing aspects. We will discuss Lines and Veils, and at any time we can discuss what makes us uncomfortable. But this campaign may not be for you if you cannot stomach:

- Violence, injuries, dismemberment with moderate blood and gore, off-camera dissection, surgery, and experimental medical procedures
- Psychological trauma and slowly increasing mental illness in PCs due to Fear and rippertech mechanics.
- Monsters, dangerous and creepy animals (e.g., spiders, bats, etc.), ghosts, dead bodies, *undead* bodies
- Overt racism, sexism, and other discrimination from some NPCs. I'm not going to make life miserable for anyone who's playing a non-white, non-male character; in reality, the Victorian era was a lot more progressive than modern caricatures would have us believe. But I don't want to pretend this wasn't a fact of life in this time period, that many truly terrible things were believed, done, and unjustly excused. The n-word is strictly out of bounds, even for villains; we will discuss whether or not historical terms like "negro" and "colored" go too far for our group's comfort, but I expect "black" and "gypsy" to be contextually tolerable.
 - I'm willing to accept racism and/or sexism from PCs *if* the whole group is okay with it *and if* we are explicitly going through a prearranged character arc to overcome this flaw, not using it as an excuse to be a dick because 'it's what my character would do'.

- Of *course*, discrimination from *players* toward other *players* is not something I will tolerate.
- Optional romance and adult relationships. This is *not* ERP; anything beyond kissing and cuddling goes off-screen. Any romantic relationship between PCs requires consent of both players and both characters, and if it's taking too much game time, the rest of us will tell you to get a room.

PCs are heroic and held to higher standards. Villains may:

- Torture, commit acts of cruelty and brutality
- Make sexual threats (villains may commit rape and sexual violence off-screen)
- Harm animals and children (but in my world, even villains would not sexually abuse children)
- Traffic in drugs and slaves
- Exploit underclasses, abuse the disabled and mentally ill

Setting and House Rules

- **Conviction and Villainous Conviction:** Major characters can gain Conviction Tokens that can be used to add a d6 to a Trait or damage roll.
- **Creative Combat:** A raise on a Test allows the character to roll on a special table that grants additional effects.
- **Difficult Healing:** Even magical healing only gets one chance to heal a particular Wound. A healer can attempt to heal any new Wounds as they occur, but the Power doesn't affect any Wounds it already failed to improve or are over an hour old.
- **Downtime:** Players can narrate their character's downtime activities for temporary bonuses.
- **Dynamic Backlash:** A Critical Failure on an arcane skill roll forces the player to roll on a special table with various chaotic results.
- **Eureka:** If you roll 4 or more raises on a single roll, you may be eligible to instantly gain a related Edge.
- **Fanatics:** Extras may sacrifice themselves to take damage for their masters.
- **High Adventure:** Spend a Benny to gain the one-time use of a Combat Edge. (You must meet all Requirements.)
- **More Skill Points:** Start with 15 skill points.
- **Multiple Languages:** You start with one native language for free at d8 and a number of additional languages at d6 equal to half your Smarts. The Linguist

Edge doubles the number of additional languages. Since most adventures take place in the British Empire, you should speak English, even if it isn't your native language.

- *Dead Languages:* Learning a dead language doesn't cover conversational skills. You have a -2 penalty to speaking and listening to dead languages, but no penalty to reading and writing. Ancient mummies make better pen-pals than conversation partners, anyway.
- *Related Languages:* With a Smarts of d6+ and a language skill at d6+, you can learn a closely-related language at d6 for one skill point. For example, someone who speaks Italian at d6 could learn Spanish from untrained to d6 for one skill point, but not Russian.
- **Situational Status:** RAW, Status affects all interactions, but realistically some societies are less hierarchical, and in some situations Status may cease to matter entirely.
- **Weekly Bennies:** Because Bennies are a per-session resource and how long a session is has little meaning in PbP, I will distribute extra Bennies every real-world week in addition to regular roleplaying Bennies and 'new session' resets at transition points in long adventures. Characters with Edges or Hindrances that affect their session Bennies will have a random chance to earn more or fewer weekly Bennies.

Posting Expectations

- Players should expect to make 2-3 *short* posts/day. You must make a minimum of 1 post/day, even if it's just OOC to tell the rest of us you're paying attention but don't have anything to add yet.
- *Communicate, communicate, communicate!* "I can't post for a few days," is *fine* if you let us know in advance. Telegraph what your character is expecting, hoping, or thinking, even if it seems like 'bad writing'. PbP is hard; good OOC communication makes it easier.
- I use Tupperbox for major NPCs; you don't have to use it. It's very helpful to put your character name, Parry, and Toughness as your server name.
- When you roll, say what you're doing and/or what skill you're using. For example, @SavageBot Jonathan punches Dracula !s8
- After you roll, decide as soon as possible whether you're going to use a Benny. After one hour, it is too late to change your mind.

- After you take your turn in combat, @ mention the next person in the initiative order.
- Especially in combat, we may start to prompt you for a response after 12 hours. If you haven't taken your turn after 24 hours, your character takes the Defend action and we move on to the next turn.
- Bad behavior gets a private warning, then a public warning, then a kick from the group, usually with a 72 hour window between each level. Blatantly disruptive or abusive behavior gets an instant kick.

AI Policy

Generative AI is a tool and it has its uses. PbP is a creative writing activity; you should not use AI as a substitute for your own writing. I accept the judicious use of AI-generated art for character portraits.

Character Creation

Character creation is mostly identical to the process in the *Savage Worlds Core Rulebook*. Note the Ripper factions and the Reason and Status derived statistics in the *Rippers Resurrected Player's Guide*.

All player characters are humans (with the accompanying free Novice Edge), but their specific race, gender, nationality, ethnicity, religion, and marital status will likely factor into their life in the 1890's.

Essential Resources

- [Savage Worlds Adventure Edition Core Rulebook](#)
- [Rippers Resurrected Player's Guide \(Deluxe Edition\)](#)
- [Rippers Resurrected SWADE Conversion](#)

I have altered a few things even further than (or differently than) the official conversion. See below for more Hindrances, altered Edges, and revised Gear.

Hindrances

Ailment (Minor or Major)

You have a chronic disease that is resistant to even magical healing.

With the Minor version, -1 to any roll to resist Fatigue from any source. On a Critical Failure, your disease progresses and you gain the Major version of the Hindrance.

With the Major version, -2 to all rolls to resist Fatigue. On a Critical Failure, you gain a point of Conviction, but your character will die during this adventure. When you die, the other PCs each also gain a point of Conviction.

Amorous (Minor)

You can't resist a pretty face. Besides roleplaying complications, -2 to resist Tests by any character with Attractive or Very Attractive Edge.

Arcane Sensitivity (Minor or Major)

Your hero is more susceptible to magical energy than others. As a Minor Hindrance, subtract 2 when making a Trait roll to resist a Power, including supernatural creature abilities (GM's call). Subtract 4 as a Major Hindrance.

Bullet Magnet (Minor)

You're just always in the wrong place at the wrong time. You are hit by accidental fire (using the Innocent Bystander rules) on a 1-2 for single-shot weapons, and a 1-3 for shotguns or full-auto fire.

Cruelty (Minor)

Let's face it: you're a bully and enjoy preying on the weak. Whenever there are Wounded enemies nearby, you suffer a -2 penalty on attack rolls when not targeting the most Wounded enemy.

Cursed (Major)

Attempts to cast beneficial Powers on your character suffer a -2 penalty. If the roll is a Critical Failure, the caster is Stunned. This penalty applies even if the Cursed character is with an area of effect or targeted by the Additional Recipients modifier. The Curse has no effect on hostile Powers.

Notes: This version is copied from the Fantasy Companion, which is less harsh than the original *Rippers Resurrected* version.

Dependent (Minor or Major)

Your character has some person to which you are completely devoted and will do anything to protect. This may be a wife or husband, a child or ward, coworker, bumbling sibling, or even a pet.

The Dependent is a Resilient Extra who constantly gets into trouble, reveals team secrets, or otherwise causes your Ripper no end of grief. Of course, every now and then, the Dependent might just save the hero's life in return.

If the Dependent ever dies, your hero gets a point of Conviction, and another if you get justice...or revenge! After that, you should work with the GM to create a new Dependent, or buy off the Hindrance with Advances. The Dependent should appear fairly regularly in your campaign as a Major Hindrance, or every now and then as a Minor Hindrance.

Doomed (Major)

Death is eager to embrace you. -2 to Soak rolls.

Dubious Knowledge (Major)

You have been exposed to false knowledge as much as accurate information, and can't always remember which is which.

The GM rolls your Academics, Common Knowledge, and Science checks in secret and you can't use Bennies on them.

Fastidious (Minor)

You are extremely sensitive about how others perceive you. Whenever you are damaged, dirty, disheveled, or otherwise soiled, you suffer -2 to Persuasion and Intimidation until you have a chance to clean up.

Grim (Minor)

You have no sense of humour. You're Provoked on any successful Taunt, whether the opponent has the Provoke Edge or not. Grim can be used to satisfy the Requirements for the Menacing Edge.

Loner (Major)

You work best alone—or at least, that's what you tell yourself. For whatever reason, you never learned to coordinate well with allies. You do not benefit from Gang Up bonuses.

Lying Eyes (Minor)

You're just not good at concealing lies. You suffer a -2 to Intimidation and Persuasion rolls when any degree of deception is involved, and -2 to Gambling in games that involve bluffing.

Melancholy (Major)

You are oppressed by low self-worth and a feeling that life just isn't worth living. You suffer a -1 penalty to Spirit rolls.

Oblivious (Minor)

You have difficulty noticing the scope of area attacks. You take half damage when you make a successful Evasion roll.

Perfectionist (Minor)

If you can't do something well, you struggle to bring yourself to try. Your untrained skill rolls are d4-4.

Rebellious (Minor)

You don't handle authority figures well. Besides roleplaying drawbacks, -2 Persuasion to influence any person in a position of authority.

Selfless (Minor or Major)

You constantly think of others before yourself. As a Minor Hindrance, you'll sacrifice time, money, or convenience for allies and acquaintances, but as a Major, you'd sacrifice yourself.

Traumatized (Minor or Major)

You have seen allies die right beside you while you were unable to help, and that haunts you to this day.

As a Minor Hindrance, whenever you see an ally suffer a Wound, are Distracted until the end of your next turn. As a Major Hindrance, you are also Vulnerable.

Unlearned (Major)

You never had much use for book learning, and you never bothered to learn more about the world beyond what you needed for your profession, or perhaps you have a learning disability.

Whenever increasing a Smarts-based skill, treat your Smarts as if it were one die type lower. If your Smarts is d4 you must spend 2 skill points to buy a d4 in any Smarts-based skill. (This difficulty does not apply at character creation.)

Edges

The following Edges are altered from the original versions.

I'd also allow several Edges from the Fantasy Companion: Born in the Saddle, Charge, Close Fighting and Improved Close Fighting, Deceptive, Dirty Fighter and Really Dirty Fighter, Explorer, Familiar (Arcane Background (Magic) only), Favored Power, Martial Flexibility, Missile Deflection, Mystic Powers (Monk only, has Martial Warrior as a Requirement), Opportunistic, Savagery, Scout, Sneak Attack and Improved Sneak Attack, Stunning Blow, Take the Hit, Tinkerer's Armor (for Weird Scientists), Transfer, Trick Shot, Uncanny Reflexes

These Edges could lead to Status loss if this behavior becomes well-known in polite society. You can forgo the bonuses from these Edges and fight fairly if the situation calls for it.

Charms & Wards

Ignore the official SWADE conversion and keep the Backlash effect.

Gone Native

Requirements: Novice, lived at least one year in a foreign locale

You have lived in a foreign country long enough to adapt to its environment and adopt some of its customs. You don't suffer the Outsider penalty in *that* culture, *and* ignore one point of penalties when resisting *natural* Fatigue from environmental effects common to that region.

Martial Artist

Requirements: Novice, Fighting d6+

The Martial Artist Edge is identical to the Core Rulebook version, but also includes *baritsu*. Canes, umbrellas, and walking sticks are not improvised weapons for you, and you gain +1 Parry when wielding one as a weapon. (**Normal:** Characters without this Edge do not gain +1 Parry when using a walking stick or similar as an improvised weapon.)

Mystic Pact

Requirements: Novice, Faction (Rosicrucians)

You get a free reroll when resisting enemy Powers and spell-like effects.

Notes: The official conversion calls for Mystic Pact to mimic Soul Drain from the Core Rulebook, but this is only useful if the character also has an Arcane

Background. This version duplicates the Fey Blood Edge from the Fantasy Companion.

Song of St. George

Requirements: Novice, Faction (Order of St. George)

The beautiful aria known as the Song of St. George soothes nearby allies and bolsters their courage. As an action, the Ripper with this Edge may sing a few lines from the Song of St. George. All allies within a Range equal to their Spirit automatically remove one of the following states: Distracted, Vulnerable, or Shaken.

Notes: This version replicates the Mercy Edge from the Fantasy Companion.

Surgeon

Requirements: Seasoned, Healing d8+

(Removed Rippertech skill Requirement)

Technical Journals

Requirements: Novice, Arcane Background (Weird Science), Weird Science d6+

You keep abreast of new developments on the cutting edge of science. You immediately gain a new Power of your Rank or lower. Whenever you take the New Powers Edge, you get three new powers instead of two.

Notes: This version replicates the Spellbooks Edge from the Fantasy Companion.

Two-Fisted

Two-Fisted and Two Gun Kid are merged into a single Edge.

Arcane Backgrounds

Arcane Background (Magic)

Requirements: Smarts d6+

Arcane Skill: Spellcasting (Smarts)

Power Points: 10

Starting Powers: 3

Available Powers (Rank allowing): *arcane protection, banish, barrier, blind, bolt, boost/lower Trait, confusion, deflection, detect/conceal arcana, dispel, divination, drain Power Points, elemental manipulation, illusion, farsight, fear, fly,*

growth/shrink, havoc, intangibility, light/darkness, slumber, smite, sound/silence, speak language, stun, warrior's gift

Arcane Background (Miracles)

Requirements: Spirit d6+

Arcane Skill: Faith (Spirit)

Power Points: 10

Starting Powers: 3

Available Powers (Rank allowing): *arcane protection, banish, barrier, blind, boost/lower Trait, confusion, deflection, dispel, divination, empathy, environmental protection, healing, light/darkness (light only), protection, relief, slumber, smite, speak language, stun, summon ally, warrior's gift*

Holy Symbol: Miracle workers who prominently display the symbol of their deity or religion in one hand get a free reroll on all Faith rolls. This means they cannot hold a shield or other weapon in that hand.

Vow: Miracle workers must have a Vow (*Minor*) to their deity or religion. If they fail to uphold their religion's values, they subtract 2 from Faith rolls for a week. Truly sacrilegious acts might rob them of their powers entirely until they atone in some way.

Arcane Background (Psionics)

Requirements: Smarts d6+

Arcane Skill: Psionics (Smarts)

Power Points: 10

Starting Powers: 3

Available Powers (Rank allowing): *arcane protection, banish (ghosts only), beast friend, blind, boost/lower Trait, confusion, damage field, darksight, deflection, disguise, divination, drain Power Points, empathy, entangle, farsight, fear, fly, havoc, intangibility, invisibility, mind link, mind reading, mind wipe, object reading, protection, puppet, sloth/speed, slumber, speak language, stun, telekinesis*

Inner Strength: All of a psychic's Powers have the limitation of targeting self only, except for those that negatively affect enemies and *mind link*. This limitation does not reduce the Power Point cost.

Subtle Caster: Psychics can use their Powers without speaking, gesturing, or using any physical object. Most psychics do choose to use hand gestures or a physical focus, but it is always optional.

Arcane Background (Weird Science)

Requirements: Smarts d6+

Arcane Skill: Weird Science (Smarts)

Power Points: 15

Starting Powers: 2

Available Powers (Rank allowing): *blast, blind, bolt, boost/lower Trait, burrow, burst, confusion, damage field, darksight, deflection, disguise, drain Power Points, entangle, environmental protection, farsight, fly, invisibility, light/darkness, protection, sloth/speed, slumber, smite, stun, wall walker*

Critical Failure: A weird scientist who rolls a Critical Failure when activating a device doesn't take Fatigue, but can't use that power again until the device is repaired (an hour's work and a successful Repair roll).

Powers Are Inventions: Weird scientists can give their inventions to others, allowing them to "cast" them using the scientist's Weird Science skill as their own (the ally gets a Wild Die only if they're also a Wild Card). This uses the weird scientist's Power Points as usual, and treats the ally as the caster for purposes of Range and the like. Allies may not use Power Modifiers when using the inventor's devices as they don't know how to properly modify them.

Lost Devices: If an enemy takes away a weird scientist's device, any powers associated with it can't be used until it's recovered or remade (d6 hours × the power's Rank).

Tools: A weird scientist can't use Power Modifiers in the field without some type of tool kit—a satchel, belt, or bag of chemicals, batteries, cogs, and other tools and parts they use to adjust their inventions. A weird scientist's tool kit weighs 5lbs. and costs £2.

Skills

Rippertech (Smarts)

Rippertech is a specialized skill used to harvest materials from monsters and turn them into either consumable extracts or permanent implants to confer monstrous abilities on Rippers. Because the skills involved strongly overlap, you can use Rippertech-2 in place of Healing or Healing-4 in place of Rippertech.

Recommended Character Sheet Format

This list format makes the classic character format easier to read on Discord and provides room for conditional modifiers on each line. When we get to character

creation, I'll create you a character sheet thread. Please copy and paste this into the thread and replace the details with your own character's information.

Sample McSamplerson Novice 0

Attributes

Agility d6

Smarts d6

Spirit d6

Strength d6

Vigor d6 (-1 vs. Fatigue)

Reason: 2/2; **Status:** 2 (Working Class); **Faction:** Slayers

Pace 6 (d6); **Parry** 5; **Toughness** 7(2)

Skills

Athletics d6 (d8 when swimming)

Common Knowledge d6

Fighting d6

Intimidation (untrained)+1

Languages: Afrikaans d6, English (N) d8, French d6, German d6

Notice d6

Persuasion d6-1

Repair d6

Science d6

Shooting d6

Stealth d6

Weird Science d6

Hindrances: Ailment (Minor), Curious, Grim

Psychoses: none

Edges: Arcane Background (Weird Science), Righteous Fury, Rippertech

Powers: **deflection**, (Tesla field generator), **stun** (Tesla cannon) **Power

Points:** 15

Rippertech: Demon Hide, Gills, Retinal Graft

Gear: derringer (d6 attack, 2d4 damage), wooden stake (d6 attack, d6+d4 damage, +1 damage vs. supernatural evil, +1 damage per wound)

Other Property: none

Cash: £3.95

Gear

British Imperial Coinage

Coin Name	Pounds (£)	Shillings (s)	Pence (p)
guinea (not a coin)	1.05	21	252
sovereign	1	20	240
half-sovereign	0.5	10	120
crown	0.25	5	60
half-crown	0.125	2.5	36
florin	0.1	2	24
bob	0.05	1	12
sixpence		0.5	6
groat		0.33	4
thruppenny bit		0.25	3
penny			1
haypenny			0.5
farthing			0.25

Armor

Item	Armor Bonus	Min Str.	Weight	Cost
Chainmail Vest, Light	+2 torso	d6	10 lbs.	£3
Heavy Coat	+2 torso, limbs	d4	6 lbs.	£2
Heavy Coat w/ Boilerplate	+4 torso, +3 limbs	d10	30 lbs.	£4
Notes: When the boilerplate lining is destroyed it reverts to a normal heavy coat. Replacement boilerplate costs £2 and can be installed in 15d4 minutes with a Repair roll.				

Leather Vest, Light	+1 torso	d4	2 lbs.	£1
Leather Costume	+1 whole body	d4	8 lbs.	£3

Other armors are effective, but only available as museum pieces or archaeological finds. If you want to wear a suit of full plate armor, expect to pay upwards of £100.

Weapons

The *Rippers Resurrected* weapons tables are not ideal. Use the Adventure Edition stats and prices when possible, remembering that \$100 SWADE = £1 *Rippers*.

All Core Rulebook black powder weapons are available.

All the revolvers are valid, but semi-automatic pistols and submachine guns are anachronistic.

Shotguns are fine except the streetsweeper.

Of the rifles, only the Sharps Big 50, Spencer Carbine, and Winchester '73 are period-appropriate.

Use the stats of the gatling gun for other early machine guns.