



Rippers Adventure Deck

New Adventure Deck cards for Rippers!

This is a free supplement that will tweak your Savage Worlds Adventure Deck to be more appropriate for use with Rippers. You can find the Adventure deck at our online store:

www.greatwhitegames.com

These cards should be printed on cardstock, printed on paper and then placed in card sleeves, or lightly glued to standard playing cards. We have also included new backs that can be printed out for the entire deck to help set the mood!



Strategic Coup

"They weren't expecting that!"

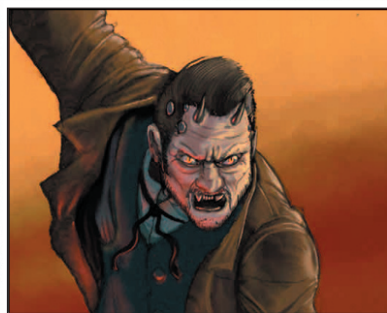
After you have drawn cards during a strategic mission, you may treat one card as if it were a Joker. This allows you to decide its value and suit, but it may not be identical to another drawn card.



Angry Mob

"Burn the witch!"

Play during combat. A mob of angry locals equal to 2 per hero joins the battle against the Cabal. Treat them as Militia, but armed with pitchforks (Str+2) instead of muskets. They stay for the current battle only.



Funny Turn

"Are you feeling alright?"

Play on a character with at least one item of Rippertech who has just failed a Fear roll. Instead of rolling on the Fright Table, he automatically suffers Ripping Psychosis. This may be played on a friend or foe.



Cleanse the Soul

"That made me feel good."

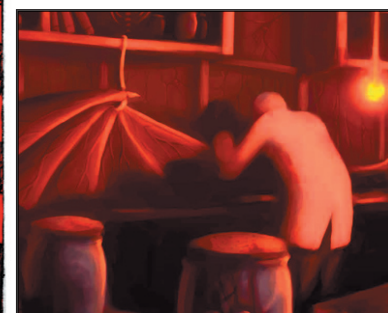
Play at the end of a session in which your hero achieved a great deed. Your character's Reason increases by +1.



Someone Important

"Right away, your lordship."

Your hero convinces an NPC that he is someone of social importance. Your hero gains +10 Status for the scene for the purpose of influencing the NPC. Should the hero lose Status points, the first 5 he loses do not affect his regular Status.



Lodge Upgrade

"We need a bigger building."

You may increase the Influence, Membership, Resources or Facilities of your lodge by one point, as if you had paid for an upgrade.

