

Rippers

Resurrected



Player's Guide



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PLAYER'S GUIDE

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To my little monsters, Dylan, Evelyn, and Angelina. And to Kirsty, for everything.

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My fellow Rippers believe the Cabal defeated. Though they are scattered, evil lurks in the dark places where normal men and women fear to tread. These journals will help us organize and track these horrors down to whatever foul places they run. We must be relentless. We must chase them to the ends of the Earth—and beyond if necessary.

—M.H.



RIPPERS

Welcome to *Rippers*, a game of supernatural horror, where Victorian-era monster hunters—the Rippers—fight the fearsome creatures of the night: werewolves, vampires, and other horrors that stalk the earth preying on humanity.

These foul monsters boast superhuman strength and supernatural powers and the Rippers must use everything at their disposal to resist them. Some invest in the latest technology—incredible devices of iron and steel powered either by steam or, more recently, by electricity. Others practice ancient magic or perform holy miracles. A rare few bravely (or foolishly) wield arcane biotechnology “ripped” from the very creatures they hunt.

Whatever the methods, all are united in their dedication to protect mankind from the monsters that stalk the night. The Rippers’ struggle against evil rages on largely unknown to the wider world.

ORIGIN OF THE RIPPERS

While the organization itself is comparatively new, heroes who fight monsters the way Rippers do have saved mankind from the shadows for centuries. From the valiant Twilight Legion to the mysterious Sons of Solomon, countless secret orders have been dedicated to protecting humanity through the ages. Many of the legendary Rippers and the foes they still fight today have histories stretching back into that distant past, recorded by Ripper historians and preserved, so that new members might understand the dangers they face and the bravery of those who went before. This is their story.

The Monastic Knights

The tale of the organization now called the Rippers begins with the monks of the Hospital of St. John. This order, also known as the “Hospitallers,” was founded during the Crusades for Benedictine monks, dedicated to providing shelter and healing for pilgrims to the Holy Land. One fateful day, they took in a “pilgrim” who turned out to be blighted by a foul curse. A learned member of the order called the thing “vampire.” After losing many brethren to the creature, they defeated it and re-dedicated themselves to the destruction of the undead.

Now an order of monastic knights, the Hospitallers took their battle to the monsters spawned by the horrors of the Crusades. Unfortunately, they were unprepared to face these creatures and losses were great. They were driven from one base after another including Jerusalem, Cyprus, and Rhodes, and were eventually reduced to renting the island of Malta from Emperor Charles V at the cost of one trained falcon per year (the so-called “Maltese Falcon”).

The Hospitallers of northeastern Europe, frustrated at the Order’s inability to battle the undead, formed their own order called the Teutonic Knights, and concerned themselves with

POLICE in Carston-On-The-Wold have called an end to their three-day search for escaped convict **Albert Fiddler** after remains were discovered near a remote farmhouse. Constable **Perryman** informed this journalist that the body recovered was certainly that of the wanted man, and that he had been “most cruelly and horribly disfigured.”

Further details about the nature of **Fiddler’s** injuries and how he came to suffer them have not yet been released.

Lord Feldstaff of nearby **Morton Manor** stated that one of his tenant farmers discovered the body and raised the alarm. His Lordship graciously allowed the farmer and his family to remain at the manor until the police permit them to return home.

The manhunt came to an end after

hunting witches and other less powerful creatures. After the horrors of the Inquisition, the Catholic faction abandoned its military mission, and the Lutheran faction died out everywhere except the Netherlands.

John Dee

With the invention of the printing press, alchemists, Quabbalists, and other practitioners of magic were able to share their ideas without having to copy their notes by hand. Despite this, they still lacked any sort of central organization, and performed their experiments in secretive solitude, fearful of persecution should their activities be discovered.

All this changed in 1582 when Doctor John Dee, court astrologer to Queen Elizabeth of England, had a chance encounter with a werewolf, accidentally slaying it with his silver-tipped walking stick. Horrified to see the corpse return to human form, yet simultaneously intrigued, Dee brought the body back to his lab for study. Though Dee was content to do nothing more than dissect the werewolf, his research partner, Edward Kelley, went further. Kelley removed body parts from the werewolf and implanted them into other animals. These animals assumed many of the werewolf's characteristics, gaining strength, speed, and cannibalistic ferocity. Kelley christened his invention *rippen-transfere*, roughly meaning "tear and transfer."

Alarmed, Dee suggested they stop. But the charismatic Kelley convinced Dee this discovery could provide the money needed to fund their research into angelic magic, which was Dee's primary field of interest. Dee agreed and their grisly experiments continued.

Originally, they planned to sell their secrets to the Queen, giving England the ability to create "super soldiers" in exchange for vast sums of gold. Queen Elizabeth found the whole idea repulsive and dismissed it out of hand. Humiliated, Dee was banished from court.

The Rosicrucians

Enraged by his monarch's rejection, Dee became obsessed with perfecting his ripping techniques, taking ever-greater risks to discover more about the monsters he found.

Dedicated to the betterment of mankind, Dee went out and recruited like-minded individuals, organizing them into a secret fellowship of

Doctor, I have never seen anything like it. We found the monster in the annex room, where the farmer's son had been allowed to stay, but of the son there was no sign. After the hideous howls we had heard we entered the room armed, but nothing prepared us for what we saw. It tore into us with inhuman force, seemingly impervious to our gunfire. I know I hit the thing with several shots, yet it didn't even flinch. I cannot explain it. We were lucky to escape with our lives.

wizards, alchemists, and astrologers. He named the organization "The Brotherhood of the Rose Cross" to remind its members of their dedication to both peace (represented by the rose) and faith (represented by the cross).

Despite his best intentions, though, Dee's fanatical zeal to prove himself right frightened those around him. Alarmed by Dee's fervor, Kelley tried to leave the order. Cursing him a coward, Dee struck him dead with the same silver-tipped cane he had used to slay that first monster.

Horrified at what he had done but refusing to abandon his work, Dee faked his own death, leaving behind forever the Rosicrucians, who dedicated themselves to angelic magic. Under the assumed name of Dr. Jack, Dee continued his research with a fearful determination.

A New Direction

Over the century that followed, Dr. Jack brought a number of young scientists and wizards under his wing including Victor Frankenstein, Dr. Henry Jekyll, the infamous Dr. Moreau, and the mysterious Griffin.

This group of young, idealistic scientists and adventurers was dedicated to learning from Dr. Jack and discovering how to defeat the monsters they hunted. Together they perfected methods of prolonging their lifespan unnaturally and were able to achieve near-immortality, ripping the essence of life itself from their prey.

The last convert to this core group was a brilliant scientist, Dr. Abraham Van Helsing. He and Dr. Jack, along with the others, formed a new organization less learned and esoteric than the Rosicrucians. This new group was dedicated instead to the defense of mankind and the eradication of the creatures of darkness, aided by their newest "Ripping Technologie" discoveries.

They called themselves the Rippers.

You would not believe me if I told you, it defies all logic and as I write I can scarce believe it myself. In the half-light of that dim room, from out of the shadows came a great shape.

My sweet sister, I shudder when I think of it again, but it was a bestial creature: it bore the shape of a man, hairy and strong, but its neck and head resembled nothing so much as that of a great wolf. As it lunged, the men in our party opened fire. I confess I fainted dead away at the sight of the hideous beast.

The Order of St. George

In 1798, the Hospitallers lost the island of Malta to Napoleon and were left with nothing more than the clothes on their backs and a handful of relics. The order relocated to St. Petersburg and would have dwindled to nothing more than a social club, but for Victor Frankenstein, the first of the early Rippers to lose his way. He chose that same year to begin his experiments into the reanimation of dead tissue, and his many attempts at creating the “perfect” creature sent hordes of “failed” experiments rampaging across Northern and Eastern Europe.

Frankenstein’s experiments continued. The doctor vanished to carry on his research in secret and more and more of his monsters surfaced across Europe. Under pressure, the Rippers approached both the Hospitallers and the Teutonic Knights for assistance in fighting these terrible creatures. The two ancient orders combined, calling themselves “The Order of St. George,” and joined the Rippers to combat the monstrous threat. Since then the Order has expanded, taking in monks, nuns, hermits, and holy folk of many different denominations and faiths. Regardless of their personal beliefs, all members of the Order share a deep devotion to the protection of mankind from the horrors of the night.

The Rippers’ most dangerous challenge came in 1876 when Van Helsing and a team of amateur vampire slayers attempted to defeat the notorious Count Dracula. Dr. Van Helsing destroyed Dracula’s concubines, while Dracula himself was nearly undone by Jonathan Harker and the American Quincy Morris. It was Morris who termed Dr. Jack’s supernatural enhancements “rippertech.” The more modern-sounding name has stuck among the younger Rippers, though it made Van Helsing wince. Despite their best efforts, though, Dracula managed to escape.

Thomas, we must talk, Dr. W

Things Fall Apart

Realizing the dangers they faced, Dr. Jack urged the group to make increased use of rippertech to give them an edge against their foes. He assured them that Frankenstein had been weak, and that his failures were not the result of the use of rippertech. To prove his point, he had numerous experimental implants installed, none of which seemed to harm him in the least.

In truth, these implants weakened an already unstable mind and sent him over the edge. Worse yet, Jack started suffering from organ failure as the implants conflicted with each other and threatened to shut down his entire body. Somehow, he managed to keep all of this hidden from the Rippers for years, searching for fresh body parts to replace his own all the while.

Though Frankenstein was the first, long exposure to the effects of their monstrous experiments took its toll on all the founding Rippers. In time, each of these individuals, except for Dr. Van Helsing, used ripping technology for evil or terrible ends.

Victor Frankenstein created an artificial life from a combination of dead bodies and animal parts and the creature ended up a serial killer. Dr. Henry Jekyll attempted to purge the evil from his body but succeeded only in transforming himself into the sinister Mr. Hyde. Dr. Moreau became intrigued by the possibilities of transformative surgery and mutilated normal animals into half-human hybrids who worshipped him as a god. Griffin discovered a method of achieving true invisibility but used it for nothing more than common crime. Only Dr. Van Helsing seemed more interested in the theoretical underpinnings of the technology rather than its practical applications and managed to retain his ethical compass.

Ripping Psychosis

Van Helsing became convinced that rippertech led toward inevitable corruption. Since science was a morally neutral pursuit, he argued, mixing it with



magic seemed to degrade the ethical discipline necessary to prevent practitioners of magic from sliding down a path toward evil. He called this inevitable moral decay “ripping psychosis,” and compared its effects to those of a serious mental disorder.

Jack the Ripper

Angered by Van Helsing’s suggestion that he was insane and his methods flawed, Dr. Jack left the Rippers in a violent rage and once again disappeared.

He soon reappeared in London, this time mockingly calling himself Jack the Ripper. He began killing prostitutes with abandon, salvaging their body parts to repair his own failing form.

Suspicious of the timing of Dr. Jack’s disappearance and the emergence of this foul killer—and of his chilling nickname—Van Helsing ordered the Rippers to hunt down their erstwhile leader. As the net tightened Jack was almost caught but though forced to abandon his rampage, he escaped from the Rippers again. The organization spread farther afield, establishing bases called

lodes around the world, hunting for Jack with instructions to bring him back—dead or alive.

The Cabal

From that time on, Dr. Jack made the destruction of the Rippers his aim and he set about forging an alliance between the supernatural beasts he once pledged to destroy.

Jack knew if he could bring together or manipulate creatures from around the world he could eventually overwhelm the Rippers. He traveled the globe learning all he could about these monsters, seeking out covens of witches, secret sects dedicated to evil magic, worshippers of foul gods, mindless beasts, and every supernatural monster he read about.

He wove these disparate groups into a powerful network of evil called The Cabal. Under its broad span were many smaller groups or factions. Rotting mummies, bestial werewolves, zombie masters, sorcerers, and witches all rallied to support him in his nefarious scheme. Each had its own evil agenda and individual cruel goals, but this collection of monsters and madmen united in their hatred of the Rippers.

Thomas is asking questions about rippertech. I don't know how to answer him, as I have long feared the stuff myself. Yet I cannot keep the truth from him — he needs to be fully informed so he can make his choice, and God knows, we need help.

Van Helsing's Heroes

For all Jack's efforts, the Rippers kept fighting, extending their organization to match their nemesis at every turn. Despite Van Helsing's misgivings about magic, the Rippers united with the Rosicrucians, eager for any advantage against their supernatural foes. Under Van Helsing's guidance, the Rippers took the fight to the Cabal; the two sides locked in a secret struggle to the death.

Then came the turning point. A small band of Rippers thwarted Jack's grand scheme to unite the Cabal with the ancient vampires led by Count Dracula. In a series of calamitous struggles that shook the Rippers to the core, Van Helsing was killed, giving his life to aid in the defeat of Dr. Jack and Count Dracula. His sacrifice was not in vain as both villains were slain. Decapitated, the Cabal began to crumble.

Despite this, Abraham Van Helsing's heir and successor, Johann, was tragically doomed to die before witnessing the end of his hated foe. Convinced that angelic magic held the key to ultimate victory Johann had his rippertech removed and placed himself in the hands of the Rosicrucian mages. Within a year, he was dead.

The doctor shared with me another secret this evening. What he said, I can hardly believe.

Can it really be true that his friends, men I respect and admire, actually kill and dismember the bodies of the creatures and somehow derive power from the beasts by means of scientific experiment?

It seems so fantastical to credit. But then, so too did werewolves...I see now that I have entered a dangerous new world.

Many Rippers turned against their erstwhile Rosicrucian allies, citing Abraham Van Helsing's earlier suspicions, blaming them for Johann's death and accusing them of incompetence, betrayal, or worse. Grief-stricken at the loss of their leaders, the Rippers gave vent to their sorrows in a merciless crusade against the reeling Cabal. In a few short bloody years the Cabal was in disarray. The Rippers had won.

A Troubled Peace

In the aftermath of the bloodletting, the Rippers took pause. Many members drifted away from the organization, horrified by what they had witnessed or by what they had become. These troubled souls were desperate to reclaim some part of their lost innocence or cling to the last vestiges of their humanity.

With the evil driven back and seemingly under control, the imminent danger appeared to have passed. Ripper membership dwindled across the globe, lodges closed as they found fewer monsters to battle, and the factions within the organization began to debate how to proceed.

With this introspection came division. Once again the subject of the use of rippertech and of magic came to the fore. Without doubt the technology had been instrumental in defeating the Cabal, but at what cost? And why had Johann put his faith in the magic of the Rosicrucians when his father had been so against it?

Wild claims about eternal damnation and devilry were put forward and rejected, and the controversy threatened to split the Rippers apart. In the end, the Rosicrucians once again broke away from the Rippers in a bitter feud about religion, magic, and rippertech. Many Rosicrucians claimed their angelic magic had failed, leaving them bereft of power. Others claimed this was impossible as their power was divinely inspired. Whatever the truth of the sudden reversal of their fortunes, their departure from the Rippers caused speculation to run wild. What could have caused such a calamity, and were the Rosicrucians ever to be trusted?

Some members of the ancient order remained in touch with their Ripper friends, with whom they had fought side by side for years, and it was through these individuals that the lodges began to hear rumors of a dark power rising in the east. These reports were treated with suspicion, however, and in such a climate of fear and hostility, most Rosicrucians could not overcome the deep rifts in the once tight-knit group and severed all ties.

In a desperate effort to keep the organization together, the remaining factions reached a contentious compromise in Vienna that allowed refinement of existing rippertech, but strictly controlled the research of new implants. Gone were the days of wanton experimentation on captured creatures in the hope of stumbling across something useful.

The Vienna Accords also outlawed the use of magic by Rippers in an effort to preserve their eternal souls and protect them from the perceived dangers of mixing rippertech and magic.

A New Breed of Heroes

Having streamlined their organization and settled many internal disagreements, the Rippers turned their attention to eradicating the last remnants of the Cabal. What was left of the monstrous alliance fragmented and the various bands of monsters and maniacs lost any semblance of joint purpose. Instead they fell back to pursuing their own ends, terrorizing the hapless mortals who lived in ignorance of their existence.

With renewed determination and courage, spurred on by the thought that the end of the struggle might soon be at hand, the Rippers set about hunting and destroying the creatures of the night.

For their part, the last lieutenants of the Cabal and their monstrous minions made every effort to vanish, slinking back into the darkness, retreating to remote fortresses, and hiding out in the wildernesses of rural areas. The world was a safer place with Dracula and Dr. Jack gone, but ridding it of the monsters forever is an ongoing task made all the more difficult by their renewed caution.

As a result, the Rippers face increasingly difficult situations as the weakest monsters have been trapped or killed, leaving the most violent, cunning, and powerful terrors still to be faced.

End of an Era

It is in this new world that the Rippers operate, defending mankind from the shadows against terrors most don't even know are out there. As the century draws to a close, technology races onward, social institutions are threatened, and even the long-established world order seems as though it may be upset.

A typical Ripper lodge is usually a much smaller affair these days, with fewer staff, less ostentatious appointments, and a more secretive group of



members. There are many notable exceptions, of course—throwbacks to a bygone age of the Rippers. These are well-funded, fully staffed, and have numerous impressive facilities at their disposal. Such lodges are now few and far between, and well-known by other Rippers, acting as hubs in important cities where important meetings and research can be conducted.

The decline of the Cabal means that Rippers don't typically engage in open combat with Cabal groups any more, though most Rippers still refer to their enemies as the Cabal. There are still bastions and strongholds of Cabal support where Rippers must tread carefully and the villains can still muster a threat, but engagements these days are more likely to be hunts for a single creature.

That said, the creatures the Rippers do fight are those powerful or cunning enough to have survived. They are more likely to be powerful werewolf elders, for instance, than a pack of scrappy young shapeshifters. These foes are wily and far more dangerous than their more numerous progeny, and the fight likely to be far more deadly.

To that end, more Rippers have turned to the use of rippertech in an effort to level the playing field. The Vienna Accords standardized many of the more common pieces of rippertech. Such devices

Thomas,

Our mutual friend, the Doctor, tells me that he has shared with you certain privileged information regarding our organization.

I must impress upon you, as I am sure he already has, the need for absolute secrecy. Ours is a solemn pledge to protect mankind from evils about which most are entirely ignorant. It is vital that things remain this way.

Fear feeds the creatures we face, and we must starve them of all sustenance.

Ours is a thankless task, and a dangerous one. The creatures we fight, as you have seen for yourself, possess immense strength and many other superhuman powers. You will witness things you cannot explain, and must find a way to overcome the most incredible odds.

—J.H.



are now easier to implant and more reliable, and therefore less likely to do the recipient lasting harm. Distancing themselves from the supposed magical dangers of this potent technology has made Rippers more tolerant of the use of approved rippertech.

Of course, grafting the living tissue of monsters into one's body still involves risk, and Rippers who take the matter too lightly can still become that which they once sought to destroy. These outcasts are hunted without mercy by their former friends and pay the ultimate price for their recklessness.

DAWN OF A NEW AGE

In 1895, the Rippers stand at the edge of a new era of peace; ultimate success is almost at hand as the Cabal teeters on the brink of final annihilation. The Rippers have re-dedicated themselves to finishing the secret war, determined that the struggle should end with the 19th Century and that the new age should begin with renewed hope.

With every success the Rippers are emboldened and the Cabal threatens to disintegrate once and for all as the remaining monsters and villains fend desperately for themselves.

The horrors that remain at large know and fear the Rippers and know the organization intends to hunt them to the very ends of the earth.

The organization can know no rest until the evil is eradicated. These monsters are at their most dangerous now, but the odds are against them. For the first time, because of this knowledge, the monsters know what it is to feel *fear*. To be hunted. It is only a matter of time.

The Rippers are out there. They are coming.

There can be no rest, no respite. The Cabal has suffered losses, it is true, but we must remain vigilant. We must press our advantage, before it is too late.

If we falter now, if we believe the job is done, we will squander our one chance at complete triumph. For I gravely fear that in our complacency we sow the seeds for our ultimate doom.

We must crush them utterly while we have the chance, or the evil will rise like a phoenix from the ashes.

MAKING HEROES

The heroes of the Rippers world come from every walk of life, answering the call to strike back against the forces of evil and joining that thin, fearless line of defense against the darkness.

CHARACTER CONCEPTS

The first step in creating your character is to choose a background, to give some sense of where your intrepid adventurer came from and what type of hero he or she is. This is not an exhaustive list from which you must choose. Rather, it is to give you some ideas about your hero's past and what he or she did before joining the Rippers.

Read the descriptions below and think about the kind of character you'd like to play. When you make your decision, move on to Making Characters on page 13.

Acrobat: Circus acrobats and athletes sometimes don disguises to fight crime and the terrors of the night. These agile heroes defeat their enemies with a combination of speed, strength, and deadly skill. The best known Ripper acrobat is the crusading heroine known to most as "the Suffragette."

Alienist: These doctors specialize in handling the criminally insane and healing the mind through the use of mesmerism or the recently developed technique of psychoanalysis. Their understanding of the fragility of the human mind can be of great use to unstable Rippers.

Clergy: Men and women of the cloth normally live lives of quiet contemplation. Sometimes, however, the forces of evil loom large, and these holy individuals are forced to take up the sword and do battle against the creatures of the night. These Rippers have the power to perform miracles through the strength of their faith.

Cowboy: Gunslingers, card sharps, and other folks confronted with the fading frontier sometimes make their way into the ranks of the Rippers in search of adventure. The most famous Ripper cowboy was Quincy Morris, an amateur vampire

slayer cut down in 1876 during an unsuccessful attempt to destroy Count Dracula, but others of his ilk have joined the struggle.

Detective: Although detectives might seem outclassed when confronted by vampires, werewolves, mummies, and similar terrors, their investigative minds are always an asset. Also, their keen eye for detail and ability to work in public as legitimate officers of the law give them much more latitude than the typical Ripper.

Doctor: Because their specialized training allows them to perform rippertech implant surgery, medical doctors are valued members of the organization and they perform vital research work.

Explorer: Adventurers and explorers of all types can be found among the ranks of the Rippers. Expert at tracking, survival, and other wilderness arts, explorers have proven invaluable assets when stalking entities of the Cabal.

Gadeteer: The Victorian age has seen the most incredible advances in technology. Gadeteers are skilled inventors capable of designing and creating new and ingenious devices. They are responsible for developing the many technically advanced devices Rippers employ in the fight against the Cabal.

Gentleman: Many Rippers come from the upper echelons of society, typically by virtue of their birth into the aristocracy. Instead of following some vocation or vulgar trade, they are gentlemen—and ladies—of leisure. Often titled or landed, they are well-mannered and well-connected, accustomed to the finer things in life, and typically able to afford them. Whether through boredom, a sense of duty, or some personal interaction with the minions of the Cabal, these well-to-do individuals put their power and privilege to work in the interests of mankind.

Officer: Britain and the other great imperial powers have military bases located around the globe. The military officers in these places often aid the Rippers. Some have a degree of autonomy and can bring the soldiers they lead with them.

RIPPER FACTIONS

The main Ripper factions are described below, each with its own prominent personalities and ideas about how best to fight the Cabal. Choose a faction for your character and note it on your sheet. Some factions are philosophies while others are actual organizations. Members of all the main factions venture out into the world and join with other monster hunters to form “hunting lodges”, or lodges (see page 34).

Factions

Frazer’s Fighters: A loose confederation of mercenaries, explorers, and archeologists, led by the famous tomb raider Allen Frazer. The faction operates out of a single manor in Cairo and tends to limit its activities to the Middle East and Africa. By and large, the faction has little time for any political intrigue and stays out of disputes with other factions. They are more concerned with a recent resurgence of Cabal activity in Egypt and the surrounding areas. Members must know an ancient Middle Eastern tongue—such as Aramaic, Babylonian, Egyptian, or Persian—to join.

Masked Crusaders: A league of crimefighters and monster hunters nominally led by the gadgeteer hero known as “the Yankee.” These colorful characters tend to be found more often in cities, where their secret identities protect their position in society. Other famous members include the demonically themed “Spring-Heeled Jack,” and the acrobatic heroine who calls herself “the Suffragette.”

Old Worlders: A motley band of mad scientists, woodsmen, and werewolf hunters—the Wolfen Jaeger—who frequent the dark forests and mountains of Eastern Europe. The Old Worlders are led by one of the most famous elder Rippers, Jonathan Harker, who fought Dracula, survived, and now lives in London. In internal affairs, the Old Worlders are pragmatic and traditional, resisting change and relying on tried and tested solutions. They were against the removal of the Rosicrucians, feeling that any ally who fought against evil should not be cast aside. A hero must know a European language to become an Old Worlder.

Order of St. George: A secret society of priests, monks, nuns, and monastic knights drawn from different religions and denominations and based in churches and cathedrals around the world. The Order forbids the use of rippertech but it gives its members access to numerous holy relics. The Order was instrumental in breaking with the Rosicrucians and continues to lobby for the Rippers to renounce the use of rippertech altogether. Its most famous member is a grizzled Irish priest named Father McBane of Dublin.

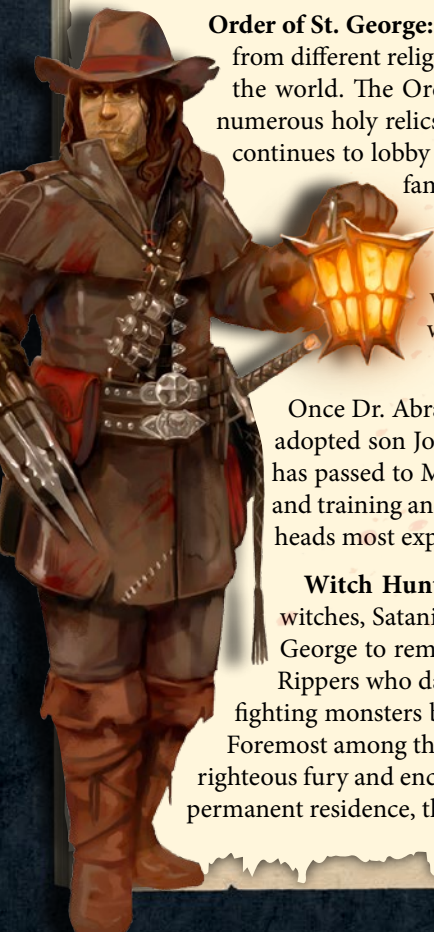
A hero must know Latin to join the Order of St. George.

Rosicrucians: Though currently disbanded, these alchemists, wizards, and astrologists were founded by Dr. Jack. It was the Rosicrucians who first invented rippertech, then later disavowed it.

Slayers: A group of vampire slayers and the core of the organization.

Once Dr. Abraham Van Helsing led the slayers personally, but following his and his adopted son Johann’s deaths, leadership of the faction and of the Rippers as a whole has passed to Mina Harker. Mina finds her time is devoted primarily to organization and training and so rarely ventures into the field. The American slayer, Tara LaGrange, heads most expeditions. Relations between the two women are said to be chilly.

Witch Hunters: A fanatical group dedicated to hunting down and destroying witches, Satanists, and other evil magicians. They joined forces with the Order of St. George to remove the Rosicrucians and are among the most vigilant in rooting out Rippers who dabble in magic. Witch Hunters tend to be fervently religious and favor fighting monsters by normal means—and up close—rather than resorting to rippertech. Foremost among them is veteran witch hunter Serious Chapel, who leads the faction with righteous fury and encourages others to follow his example. Chapel is a wanderer and has no permanent residence, though some say he has a family estate in Devon, England.



Scholar: Archeologists, historians, and other scholars are vital to unlocking the secrets of the past and learning the forgotten lore necessary to defeat the most powerful abominations. Far from being cloistered academics, many of these scholars are more at home crawling through forgotten tombs and dodging ancient traps than they are in a library or research facility.

Scientist: The Rippers employ many experts in electricity, mechanical engineering, gunnery and related technological fields. Their expertise makes them excellent researchers and planners, though they sometimes struggle in the field.

Slayer: When someone thinks of the archetypical Ripper, they picture the slayer. Trained from an early age to hunt vampires, slayers are fast and athletic, but also well-educated and strong of spirit.

Vigilante: Victorian-era super heroes, vigilantes dress in outlandish costumes and use their ingenuity to build crime-fighting and monster-hunting devices. The most famous of these heroes include New York City's "The Yankee," armed with a crossbow and a utility-belt filled with trick crossbow bolts; and London's "Spring-Heeled Jack," equipped with spring-loaded boots, glider wings, and a mask with a flamethrower built into the mouth.

MAKING CHARACTERS

Once you have an idea about your hero's background it's time to flesh out the details. Characters for *Rippers* follow the standard *Savage Worlds* character creation process, with a few minor alterations to suit the spirit of the Victorian setting.

1. Traits

To begin with, determine the traits that define what your Ripper can do.

Attributes

Your Ripper starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 points to distribute among them as you choose. Raising an attribute a die type (d4 to d6, for example) costs 1 point, and you may not raise an attribute above d12.

Skills

You also have 15 points to buy your skills. Raising a skill by a die type costs 1 point as long as it's no higher than the attribute it's linked to. It costs 2 points per die type to raise a skill over its linked attribute.

All the skills in the *Savage Worlds* rules are available in *Rippers Resurrected*.

Characters with an Arcane Background also have access to a special arcane skill. The available Arcane Backgrounds and their associated arcane skills are listed on page 20.

One Knowledge skill is worthy of mention. Knowledge (Rippertech) is required to research, build, and implant the Rippers' secret weaponry. If you want your hero to dabble in these arcane mysteries, be sure to put a few points in Knowledge (Rippertech). See page 42 for more on this gruesome aspect of the Rippers' work.

Languages

Your hero knows a number of languages equal to half his Smarts die. As the organization is based out of England, one of these languages should be English. List your Ripper's known languages on the character sheet; your character is able to speak, read, and write each language (no roll is needed to communicate). A permanent increase in Smarts gains an additional language.

Secondary Statistics

Charisma: 0 unless changed by Edges or Hindrances.

Pace: 6; Edges or Hindrances.

Parry: Equal to 2; Fighting die type. Edges, Hindrances, and some types of equipment can modify Parry.

Toughness: Equal to 2 plus half your Ripper's Vigor die type. Edges, Hindrances, and Armor can modify Toughness.

Reason: *Rippers* introduces a new secondary statistic called Reason. You can find more information about how it works on page 30, but for now, mark it as equal to 2 plus half your hero's Spirit die type. Some Edges and Hindrances can affect Reason—as well as other, more sinister, influences.

Faction

Choose the Rippers faction (see page 12) that inspired and trained your hero.

2. Special Abilities

What sets a great hero apart from the rest are the unique gifts they utilize and tragic flaws they overcome. In *Savage Worlds*, these are represented by Hindrances and Edges. You may use the points from Hindrances to gain one of the benefits below. You may choose one Major Hindrance (worth 2 points), and up to two Minor Hindrances (worth 1 point each). The section on Edges and Hindrances (below) tells you what choices are available.

You can spend these points as follows:

- For 1 point you can gain another skill point, or gain an additional £5 in starting funds.
- For 2 points you can raise an attribute by one die type or choose an Edge.

Your hero gets one free Edge, plus any additional Edges you choose to purchase.

3. Status

Even though the 19th Century is drawing to a close, the Victorian world of *Rippers* remains highly structured and hierarchical. While Ripper Lodges are (for the time) unconventional—open to all regardless of race, class, or gender—society at large does not share the organization's egalitarian approach, and Rippers are forced to live and work within a rigid social structure.

All characters have Status—starting at 2 (Working Class) unless adjusted by Edges or Hindrances—to represent their station in society. Starting characters are neither greatly esteemed nor especially distasteful. The higher a character's Status, the closer to the top of the class structure he is; a position that has numerous benefits for the well-to-do.

For more information on how Status works, see page 32.

4. Possessions

Each character starts with a change of clothing suitable for her Status and £5 (equivalent to \$500 in standard *Savage Worlds* money). You'll want to spend some of your starting money on weapons, armor, and other equipment. See the **Equipment** chapter (starting on page 21) for a full gear list. Characters of higher Status need to spend more than other characters to maintain their position.

5. Background

Spend some time thinking about your character's background. What was his first encounter with the supernatural? Did she seek out the Rippers or did they come looking for her, and why? Coming up with a good background helps you figure out how to roleplay the character and gives your GM some ideas for themes and complications to work into the game.

6. Name

Finally, give your hero a name. Often, Rippers have two or more names: a given name and one or more secret names, which they take to keep their real identities hidden and to protect themselves and their loved ones from monstrous retribution or social disgrace.

Give your character a full name and decide whether you want a trade name for him or her, or whether you are confident you can protect your identity without adopting some kind of disguise.

NEW HINDRANCES

All of the Standard *Savage Worlds* Hindrances are appropriate for use in a *Rippers* game, and function normally with the following exception:

Poverty: In *Rippers* your hero's starting Status is modified by -1 as well as starting with half the usual funds.

In addition, you can choose from the following list of new Hindrances.

Cursed (Major)

Your heroine crossed some dark power and has forever after been marked by its tainted touch. Your character may never receive beneficial blessings such as those from the Arcane Background (Miracles) Edge.

Disowned (Minor)

Your hero did something shameful or scandalous in the past, bringing disgrace or embarrassment on your family. As a result, you have been disowned. Your family refuses to acknowledge you, and your hero's starting Status is modified by -1.

Jingoistic (Minor/Major)

This is the age of colonialism and belief in cultural superiority. The character dislikes people

from other cultures and believes his own traditions to be far superior. He cannot help belittling other cultures and praising the virtues of his own at every opportunity.

A character taking the Minor version of this Hindrance has -2 Charisma among cultures other than his own. The penalty increases to -4 for the Major Hindrance. In either case, the character may not use Command Edges with "foreigners" and cannot benefit from Edges they possess unless he has worked with them for at least one week.

Notorious (Minor)

Your hero is renowned for being something of a rogue or scoundrel. People in the same social circle are wary of being too closely associated with such an individual for fear of being tarred with the same brush.

As a result, all costs are doubled for the Notorious hero when trying to call in a Favor (see page 34).

Obligation (Minor/Major)

Although your character is part of a Ripper team, he must also answer to his superiors. These leaders can be military commanders, civilian administrators, a secret society, a religious order, or some other group, but your character is legally or ethically bound to obey them.

Minor Obligations are occasionally inconvenient. Major Obligations are crucial, time-consuming, and might put your hero in harm's way.

Oversensitive (Major)

Your hero is high-strung, nervous, or otherwise of a sensitive disposition. Loud noises make him or her jump and silence is unsettling. The result of such a jittery nature is that your hero's starting Reason is modified by -1.

Screamer (Minor)

No matter how much this hero fights it, fear and terror elicit an ear-splitting scream. The scream might alert other enemies, and it certainly unnerves the character's nearby companions.

Any time the character fails a Fear test, she automatically screams at the top of her lungs. The worse the Fear modifier, the louder and longer the scream. Anyone within a Large Burst Template of the victim suffers a -1 to their Fear tests as well from the disturbing sound!

Supernatural Weakness (Minor)

This hero has acquired a weakness to some material akin to those suffered by many of the monsters the Rippers fight. Perhaps your hero was cursed by a witch, or scratched by a monster in a previous encounter. Choose which weakness your hero has: Cold Iron, Wood, Silver, Sunlight, Salt, or Fire. You may take this Hindrance more than once, but you must choose a different weakness each time.

A hero with a Supernatural Weakness cannot use that substance and cannot stand to touch, or be touched by it. Weapons made from it inflict +4 damage on the hero.



NEW EDGES

All standard *Savage Worlds* Edges are available in a *Rippers* campaign except for Arcane Background (Super Powers). However, the following Edges have different requirements from the standard *Savage Worlds* versions or operate differently in the *Rippers* world:

Champion: In the *Rippers* setting, this Edge does not require an Arcane Background or the Faith skill.

Noble: A hero with this Edge also gains +1 Status (total of +2 including Rich).

Rich: A hero with this Edge also gains +1 Status.

Filthy Rich: A hero with this Edge also gains +1 Status (total of +2 for Rich and Filthy Rich).

(For more information on Status, its effects, and uses see page 32.)

Background Edges

The following Edges should usually be taken only during character creation. Special circumstances and the Game Master's permission are usually required to take them afterwards.

Down-to-Earth

Requirements: Novice, Spirit d6+

Your hero is of sound mind and not prone to flights of fancy. Although the supernatural is still frightening, he or she has the good sense to remain rooted in reality. A character with this Edge is more likely to be able to deal with the many horrors of the Cabal and can better resist rippertech's harmful effects. Modify this hero's Reason by +1.

Renown

Requirements: Novice

In Victorian society, it is most often birth and finances that defines one's status. But great explorers, celebrated war heroes, actors, artists, and even poets may also climb the social ladder by their deeds. The character's Status improves one step, to a maximum of +5.

Rippertech

Requirements: Novice

To paraphrase Friedrich Nietzsche "beware when fighting monsters lest you become one."

Your monster-to-be may start with up to half her total Reason in rippertech (round up). This reduces Reason the appropriate amount.

Sterner Stuff

Requirements: Novice, Vigor d8+

When this hero has rippertech implanted, the surgeon gains a +2 bonus to his Knowledge (Rippertech) roll due to the subject's phenomenal constitution, raw willpower, or fierce determination.

In addition, the Ripper adds +2 to all Vigor rolls required when using extractions (including attempting to use multiple concoctions (see *Using Extracts*, page 47)).

Faction Edges

Most Faction Edges represent long experience or training that takes years to develop, so they should normally be taken at character creation when you determine your hero's allegiance to one of the major factions.

Should your Ripper join a faction later, the Game Master may allow you to take the appropriate Edge after a suitable amount of time occurs.

Not all members of a faction have these abilities, but most senior members and leaders do.

Charms & Wards (Witch Hunters)

Requirements: Novice, Faction (Witch Hunters)

Witch hunters spend their days tracking down witches, hags, and rogue priests, and know how to prepare certain minor charms, tattoos, symbols, and even odors or ointments to ward off their evil eyes.

Black magic (and Special Abilities that mimic such power) used against the hero suffers a -2 penalty to the arcane skill roll and Backlash (if any) occurs on a natural 1 or 2 on the arcane skill die.

Exceptional Individual (Masked Crusaders)

Requirements: Novice, Faction (Masked Crusaders)

Masked Crusaders are exotic individuals with a wide range of abilities akin to the pulp heroes of later generations.

This Edge grants a Masked Crusader any Combat Edge, regardless of Rank Requirements. All other Requirements must be met as usual. It may only be taken once (usually during character creation).

Fortune Favors the Bold (Frazer's Fighters)

Requirements: Novice, Faction (Frazer's Fighters)

Explorers, cowboys, tomb raiders, and hired guns like Frazer's Fighters fight creatures of

darkness like all Rippers, but crave action and adventure (and sometimes treasure!) more than most other crusaders.

Fortune favors the bold, it is said, and those who go through secret initiations (similar to Masonic rituals) at their headquarters in Cairo are particularly blessed. The hero starts each session with one extra Benny (even if an Extra). This likely explains why so many of Frazer's Fighters survive encounters and stunts others do not.

Grim Fatalism (Old Worlders)

Requirements: Novice, Faction (Old Worlders)

Old Worlders come from a grim, superstitious, and fatalistic land. Even children know most of the legends concerning vampires and werewolves—add +2 to Knowledge (Occult) rolls concerning such creatures.

More importantly, Old Worlders' fatalism steels their mind against the abominations that stalk the tall crags and dark forests of their homes. When an Old Worlder with this Edge is Panicked or Paralyzed by fear (see the **Fright Table** on page 31), he ignores any movement limitations or requirements. He treats both results simply as Shaken instead.

Mystic Pact (Rosicrucians)

Requirements: Novice, Faction (Rosicrucians)

Though the Rosicrucians are dispersed at this time in the world of Rippers, a few individuals remain and continue to espouse the cause.

When the order was active, new recruits were often taught mystical symbols and practices that enhanced their magical abilities.

A Rosicrucian with this Edge may take a level of Fatigue for 1d6 Power Points. He may not do so if this would Incapacitate him. The Power Points may be used to power or prolong a spell, but the Rosicrucian does not have to be the caster—he may simply be the recipient as well.

The character can expend these Power Points to maintain a power cast on herself, but the original caster still suffers normal maintenance penalties and can be disrupted. The original caster can always cancel the power on the target as a free action.

Fatigue gained in this way is recovered after eight hours of relative rest or meditation.

Righteous Fury (Slayers)

Requirements: Novice, Faction (Slayers)

When fighting supernatural creatures, slayers with this Edge are overcome by a fervent wrath.

Some evidence their emotions as ferocious rage while others seethe with cold anger.

The slayer adds +1 to all Strength-based damage rolls versus supernaturally evil creatures. She has also learned how to transform her pain into power, adding an additional +1 bonus for each wound level she's sustained.

Song of St. George (Order 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 10" (20 yards) immediately get a Spirit roll as a free action to recover from being Shaken.

Professional Edges

These abilities are learned through life experience, schooling, professional training, or on the job.

Alienist

Requirements: Novice, Healing d6+, Knowledge (Psychology) d6+, Persuasion d6+

A rare thing in Victorian times, a hero with this Edge is sympathetic to those who suffer from a damaged psyche. This hero can heal temporary Reason loss in a patient. See **Treatment** on page 31 for details of treating insanity.

Arcane Chemist

Requirements: Novice, Knowledge (Chemistry) d6+, Knowledge (Rippertech) d6+

Ripping and distilling extracts from monsters is something of a specialty for this hero. When making extracts, a Ripper with this Edge creates twice as many doses as usual.

Gone Native

Requirements: Novice

When immersed in a foreign culture for long periods, Rippers invariably adopt some of the habits and customs of their hosts.

Frazer's Fighters are particularly known for the affectations they adopt after living in and around Egypt and the Middle East for years on end. While these traits don't endear them to polite London society, they help the Fighters blend and integrate with the native populace more easily, and withstand the native climate better than other foreigners.

Characters who have Gone Native are acclimated to the local environment, often avoiding penalties to fatigue from heat, cold, or other environmental conditions visitors might suffer. The character also gains +2 Charisma with the locals but is still considered an Outsider (unless she also has World Traveler).

Guts

Requirements: Seasoned, Spirit d6+

This lady has stared the things that lurk in the dark in the face and learned to control her fear. She ignores two points of Fear penalties for both her Spirit roll and any **Fright Table** result.

Know Your Enemy

Requirements: Seasoned, Fighting d6+

Repeat encounters with a certain type of monster has honed this fighter's defenses.

Pick a monster type such as vampires, lycanthropes, animals, demons, etc. (anything but humans). Increase the character's Parry by +2 when attacked by those abominations. (The increased Parry does not apply to other types of foes, even if they attack simultaneously.)

Monster Hunter

Requirements: Seasoned

Some Rippers specialize in fighting certain types of abominations and become exceptionally adept at defeating them.

Pick a monster or creature type such as animals, hybrids, ghosts, vampires, lycanthropes, spellcasters, zombies, etc. The warrior is completely immune to Fear tests caused by these beings (including the *fear* spell if spellcasters are chosen).

You may take this Edge multiple times, choosing a different monster type each time it is taken.

Monster Slayer

Requirements: Veteran, Monster Hunter

Now your Ripper is a true scourge of the Cabal. Every time he defeats a monster specified by the Monster Hunter Edge, he receives a Benny! The limit is for each encounter: he may receive a number of Bennies from this Edge equal to his Reason. (Of course he may earn Bennies for roleplaying and the like normally.)

The whirlwind of death and destiny may take this Edge multiple times, once for each time he has taken the matching Monster Hunter Edge.

Paragon

Requirements: Veteran, Common Bond

The greatest Rippers are righteous individuals and fierce protectors of the innocent. They lead by their austere example and are willing to aid any who fight the dark powers of the Cabal.

When this character gives a Benny to another who uses it to make a Trait roll (including Soak rolls), the recipient adds +2 to the final total. This stacks with Elan if the beneficiary has the Edge.

Surgeon

Requirements: Seasoned, Healing d8+, Knowledge (Rippertech) d8+

This hero is skilled with a scalpel. She may attempt one Healing roll on a character to remove wounds after the Golden Hour or to repair a permanent Injury. When installing rippertech, the patient gets a +1 bonus to the **Implant Table** roll.

Technical Journals

Requirements: Novice, Arcane Background (Weird Science), Weird Science d8+

The character researches or finds a technical journal which allows him to fine tune a gizmo for superior reliability. Each time this Edge is taken, one of the character's powers only Malfunctions on a critical failure (double 1s). This Edge may be taken multiple times but only once for each of the mad scientist's powers.

Tomb Fighter

Requirements: Seasoned, Fighting d8+

Those who battle dead things in tight spaces have learned special techniques to take advantage of their confines. Frazer's Fighters are famous among the Rippers for their battles Egypt's crypts and tombs, but any close quarters combatant may take this Edge.

The hero gains +1 to Parry for each wall within 1" (2 yards) of his position, up to a maximum of +3 if his back is against a dead end or cul-de-sac.

Wolfen Jaeger

Requirements: Seasoned, Notice d6+, Stealth d6+, Survival d6+, Tracking d6+

Wolfen jaegers are specialist slayers, focusing their attention on removing the threat of werewolves from the world. They are most often Old Worlders, but others can learn their tricks as well.

Wolfen jaegers gain +2 to resist the effects of a werewolf's howl and ignore the Go for the Throat ability of any creature. They also add +2 to Notice, Stealth, and Tracking when hunting werewolves

and normal wolves as well. This stacks with other Edges such as Woodsman.

Social Edges

Rippers are part of society as well as a large and secretive society. These abilities help them navigate these political seas.

Alternate Identity

Requirements: Novice, Persuasion d6

Your Ripper has another identity she can assume. The identity must be of lower Status than her own, and when assumed, incurs the relevant modifiers and station as usual.

People who know the individual in one identity and encounter the other make a Notice roll at -4, opposed by Stealth, to determine the truth. People who are more intimately familiar may suffer a reduced penalty, or none at all, at the Game Master's discretion.

Scandals that affect the alter ego don't affect the real individual. Also, since certain eccentricities are expected of such do-gooders, covering up **Scandals** (see page 34) costs one less Favor than usual.

Master of Disguise

Requirements: Veteran, Alternate Identity, Persuasion d8

This charlatan is capable of disguising himself as a completely different person and acting as if a member of any other social class.

Creating a disguise normally takes 15 minutes and a disguise/makeup kit. Disguising one's self as a higher social class also requires the appropriate clothing (lower class clothing might be faked by disheveling better clothes).

A disguise may be created without a kit at a -2 penalty, and it may be done more quickly (1d6 rounds) by taking a -2 penalty as well (these may be combined to do a fast disguise with no kit at -4). Those who know the character in his other guise may make an opposed Notice roll as detailed under Alternate Identity.

Associate

Requirements: Novice, Smarts d8+, Persuasion d6+

Your character has an associate who travels with him and acts as his helpful counterpart. The associate is an Extra under your control (although the GM role-plays the Associate in social situations).

Depending upon who your hero is, he might have a Soldier bodyguard or use the Irregular stats (adding 5 skill points, an Attribute increase, and an Edge) to build other types of Associates with the GM's permission such as a Fleet-Footed servant, a Rich "master" who can be talked into all manner of adventures, or a Thief henchman.

Other types of Associates are possible with the GM's consent. Should your Associate perish or depart, you must recruit another through normal advancement (i.e., take the Edge again).

Faction Defender

Requirements: Seasoned, Persuasion d6+, Status 3+

This character is a well-known member of her faction and they're more willing to help her out in time of need than most.

Favors (see page 34) cost one point less with members of the Ripper's faction—to a minimum of one.

Faction Luminary

Requirements: Heroic, Faction Defender, Status 4+

Your hero's words and opinions carry great weight among other Rippers. Unless a lodge or faction is hostile to your character's lodge or faction for some reason, the respected individual gains +2 Charisma with other Rippers and their allies, and Favors cost one point less (to a minimum of 1) with all Rippers and allies.

Socialite

Requirements: Novice, Noble or Rich

This character is a darling of Victorian society. She frequently appears in the papers' society pages. Even the underclass knows her name.

She gains +1 Favor whenever Favors are earned. Fame is a double-edged sword, though, and any scandal involving the Socialite costs +1 Favor to cover up (see page 34), otherwise making headline news. In addition, each month she fails to attend a social function she loses one Favor.

World Traveler

Requirements: Seasoned

This character is familiar with other nations and cultures, and doesn't suffer the standard Outsider penalty when traveling to a foreign country (see page 30 for more information on this penalty).

Arcane Backgrounds are available to any character in *Rippers*, but some factions suit particular backgrounds better than others.

The following Arcane Backgrounds are available in *Rippers*. Each description lists the powers available to characters who practice it as well. Other powers are available with the GM's permission.

Arcane Skill: Spellcasting (Smarts)

Starting Power Points: 10

Starting Powers: 3

Since the Rosicrucians were ostracized and removed from the organization, Rippers typically don't use magic any more. But some remained by secretly joining another faction. The Slayers, Old Worlders, and Frazer's Fighters still have a few magicians hiding among their members. The leadership claims they don't exist, but their lodges somehow get those assignments where magic would be an asset.

Those who have this Arcane Background should be prepared to face the disapprobation of their colleagues, or use it sparingly and in secret. If a character has Arcane Background (Magic) and it becomes open knowledge to the Order of St. George or Witch Hunters, her faction supports her continued membership, but from then on the magician suffers -4 Charisma with any members of those two orders. On the positive side, among other magicians in the Rippers or former Rosicrucians, she gains a +2 Charisma.

Magic Trappings are no longer the impressive displays of eldritch energies the Rosicrucians were known for, but rather more subtle effects taking the appearance of bad luck and misfortune, brought about by enigmatic gestures and whispers of an old language.

Characters with this Edge may choose from the following powers (Rank allowing): *barrier, blind, bolt, boost/lower Trait, confusion, deflection, detect/conceal arcana, dispel, divination, drain Power Points, elemental manipulation, farsight, fear, fly, growth/shrink, havoc, intangibility, light/obscure, pummel, slumber, smite, speak language, stun, warrior's gift.*

Arcane Skill: Faith (Spirit)

Starting Power Points: 10

Starting Powers: 2

Most characters with this Edge are either priests or members of the Order of St. George. Trappings for their powers tend to involve prayer, chanting, burned incense, guardian angels, and gleaming, sacred light.

Heroes with this Edge may choose from the following powers (Rank allowing): *armor, barrier, blast, blind, boost/lower Trait, burst, confusion, deflection, dispel, divination, environmental protection, greater healing, havoc, healing, light, pummel, slumber, smite, speak language, speed, stun, succor, summon ally, warrior's gift.*

Arcane Skill: Psionics (Smarts)

Starting Power Points: 10

Starting Powers: 3

This Edge is rare and not well understood. It is treated with suspicion, generally, as it has all the appearances of magic to the untrained eye. Most characters with this Edge are alienists, mesmerists, or psychoanalysts. Trappings tend toward using mesmerism or sheer willpower to alter others' perceptions rather than altering reality, although some powers—such as *telekinesis* and *fly*—allow the user's mind to cause physical effects.

Rippers with this Edge may choose from the following powers (Rank allowing): *armor, barrier, beast friend, blind, boost/lower Trait, confusion, darksight, deflection, disguise, entangle, farsight, fear, fly, havoc, invisibility, mind reading, pummel, puppet, quickness, slumber, speak language, speed, stun, telekinesis.*

Arcane Skill: Weird Science (Smarts)

Starting Power Points: 10

Starting Powers: 1

Characters with this Edge are usually scientists or gadgeteers. Their powers' Trappings match the device generating the effect. See *Savage Worlds* for more information on Weird Science devices' use.

A character with this Edge may build devices using the following list of powers (Rank allowing): *armor, blast, blind, bolt, boost/lower Trait, burrow, burst, damage field, darksight, deflection, disguise, drain Power Points, entangle, environmental protection, farsight, fly, invisibility, light/obscure, quickness, slumber, smite, stun, summon ally, wall walker.*

EQUIPMENT

Your hero starts play with a change of clothes and £5 (which may have been modified by your Edges and Hindrances). Starting clothing is appropriate for the hero's Status—cheap for a Status of 1 or 2, common for a Status of 3, and fine for a Status 4 or higher. Any other gear must be bought.

In addition to starting funds, Rippers receive a monthly income based on their Status (see page 32) and can use Favors for an occasional boost from their lodge in an emergency (see page 34). Heroes who are not independently wealthy (those that did not take the Rich Edge during character creation, for instance), must find a way to earn some more cash.

When choosing starting equipment, be sure to save some money for travel expenses and the odd bribe—Rippers frequently find themselves in remote locations and unusual situations.

CURRENCY

The standard unit of exchange in *Rippers* is the British Pound Sterling, known to the lower classes as the “quid,” signified by the £ symbol. The pound is divided up into 20 shillings, and each shilling is divided up into 12 pence.

To keep *Rippers* Fast, Furious, Fun, and to help maintain your sanity, all prices in the game have been rounded to the nearest shilling (0.05 pounds), allowing you to keep track of your hero's money in decimal format.

In *Rippers*, a pound is worth almost five American dollars. Adjusted for inflation, the pound had the purchasing power of around 100 modern American dollars. Use this exchange rate (£1 = \$100) whenever you need to convert *Savage Worlds* dollars to *Rippers* pounds.

In Circulation

In 1890s Britain, the pound is available in large paper notes in various denominations, which need to be folded several times to fit into a suit breast pocket. Use of these notes is rare, however. Coins are more commonly used and are widely available in a dizzying array of denominations (each with its own name), as follows: 20 shillings (sovereign), 10 shillings (half-sovereign), five shillings (crown), two and a half shillings (half-crown), two shillings (florin), 12 pence (one shilling, also known as a bob), six pence (sixpence), four pence (groat), three pence (threepence, pronounced “thruppence”), one pence (penny), half pence (halfpenny, pronounced “haypenny”), and quarter pence (farthing).

The farthing, halfpenny, and penny are copper coins used for most minor everyday transactions, whereas, the “thruppenny bit” (threepence), sixpence, florin, half-crown, and crown are silver coins and cover the rest of most people's expenditure. The half-sovereign and sovereign are gold coins and used almost exclusively by the wealthy, when they are used at all.

Major expenses are often priced in guineas, to show the status of the item being purchased. A guinea is valued at 21 shillings (one pound and one shilling). Professional fees are often priced this way and it is usual practice for the professional to keep the pounds, with the shillings being passed to his clerks or assistants.

EQUIPMENT NOTES

The Victorian period is one of rapid innovation and advancement in the fields of science and commerce, and Great Britain is the workshop of the world. From her mills and factories a steady supply of mass-produced goods are shipped to all corners of the earth.

Likewise, in lodges across the globe, the Rippers' own armorers and inventors work tirelessly to create new devices. As soldiers in the war against



evil, Rippers need weapons and tools to supplement their wits and bravery. Many designs are fanciful and never progress past the prototype stage, but a few ideas come to fruition.

Armor

Though most body armor is of limited use against modern firearms, Rippers frequently do battle against opponents armed with little more than claws and teeth, and in such instances a little protection sometimes goes a long way.

Boilerplate: These heavy steel plates provide reasonable protection against firearms, but soon dent and become useless. Boilerplate must be worn in a heavy coat's lining; this provides Armor +3 for the torso, and +1 for the arms and legs. If an attack does enough damage to penetrate the boilerplate and inflict a wound, roll a die. Odd, the boilerplate is ruined and provides no further protection. (15 lbs, £4)

Chainmail Vest: For occasions when a heavy coat does not provide adequate defense, Ripper teams can clothe themselves in chainmail vests. These vests can be hidden under a heavy coat, and provide Armor +2 to the torso. (10 lbs, £3)

Heavy Coat: These long coats are made from stiffened leather and provides Armor +1 to the torso, arms, and legs. (6

lbs, £2)

Leather Armor: A lightweight leather vest protects only the torso, providing Armor +1, but even a small amount of armor can mean the difference between life and death. (2 lbs, £1)

Leather Costume: Some Rippers dress in outlandish skintight leather costumes, typically including a leather mask. The costume provides Armor +1 for the entire body. (8 lbs, £3)

Weapons

Specialty Weapons

With the proper facilities, melee weapons can be made of special substances, such as cold iron or silver, to combat specific enemies. Double the cost of any such weapons for cold iron, triple for silver.

Notes on Selected Weapons

Baton: The listed price assumes a baton specifically designed for combat, such as a policeman's truncheon. Makeshift clubs (such as chair legs or thick branches) are free, but count as Improvised Weapons (see *Savage Worlds*).

Blunderbuss: A blunderbuss is a black-powder shotgun. It can fire pellets (+2 to Shooting rolls, 3d6 damage at short range, 2d6 damage at Medium Range, and 1d6 damage at Long Range), or improvised ammunition, like rusty nails or broken glass (reduce damage to 1-3d4, and no +2 to Shooting).

Derringer: Derringers are small pistols designed for close range. They can be easily concealed in a pocket, and many Rippers carry them when socializing just in case the Cabal's minions make an appearance.

Flamethrower: True flamethrowers aren't in use for another decade, but the Rippers have developed an early prototype (pictured, top left) for use against mummies.

The flamethrower uses the standard rules but has a nasty tendency to explode. On a Shooting roll of 1 the flame is drawn back into the gas tanks, which explode for 5d6 damage in a Medium Burst Template. Everything caught in the blast has a chance of catching fire (see Fire in *Savage Worlds*).

The gas tank has a Toughness of 10(2). Any Called Shot inflicting a wound causes the tank to explode as above.

Gatling Pistol: The Rippers' gunsmiths have invented a pistol with rotating barrels that acts as a sort of miniature Gatling gun. It has a Rate of Fire of 2, and causes recoil as usual. It can fire lead, cold iron, or silver ammunition. If any Shooting die is a 1, the weapon jams and requires an action to clear.



Holy Water: Some creatures are affected by holy water. On impact, the flask breaks (see sidebar).

Impaler: Developed by the Rippers' gunsmiths, the impaler fires wooden, silver, or cold iron stakes. Any creature Shaken by a stake is impaled and suffers a -2 to all actions until it or someone else makes a Strength roll to remove the stake (-2 for the target counting the penalty for being impaled).

Lamp Oil: Though normally used to power a lantern, lamp oil can also be thrown in combat with a -1 penalty. On impact, the oil splashes in a Small Burst Template. Any creature in the area must make an Agility roll (at -2 on a raise) or be covered with oil. If the affected area or an oil-soaked person comes into contact with fire, use the standard rules for catching fire (in *Savage Worlds*), with a base damage of 1d10.

Machine Gun: Designed by American inventor Hiram Maxim in 1885, the "Maxim" can fire up to 600 rounds per minute from cloth belts, but weighs over 100 pounds. In military use, it takes a four-man team to maneuver the gun and two more to fire it!

Mini-Crossbow: Sometimes called a "hand crossbow," this is a pistol-sized version of a standard crossbow.

Net: A popular weapon for capturing monsters, the net is a rope mesh with a line for control, lead sinkers to provide weight, and barbed fishhooks to prevent easy escape. On a successful hit with a net, the target is entangled and must make a successful Agility or Strength roll at -2 to slip out or tear free. Success frees the target but uses the action—a raise frees it immediately and the target can act as usual.

Repeating Crossbow: Rumored to have been first used by a slayer operating out of the Vatican, the repeating crossbow is weighty and cumbersome, but perfect for nailing vampires.

It has a 36-round gas-fed rotary magazine and comes fitted with a selector switch allowing for single shot or fully automatic fire. Fitting a new magazine takes one round.

Ripper Claws: As Johann and the Harkers began their battle against evil they found themselves at a serious disadvantage when fighting werewolves, vampires, and other creatures with claws and fangs. As a result, Johann developed what became one of the organization's signature weapons. Since his death, they are worn to honor his memory.



HOLY WATER

Any creature susceptible to holy symbols can also be affected by holy water. Officially, this only covers demons, but the GM may wish to expand this in his campaign to cover other fiends.

Unlike a holy symbol, waving around a vial of holy water causes demons no ill effects, though it may add a +1 bonus to Intimidation rolls at the GM's discretion. In order to be truly effective, the water must be sprinkled on them, typically by throwing the entire vial. Throwing a vial of holy water counts as an area effect Improvised Weapon, and is thus subject to scatter on a failed Throwing roll.

Holy water fills a Small Burst Template. Any demon under the template may make an Agility roll at -2 as a free action to avoid the water. Those who fail suffer a -2 penalty to all Trait rolls for three rounds.

At the GM's discretion, holy water may also be used to create a physical barrier to demons. By sprinkling a vial around his feet, the hero creates a warded area covering a 1" square—enough to protect just one hero.

A demon must make a Spirit roll to physically attack a hero protected by holy water. On a failure, it cannot enter until the water evaporates (assume an hour for simplicity). However, it can use ranged attacks of any sort against heroes in the template, including special abilities not requiring touch. Naturally, heroes leaving the area immediately lose this protection.

Holy water can be created by any Lodge with a Chapel (see page 37).

Ripper claws are a set of sharpened blades set into a metal housing and worn on the forearm like a bracer. A specially designed handgrip improves the weapon's responsiveness. Ripper claws cannot be disarmed, and provide the user with a +1 Parry bonus. Ripper claws take a full round (no other actions besides free ones) to strap on, or a single action for a character with Quick Draw.



Sap: Sometimes called a “blackjack” or simply a “bag,” a sap is a small leather pouch filled with stones or lead shot used to knock victims out from behind. They offer no defense, so users are considered Unarmed Defenders (see *Savage Worlds*).

Shotgun: A shotgun can fire pellets or slugs (2d10 damage). Slugs can be made of lead, silver, or cold iron, while pellets can be lead, silver, cold iron, or rock salt.

Sawed-Off Shotgun: A shotgun can have its barrel sawed down. Doing so reduces its range, but makes the weapon easily concealable within a long coat or bag.

Sword Cane: A sword cane is a most gentlemanly weapon: simply a walking stick with a rapier hidden inside it. A Ripper armed with a sword cane does not suffer any Status penalty for traveling armed (see page 32).

Throwing Knife: Throwing knives are considered Improvised Weapons in melee combat but are perfectly balanced for throwing.

Torch: An unlit torch is treated as an improvised weapon, so attacks with it are made at a -1 penalty. A lit torch can also be used as a weapon. Anyone struck by it may catch fire (see *Savage Worlds*), but the torch goes out if the Trait die comes up a 1 (regardless of the Wild Die).

Walking Stick: A well-balanced walking stick or cane makes an acceptable weapon in a pinch. Walking sticks not specifically designed for combat are considered Improvised Weapons.

Whip: If the wielder scores a raise on his attack roll, the victim is momentarily entangled and suffers a -2 to his Parry until his next action.

Wooden Stake: The listed cost assumes the stake was carefully crafted for use as a weapon. Broken furniture, snapped tree branches, and the like fulfill the same purpose and are free, but they are considered Improvised Weapons.

Ammunition

Specialty Ammo

Given the proper facilities, most ammunition can be made of special substances, such as cold iron or silver. Double the cost of cold iron ammunition. Triple the cost for silver ammunition. Rock salt shotgun shells cost the same as normal ammo but do one die type less damage (1-3d4).

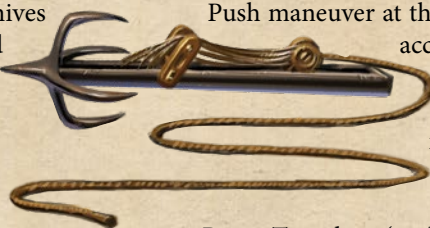
Crossbow Ammo

Trick Bolt (Binding): Anyone hit by this crossbow bolt is entwined in thin metal cables and suffers a -2 to all other actions until they escape. As an action, the target must make a Strength roll. On a success, he breaks free but uses his action. On a raise, he can act normally.

Trick Bolt (Explosive): These crossbow bolts explode when they hit, causing 2d6 damage in a Small Burst Template. Roll deviation normally if the shot misses.

Trick Bolt (Grappling Line): These crossbow bolts trail a fine strong cable when fired, and can be used to scale vertical surfaces or bridge chasms. Range is reduced to 3/6/12. Anyone hit by a grappling bolt takes 1d6 damage and must make an opposed Strength roll against the damage or be caught on the bolt until they take an action to remove it. A caught target may be subject to a Push maneuver at the GM's discretion (or more accurately a “Pull” maneuver).

Trick Bolt (Knockout): These crossbow bolts release knockout gas on impact. Any living creature within a Small Burst Template (including living supernatural creatures) must make a Vigor roll (at -2 on a raise) or fall Incapacitated for 1d6 rounds. Others can automatically rouse a sleeping target as an action, but the victim awakens Shaken.



Gear

Climbing Gear: Climbing gear consists of a small pick, a small hammer, and spikes to drive into rock.

Clothing & Housing: Your hero's clothing and accommodation can be one of three levels of quality: fine, common, or cheap. A hero with a 5 Status must buy the finest gear and stay at the best accommodations or suffer a minor Scandal (cost 1) if it becomes public knowledge.

Flask: A flask holds one pint of liquid. It has a waterproof cork stopper.

Flint & Steel: Antiquated in this era, flint and steel is still useful in the wilderness where matches may get wet.

Grappling Hook and Line: A grappling hook is attached to a light line about 15 yards in length. The user throws the hook just as if he were attacking a target. It has a range of 2/4/8. If it “hits,” the hook has set and can hold up to 200 pounds of weight, granting a +2 bonus to Climbing.

Hammer: Hammers can be used as improvised bludgeoning weapons and do Str+d4 damage, but Ripper teams mainly use them to assist in pounding wooden stakes.

Lamp Oil: Lanterns burn a variety of substances including vegetable oil, whale oil, kerosene, and even alcohol. Lamp oil can be used as a weapon (see weapon notes above).

Lantern: Lighting a lantern requires an action. A pint of lamp oil burns for eight hours. The radius of the light can be adjusted from effectively nothing all the way up to a 4" radius. A lantern can be used as an Improvised Weapon, but breaks on a successful attack, dousing the target in flammable oil. If the lantern is lit, the oil immediately ignites.

Lanterns can also be targeted with Called Shots (-4), and if broken, douse the bearer in oil. Igniting the oil automatically sets the doused target on fire.

Leather Satchel: Satchels are large enough to hold two large books (or anything else of similar size).

Manacles: Prisoners can be shackled at the wrists or legs (or both). Leg shackles reduce the prisoner's Pace to 2, while wrist manacles prevent him using his hands. Both have Toughness 12. Attempts to pick the locks suffer a -2 modifier.

Morphine: A shot of morphine deadens pain, reducing the penalty due to wounds or fatigue by 2. Morphine is also available in ingested form such as the popular Mrs. Winslow's Soothing Syrup. Ingested morphine only reduces wound penalties by 1. Morphine is addictive and regular users (GM's decision) gain the Major Habit Hindrance.

Mirror: Some creatures of the Rippers world are rumored not to cast reflections.

Repeating Crossbow Magazine: Holds 36 quarrels.

Ruhmkorff's Apparatus: This device is a portable electric light source. A backpack holds a primitive transformer called a Ruhmkorff coil, which is connected by wires to a hand-held fluorescent light bulb known as a Geissler tube. The apparatus can shed light in an 8" radius, and can run for up to 24 hours on a single voltaic cell.

Toolkit: This is a generic term to describe a satchel or other portable container filled with devices to help a specific skill. Toolkits include a doctor's bag (Healing), blacksmithing equipment (Repair), locksmith tools (Lockpicking), and the like. A

character gets +1 to the appropriate skill roll if the GM decides the toolkit could prove helpful (for example, a surgeon's blades wouldn't be much help much when attempting to disarm a trap). If the skill roll is a 1 (regardless of the result on the Wild Die), the kit is used up or broken and must be replaced.

Torch: A torch is simply a stick wrapped in tar-soaked cloth or some other slow-burning substance. Lighting a torch requires an action. A lit torch sheds light in a 4" radius for four hours. Torches can also be used as Improvised Weapons (see weapon notes above).

Waterskin: A waterskin holds two quarts of liquid and weigh five pounds when full.

Animals

Bloodhound

Some Rippers keep packs of large, specially trained bloodhounds to help them track down the horrid creatures they seek. Trained to detect the scent of evil itself, they attack savagely once they do.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d10, Stealth d6, Tracking d12 (Smell only)

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Bite:** Str+d4.
- **Improved Frenzy:** Bloodhounds can make two Fighting attacks each round at no penalty.
- **Scent of Evil:** These bloodhounds can smell the taint surrounding a supernatural creature (including humans with ripping psychosis). Detecting the scent of evil requires a successful Notice check within 6" of the creature. This ability can be blocked by *detect/conceal arcana* and similar effects.



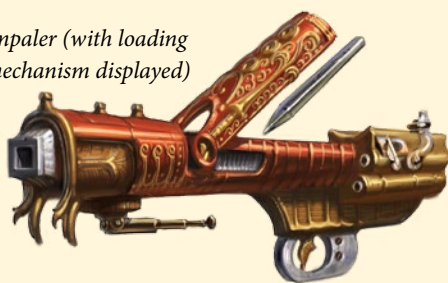
Melee Weapons

Weapon	Damage	Weight	Cost
Axe	Str+d6	2	£0.50
Baton	Str+d4	1	£0.10
Bayonet	Str+d4	1	£0.50
Notes: On rifle, Str+d6, Parry +1, Reach 1, 2 hands			
Dagger/Knife	Str+d4	1	£0.25
Great Axe	Str+d10	15	£4
Notes: Parry -1, 2 hands, AP 1			
Great Sword	Str+d10	12	£4
Notes: Parry -1, 2 hands			
Rapier	Str+d4	3	£2
Notes: Parry +1			
Ripper Claws	Str+d6	4	£3
Notes: Parry +1, can't be disarmed			
Saber	Str+d6	4	£2
Sap	Str+d4	4	£0.25
Notes: Counts as an Unarmed Defender			
Staff	Str+d4	8	£0.05
Notes: Parry +1, Reach 1, 2 hands			
Sword	Str+d8	8	£3
Sword Cane	—	5	£2.50
Notes: Walking stick plus rapier			
Torch	Str+d4	1	£0.05
Notes: Improvised Weapon, +2 damage lit, see text			
Walking Stick	Str+d4	2	£0.50
Notes: Parry +1			
Whip	Str+d4	2	£0.10
Notes: Reach 2, Parry -1, see text			
Wooden Stake	Str+d4	1	£0.05

Ammunition

Ammunition	Weight	Cost
Bullets, medium (lead)	5/50	£0.25/50
Notes: For a pistol		
Bullets, large (lead)	8/50	£0.50/50
Notes: For a rifle or shotgun		
Gas cylinder	8	£0.50
Notes: For a flamethrower		
Mini-quarrels (wooden)	1/10	£0.10/10
Notes: For a mini-crossbow		
Quarrels (wooden)	1/5	£0.05/5
Notes: For a crossbow		
Shot and powder (lead)	5/50	£0.10/50
Notes: For a black powder weapon		
Stake (wooden)	1	£0.05
Notes: For an impaler		
Trick bolt (binding, grappling)	1	£0.20
Notes: For a crossbow or mini-crossbow		
Trick bolt (explosive, knockout gas)	1	£0.40
Notes: For a crossbow or mini-crossbow		

Impaler (with loading mechanism displayed)



Thrown Weapons

Weapon	Range	Damage	ROF	AP	Shots	Weight	Cost
Holy Water	3/6/12	Special	1	—	1	1	£0.10
Notes: Small Burst Template, see text							
Lamp Oil	3/6/12	Special	1	—	1	1	£0.05
Notes: Small Burst Template, see text							
Net	3/6/12	Special	1	—	1	5	£0.05
Notes: See text							
Throwing Knife	4/8/16	Str+d4	1	—	1	1	£0.05
Notes: Improvised Weapon for Fighting							

Ranged Weapons

Pistols

Weapon	Range	Damage	RoF	Shots	Min. Str	Weight	Cost
Derringer	5/10/20	2d6	1	2	—	0.5	£0.50
<i>Notes:</i> AP 1							
Flintlock Pistol	5/10/20	2d6+1	1	1	—	3	£0.50
<i>Notes:</i> 2 actions to reload, black powder							
Gatling Pistol	12/24/48	2d6	2	12	—	6	£8
<i>Notes:</i> AP 1							
Pistol	12/24/48	2d6	1	6	—	3	£1
<i>Notes:</i> AP 1							

Rifles & Shotguns

Weapon	Range	Damage	RoF	Shots	Min. Str	Weight	Cost
Blunderbuss	5/10/20	1-3d6	1	1	—	12	£2
<i>Notes:</i> +2 Shooting, 2 actions to reload, black powder							
Elephant Gun	30/60/120	2d10	1	1	d8	12	£5
<i>Notes:</i> AP 2, Snapfire penalty							
Musket	10/20/40	2d8+1	1	1	d6	10	£1
<i>Notes:</i> AP 1, 2 actions to reload, black powder							
Rifle	24/48/96	2d8	1	8	d6	10	£2
<i>Notes:</i> AP 2							
Sawed-Off Shotgun	5/10/20	1-3d6	1	1	—	8	£4
<i>Notes:</i> +2 Shooting, see text							
Shotgun	12/24/48	1-3d6	1	1	—	12	£4
<i>Notes:</i> +2 Shooting, see text							

Special Weapons

Weapon	Range	Damage	RoF	Shots	Min. Str	Weight	Cost
Crossbow	15/30/60	2d6	1	1	d6	6	£3
<i>Notes:</i> AP 2, 1 action to reload, min Str d6							
Flamethrower	Cone	2d8	1	10	d8	30	£10
<i>Notes:</i> See description, min Str d8							
Impaler	5/10/20	2d8+1	1	1	d8	12	£10
<i>Notes:</i> Min. Str d8, 2 actions to reload, see text							
Machine Gun	24/48/96	2d8+1	3	250	—	100	£50
<i>Notes:</i> AP 2, may not move							
Mini-Crossbow	6/12/24	2d4	1	1	—	3	£1
<i>Notes:</i> AP 1, 1 action to reload, usable one-handed							
Repeating Crossbow	10/20/40	2d6	3	36	d6	12	£15
<i>Notes:</i> AP 2, Min. Str d6, see text							

Mundane Equipment

Item	Weight	Cost
Brush or comb	0.5	£0.05
Bedroll	4	£0.20
Book (blank, 50 pages)	2	£0.10
Camera	5	£0.20
Candles (dozen)	5	£0.25
Climbing gear	6	£0.50
Clothing, cheap	5	£0.50
Clothing, common	5	£1
Clothing, fine	5	£2+
Compass	1	£0.50
Fan	0.5	£0.05
Flask (ceramic)	1	£0.05
Flint and steel	1	£0.05
Graphophone (recorder/player)	10	£7
Grappling hook	2	£0.25
Hammer*	5	£0.20
Holy symbol	4	£1
Lamp oil*	1	£0.05
Lantern*	2	£0.15
Leather satchel	2	£0.10
Manacles	2	£0.50
Matches (gross)	0.5	£0.05
Mirror	0.5	£0.10
Morphine*	0.5	£0.10
Pickaxe	5	£1
Pocketbook	0.5	£0.05
Pocket watch	0.5	£1
Repeating crossbow magazine	8	£1
Riding gear (saddle etc.)	-	£1
Rope, hemp (10 feet)	2	£0.05
Rope, silk (10 feet)	1	£0.10
Ruhmkorff's Apparatus	5	£5
Scroll case	1	£0.05
Shovel	5	£1
Smoking Pipe	0.5	£0.05
Spyglass or field glasses	1	£1
Sunglasses	0.5	£0.20
Toolkit*	5	£5

* See text for details

Item	Weight	Cost
Torch*	1	£0.05
Travel bag	2	£0.20
Umbrella	2	£0.40
Voltaic cell*	1	£0.05
Whistle	0.5	£0.05
Winter blanket	5	£0.15
Writing equipment	1	£0.25
Food	Weight	Cost
Beer, per 4 pint glasses	4	£0.05
Meal, common	1	£0.05
Meal, fine	1	£0.10+
Cheap rations (1 week)	10	£1
Champagne, bottle	2	£0.25
Wine, bottle	2	£0.15
Gin, bottle	2	£0.10
Lodging		Cost
Cottage		£200
House		£650
Mansion		£999+
Room furnishings, quality		£15+
Room furnishings, cheap		£2
Cheap tenement, per week		£0.10
Common house, per week		£0.25
Country home, per week		£1.5
Inn, per night		£0.05
Hotel, per night (breakfast included)		£0.15
Luxury hotel, per night (breakfast included)		£1
Animals		Cost
Camel		£4
Dog, guard (use Wolf stats)		£2
Dog, hunting (Bloodhound)		£4
Horse, riding		£5
Horse, Rippers		£7
Vehicles		Cost
Armored wagon		£25
Bicycle		£1
Carriage		£20
Hansom cab		£10
Hansom cab (rent/day)		£0.05
Steam launch		£50

Camels

Mummies and other monsters of ancient Egypt live in parched deserts where horses fare poorly, and Rippers caught without transport quickly perish. Camels are far better suited to travel in these arid conditions, and used extensively as riding animals, beasts of burden, and even entertainment (in the form of camel racing) in some parts of the world.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d4, Notice d6, Survival d6

Pace: 8; **Parry:** 4; **Toughness:** 10

Edges: Fleet-Footed

Special Abilities:

- **Kick:** Str.
- **Ornery:** Camels reflect the attitude of the rider. Characters use the lower of Riding and Persuasion to control them.
- **Ship of the Desert:** Camels make Vigor rolls for thirst per week instead of each day (see *Savage Worlds*).
- **Size +3:** Camels weigh between 1,000 and 1,500 pounds.
- **Spit:** Camels don't actually spit but spray the contents of their stomach on the unfortunate target. This is a Fighting Touch Attack, but the target must make a Vigor roll at -2 or be Shaken (-4 on a raise).

Horse

These horses, specially trained by the Rippers, are more familiar with the terrors of the night.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d4, Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Edges: Fleet-Footed

Special Abilities:

- **Kick:** Str.
- **Size +2:** These horses weigh around 800 pounds.
- **Sense Unnatural:** Horses sense the presence of supernatural creatures. Rippers with a Reason less than 4 are -2 to Riding rolls.
- **Well Trained:** These horses gain a +2 bonus to Fear checks.

Vehicles

Of course, Rippers don't only rely on riding animals to get around. The following modes of transportation are also available.

Armored Wagon

This reinforced wagon is designed to house a mobile ripping lab or other workshop, but can be modified to hold passengers or cargo.

Acc/Top Speed: Half animal's Pace/Top Speed is animal's Pace + running; **Toughness:** 11 (3); **Crew:** 1+2; **Notes:** Drawn by two horses. Can hold a single Ripper lodge facility (see page 34), five additional passengers, or one ton of cargo.

Bicycle

By the time of Rippers, bicycles had chain-driven gear wheels, pneumatic tires, and brakes. Despite this, they are still only really useful in an urban setting, or where a suitable road is present.

Acc/Top Speed: Half driver's Pace/Top Speed is driver's Pace + running; **Toughness:** 6 (1); **Crew:** 1+1

Carriage

Although railways have become the primary mode of transport for long-distance overland travel, characters are still accustomed to traveling by horsedrawn carriage.

The closed carriage is used for most journeys and is a status symbol for the rich. Open carriages have the advantage of allowing the passengers to be easily seen (and therefore seen to be rich), but those in the carriage are at the mercy of the elements. Hoods help in this regard, but the open carriage is strictly for short journeys.

These stats include carriages, stagecoaches, wagons, and other horse-drawn conveyances.

Acc/Top Speed: Half animal's Pace/Top Speed is animal's Pace + running; **Toughness:** 10 (2); **Crew:** 1+4; **Notes:** Drawn by two horses

Hansom Cab

A frequent sight in large cities, the hansom is a lightweight horse-drawn taxi. Hansoms are smaller cabs seating two passengers drawn by a single horse.

Acc/Top Speed: Half animal's Pace/Animal's Pace + running; **Toughness:** 8; **Crew:** 1+2 passengers; **Notes:** Drawn by one horse

Steam Launch

Though slow, steam launches are an excellent means of navigating rivers. This version is about the size of a large rowboat.

Acc/Top Speed: 1/3; **Toughness:** 10 (3); **Crew:** 1+6 passengers; **Notes:** Can be fitted with a machine gun in the front.

SETTING RULES

In addition to the standard *Savage Worlds* rules, *Rippers* adds the following Setting Rules, intended to capture the feel of the Victorian world and represent the important facets of a Ripper's life.

OUTSIDERS

Outside his native country, a traveler gains the Outsider Hindrance with the native population. Rippers who already have the Outsider Hindrance are misfits in their own society, but do not suffer any additional penalties when going abroad.

After spending a few months getting acquainted with the local culture, the character loses the -2 Charisma penalty but still suffers from the other effects of the Outsider Hindrance. Full assimilation requires years of cultural immersion, at which time the character is considered a native of his new homeland and becomes an Outsider when he travels elsewhere.

Characters with the World Traveler Edge fit in wherever they go and are not considered Outsiders when traveling abroad.

REASON

Reason represents a hero's state of mind, willpower, and ability to make sense of the supernatural. It is a new derived statistic that starts at 2+ half the character's Spirit die. Anytime you improve your hero's Spirit die type, add one to his Reason. Temporary increases or decreases to Spirit (e.g., *boost/lower Trait*) do not affect Reason.

A failed Fear check can result in Reason loss (see the **Fright Table** on page 31). Such losses can be recovered with help (see **Treatment** below), but a character can never regain more Reason than his maximum. One way to lose Reason permanently is to dabble with the Rippers' most contentious technological advancement: rippertech!

With Reason of 4+, your hero is sane and in full command of his or her faculties. But if a character's

Reason slips below 4, the hero becomes more detached and isolated, and less...*human* than friends and colleagues remember.

A character with Reason less than 4 suffers a -1 penalty to Charisma but gains a +1 bonus to Intimidation. If Reason drops to 0, the Charisma penalty increases to -2 and the Intimidation bonus becomes +2. Reason can never drop below 0.

Insanity

The lower a hero's Reason, the greater chance there is of the poor unfortunate sliding into insanity. *Rippers Resurrected* introduces an expanded **Fright Table** to reflect additional traumas the Rippers face in their crusade against the Cabal. Although shocks might make a hero twitchy or give her nightmares, only those who dabble too freely with rippertech risk becoming the very monsters which they hunt.

Add the monster's Fear modifier and the current Fright Level as positive modifiers to this roll.

Temporary Psychosis

If a hero suffers too great a shock, she may gain a Psychosis, a Major or Minor Hindrance as determined by the **Fright Table** result.

Roll a d6 for the Psychosis Hindrance (1-2: Delusional, 3-4: Habit, 5-6: Phobia) with the details determined by the situation, the GM, and the player. Characters with rippertech must also make a Spirit roll at -2, adding their current Reason. On a failure, the character instead suffers ripping psychosis (see below).

Ripping Psychosis

Ripping psychosis is a disease of the mind, the body, and the soul. Those who ignore Van Helsing's concerns about rippertech and rely on it too heavily risk a total mental, moral, and spiritual collapse.

A hero with rippertech who gains a Psychosis and fails the Spirit roll loses control. In combat, he always attacks the nearest potential target (friend or foe). When the combat ends or the next time any

Joker is dealt, the madness passes. The hero returns to normal, unable to remember what happened.

In a non-combat situation, the hero tears up his surroundings. Attempts to stop him are met with a violent reaction and combat begins (using the rules above). Otherwise, after 1d6 × 10 minutes the hero's initial madness subsides—usually.

A hero who succumbs to ripping psychosis at the Minor level gains the Mean Hindrance. If he already has the Mean Hindrance, he gains Bloodthirsty instead. If the ripping psychosis is Major, the character immediately gains the Bloodthirsty Hindrance. If he already has it, his heroic days are over. Regardless of current Reason, his psychosis is permanent and he becomes a villain under the GM's control. These Hindrances may be treated like any other Psychosis (see **Treatment**).

Example: *Jacob Krauss faces a monster with the Fear (-2) Ability. The Ripper has a few rippertech implants and so has Reason 1. His Spirit check is modified by the Fright Level penalty (-1) as well as the monster's Fear modifier. He rolls Spirit at -3 and fails, calling for a roll on the Fright Table. The same modifiers applied as a bonus are in place for this roll: Jacob rolls 20, for a result of 23! The hapless hero is headed for a Psychosis and since he has rippertech, he makes a Spirit roll at -1 (-2 and +1 for his Reason) to see if he*

succumbs to ripping psychosis. Since he started with 1 Reason and is not Bloodthirsty, he can't fall to villainy this time. His friends still stand well back!

Treatment

The mind is an amazing thing. With the proper care, it can recover from all but the most serious shocks. Unfortunately, care is hard to find in Victorian society where madness is shameful.

If a deranged hero undergoes therapy with a talented alienist (with the Alienist Edge), the doctor may roll Healing once per month to help the character recover. For each success and raise on the roll, the Ripper may regain one Reason, remove a Minor Psychosis, or reduce a Major Psychosis to Minor. On a failure, the month is spent recuperating but for no gain. The hero can take part in missions during therapy, but any failed Fear check restarts the month of treatment.

In any other mental institution, the results are more certain. At the end of each month the hero automatically gains +1 Reason, but the brutality of such facilities does nothing to remove Psychoses.

Whatever the institution, the character's Reason cannot be increased above the maximum score determined by Spirit, Edges, Hindrances, and implanted rippertech.

Fright Table

1d20	Effect
1-4	Adrenaline Surge: The hero's "fight" response takes over. He adds +2 to all Trait and damage rolls on his next action.
5-8	Shaken: The character is Shaken.
9-12	Panicked: The hero immediately moves her full Pace plus running die away from the source of the fright, and is Shaken.
13-16	Paralyzed: The hero is Shaken and cannot move on his next action.
17-18	Unhinged: The character is Shaken and loses one point of Reason. Treat as Breakdown if the hero is already at 0 Reason.
19-20	Traumatized: The character is Shaken and loses two points of Reason. Treat as Snapped! if the hero is already at 0 Reason.
21-22	Breakdown: The hero is Shaken, loses two points of Reason, and gains a Minor Psychosis.*
23+	Snapped!: The hero is Shaken, loses two points of Reason, and gains a Major Psychosis.*

* Note: A character with rippertech makes a Spirit roll at -2, with a bonus equal to their current Reason. On a failure, the character gains ripping psychosis instead of rolling for Temporary Psychosis. If the psychosis is Major and the hero began with a Reason of 0 (before any loss due to the Table result), the character becomes a nonplayer character villain under the GM's control on a failed roll.



STATUS

Status is of great importance in the Rippers world, with notions of propriety and good manners dictating behavior. It is important that people conduct themselves correctly, and woe betide any characters falling afoul of the rules of “appropriate” behavior. A hero’s Status reflects not only his position in Victorian society, but also the esteem in which he is held, his ability to affect those around him, and his approximate wealth. Your hero’s Status starts as 2 (Working Class), but can be affected by Edges and Hindrances as well as by his or her actions during the course of the game.

Note that Status is not a reflection of your hero’s standing within the Rippers. That is shown by your character’s Rank (Novice, Seasoned, and so on). Even the lowest-born individual can rise to a position of prominence within the organization, but that doesn’t mean he is ever going to be welcomed to the palace!

The Social Order

Your character’s Status reflects his or her current place in Victorian society and can be used to influence others. As a general rule of Victorian times, inferiors are not permitted to socialize with their betters. There are, however, certain notable exceptions able to fraternize with nearly all ranks of society—fantastically rich dilettantes,

heroic soldiers, intrepid explorers, royals, and world-famous inventors, to name but a few. Their fame transcends social barriers, garnering royal attentions as easily as preferential bargains from a lowly street hawker, or more important, exclusive invitations and privileged grants for endeavors. The most eminent persons of the era are explorers, inventors, and those who have demonstrated honor, valor, and initiative.

Status in Victorian society is crucial for determining how characters interact with people of different stations. In general, the “inferior” classes are expected to show a proper modicum of respect to their “betters,” and the upper classes expected to adopt a protective, almost patriarchal stance over the less fortunate, unwashed masses.

The very concept of status is based on a responsibility to aid those who have aided you in the past. A person’s status determines their influence and ability to call upon more powerful favors from those who owe them. All too often, status is used as a means of intimidation by the upper classes, and an excuse for surliness by lower classes. Some claim the very concept of civility is nearly dead.

Status in *Rippers* is rated in five levels, as shown in the **Status Table**. Every member of a given status level receives the listed salary at the end of each month of game time. These amounts replace those listed for the Rich and Filthy Rich Edges in *Savage Worlds*. Starting characters begin as Working Class, barring Edges or a Hindrance that

alters their Status. Being Rich increases Status by +1 level, and Filthy Rich increases it by another +1. Characters with the Noble Edge have their starting Status increased by +1 level. The Poverty Hindrance reduces Status by -1 level.

Status Table

A character may actually have Rich (or Filthy Rich) and Poverty, reflecting someone who has a lot of money, but spends it wastefully on dissolute pursuits (resulting in a lower Status level and halved wealth). A character's Status cannot drop lower than Underclass or rise higher than Elite.

Status	Monthly Salary	Max. Favor Cost
Underclass	£4	1
Working Class	£8	2
Middle Class	£15	3
Upper Class	£80	4
Elite	£200	5

Status Effects

People of different status levels in Victorian society do not interact as equals; the upper classes tend look down on the lower ones and the lower classes tend to resent and envy their "betters." Upper classes wield power over the lower ones. When using the Intimidation skill, a character gains a +1 bonus for each Status level he is higher than his target, or suffers a -1 penalty for each Status level he is lower.

On the other side, higher classes are more easily incensed by the mocking of their lessers, while the lower classes are unimpressed by the ridicule of those who have such an easy life. Characters gain +1 to Taunt rolls for each Status level they are lower than their target, or suffer a -1 penalty for each Status level they are higher than their target.

The downside of all this class separation is that no class talks freely or shares information with someone of another station. Any use of Streetwise or Persuasion suffers a -1 penalty for each level of Status difference between the characters.

Favor Costs Table

Gain money or equipment equal to 2s or less.	1
Gain the assistance of a single Militia Extra for one game session.	1
Gain money or equipment equal to 10s or less.	2
Gain the assistance of a 1d4+1 Militia Extras for one game session.	2
Gain the assistance of two Irregular Extras for one game session.	2
Gain money or equipment equal to £1, 10s or less.	3
Gain the assistance of a 2d4+2 Irregular Extras and one Constable, for one game session.	3
Gain the assistance of a Hired Gun for one game session.	3
Gain invitation to "open" social event or club (e.g. a ball or dinner party).	3
Gain money or equipment equal to £5 or less.	4
Gain the assistance of a 10 Soldier Extras and one Officer, for one game session.	4
Gain the assistance of a 2d4+2 Constables, or the aid of a Wild Card Hired Gun, for one game session.	4
Gain invitation to "closed" social gathering or club (e.g. a society event or members' club).	4
Gain a monthly stipend of £5 for six months.	5
Gain the assistance of 20 Soldier Extras and one Officer, for one game session.	5
Gain the assistance of 2d6+1 Constables, or 2d4+1 Wild Card Hired Guns, for one game session.	5
Gain invitation to "restricted" social event or club (e.g. royal party or cult gathering).	5

Favors

Favors are an important part of *Rippers*, representing the interplay between the classes and the benefits of rank and privilege. Rippers gain Favors by behaving heroically and protecting the innocent from the forces of darkness.

Consult the **Gaining Favors Table** below for examples of specific events that earn Favors for heroes. The GM has the final say on how many Favors a character earns for a particular act.

Gaining Favors Table

Favors	Event
+1–5	Complete an adventure. Number of Favors depends on the Status of those assisted, at the GM's discretion.
+1	Help someone avoid loss of Status due to scandal or misfortune.
+1–5	Save someone's life.

In general, helping someone gains a Ripper a number of Favors equivalent to the Status level of the person aided.

In other words, if a character helps an Underclass person, she gains one Favor. Do something for a Working Class person, gain two Favors, and so forth. Gain a prize for a country or save the life of an heir to the throne, for instance, and your hero may gain as many as five Favors from the Elite: a grateful queen, king, or other leader.

Spending Favors

Favors can be spent at any appropriate time (GM's discretion) to gain assistance, but a character's Status determines the maximum number of Favors that can be spent on any one form of aid. See the **Favor Costs Table** (page 33), for examples of what a Favor is worth.

Example: A member of the underclass and the elite both have three Favors to spend. The elite character can spend all three to gain money or equipment equal to £1 10s, but the underclass character can only spend each favor individually to gain 2s each, or 6s for all three.

Scandals

Sometimes the heroes get themselves in trouble, behave badly, or commit less-than-savory acts in the pursuit of the greater good. These sorts of scandals can cause huge headaches if they become

public knowledge, so characters might want to call in their hard-earned Favors to make such problems "disappear." Rippers may also decide to use their Favors to cover up particularly noticeable skirmishes with the Cabal, public displays of supernatural power, or evidence of the existence of monsters, as such occurrences frighten the general public and bolster the forces of evil. The **Scandals Table** lists the Favor costs for covering one's tracks in this way.

Scandals Table

Event	Cost
Making an unlikely, unproven, or false allegation	1
Divorce, arrest, or some other minor scandal	1
Minor public incident or disturbance involving monsters	1
Major public incident or disturbance involving monsters	2
Found armed at social events or in civilized urban environments	2
Convicted of a felonious act in a court of law	5
Wanted: Minor (Bounty of 1d4 × £10)	3
Wanted: Major (Bounty of 1d6 × £100)	4

A scoundrel who has no Favors to call in may, at the GM's discretion, lose a level of Status due to the controversy.

This is a major event, one that rarely (if ever) happens for scandals whose Favor Cost is two or less.

LODGES

Rippers operate in small teams acting quite independently of each other. The central meeting place for the teams in an area is the Ripper lodge: a secret place where Rippers gather to plan, conduct research, and experiment.

Lodges vary tremendously depending on the Rippers who use them, but certain features are common to all. The following information provides players with all they need to know about Ripper lodges.

Creating a Lodge

Eventually the Rippers probably decide it is time to form their own lodge. Before they can do that,

Lodge Table

Rank	Modifier	New Rooms	Max. Edges	Notes
1	0	Dining & Meeting Rooms	1	Mod adds to Social rolls
2	+1	Sleeping Quarters	2	Accommodates Rank ×4
3	+1	Library	3	Mod adds to Research rolls
4	+1	Ripper Lab	4	Mod adds to rippertech rolls
5	+2	Workshop	5	Mod adds to Repair rolls
6	+2	Garage	6	Mod equals number of vehicles
7	+2	Gymnasium	7	Enhanced physical skill improvement
8	+3	Surgery	8	Mod adds to Healing rolls
9	+3	Members' Lounge	9	Lodge receives Bennies
10	+3	Armory	10	+2 damage with Trademark Weapon
11	+4	Sanatorium	11	Allows Reason recovery rolls
12	+4	Training Room	12	Enhanced skill acquisition

they must all be of Seasoned Rank or higher. If this requirement is met, the Rippers can start looking for a suitable location.

All Ripper lodges start out as low-key affairs. As the Rippers gain in prowess and importance, so too their lodge becomes more elaborate and well-equipped. The quality and facilities available at a Ripper lodge are determined by the lodge's Rank. Lodges are ranked from Rank 1 (a starting lodge) to Rank 12 (a world-renowned facility held in high esteem by Rippers seeking insight, knowledge, and training).

The Rippers should appoint one of the team to keep track of their lodge and its facilities as the campaign goes on. There isn't a lot of information to track, but you can fill out a lodge sheet (available at www.peginc.com) to keep the lodge's details in one place.

The lodge's Rank dictates the types of facilities at the lodge as well as their quality. See the **Lodge Table** above for details about which rooms are available at which rank.

At each Rank a lodge has a modifier, which is added to various rolls depending on a facility's function. As the lodge is upgraded, the modifier increases reflecting a gradual improvement of the lodge's facilities (see the **Lodge Table**).

Upgrading a Lodge

Lodges are upgraded at the end of a session. When a player earns an Advance, she also earns

a Lodge Point which can be pooled with other players' points. Lodge Points can be spent to:

- **Increase the lodge Rank:** Increasing the Rank costs a number of Lodge Points equal to the next Rank (e.g., to increase from Rank 2 to Rank 3 costs three Lodge Points).
- **Buy a lodge Edge:** Edges cost two Lodge Points. A lodge's maximum number of Edges is equal to its Rank as shown on the **Lodge Table**.

A lodge may only upgrade once per session, either gaining one Edge or increasing Rank by one.

Facilities

As the Rippers' lodge advances, new facilities become available. Each Rank automatically gains the new facility associated with that Rank, which is added to those gained at previous Ranks. Each facility grants a special effect or bonus to the members of the lodge.

Dining Room (Rank 1)

In lodges designed for permanent occupation, Rippers need somewhere to store, cook, and eat food. Depending on the lodge's Rank, the kitchen may be a small stove and ice box or something rivaling a five-star restaurant, complete with chandeliers in the dining room, waiters, and a gourmet chef of impeccable training in the lavishly stocked kitchens.

Meeting Room (Rank 1)

The meeting room is somewhere the team can gather to discuss plans. Starter meeting rooms have a chalkboard with a map of the city and (maybe) a few chairs. A state-of-the-art room has telegraph links to other major lodges to give an up-to-the minute view of the city, country, or beyond.

The meeting room is the heart of the lodge's operations and contains the lodge's communication and monitoring equipment. The lodge's Rank determines the capabilities of these systems. An average system may allow for monitoring of telegraph communications within a single city, whereas a state-of-the-art system includes numerous operators to permit rapid communication by telephone with lodges around the globe.

The lodge's Modifier is used as a bonus to social interactions when the Rippers are conducting business in the lodge.

Sleeping Quarters (Rank 2)

Rippers need their rest. Sleeping quarters may be a camping bed in a communal room with shared lavatory facilities up to personal bedrooms with four-poster beds and en suite bathrooms.

A lodge can comfortably accomodate up to four times its Rank in visitors.

Library (Rank 3)

Among a lodge's most important facilities is the library. Good information can be essential to finding the lair of a monster or discovering a clue to lost mystery. The higher its Modifier, the broader the range and more extensive the collection of books the library boasts. Rippers often travel hundreds of miles to visit lodges with great libraries and aid them in their research.

A library contains a sizeable store of books and perhaps even rare manuscripts. It grants a bonus to Investigation rolls equal to the lodge's Modifier found on the **Lodge Table**.

Ripper Lab (Rank 4)

Until a lodge adds a Ripper lab, no extracts or implants can be created there and Rippers must travel to other, better-equipped lodges to make use of rippertech.

Depending on the lodge's Rank, the lab could be something quite rudimentary (resembling little more than a butchers' slab), or it could be fully equipped and well furnished with tools and parts.

The lodge's Modifier is added to all Knowledge (Rippertech) rolls made by Rippers using the lodge's Ripper Lab.

Workshop (Rank 5)

The Rippers undertake all manner of design and construction projects, making new gadgets, repairing their equipment, and conducting experiments. These all require facilities and tools.

A well-equipped lodge containing a workshop allows the heroes to use the lodge's Modifier on Repair rolls to create or repair devices, modify equipment, or any other related roll (as determined by the GM). Note that vehicles do not benefit from the workshop. Rippers need to build a garage to improve their rolls for vehicular repairs.

Garage (Rank 6)

The lodge is equipped with a garage and repair shop. This facility can house a number of vehicles equal to the lodge's Modifier away from prying eyes, as well as any tools needed to keep them maintained. Repair rolls to the vehicles use the lodge's Modifier.



This room also covers stables for horses, along with their tack and feed. Four horses count as a single "vehicle" for determining how many can be cared for. The garage's use can be split if desired, so a lodge with a +3 Modifier could hold one vehicle and have stables for eight horses.

Gymnasium (Rank 7)

Rippers are called upon to fight monsters of great strength so their physical fitness is of vital importance.

Rippers training at a lodge equipped with a gymnasium who use an Advance to increase skills (not to buy new skills) linked to Agility or Strength may treat those attributes as one die type higher for the purposes of increasing their skills.

Surgery (Rank 8)

A medical center provides a place where injured heroes can recuperate away from public attention. In addition to the general *Savage Worlds* modifiers for the era and level of care, the medical center adds the lodge's Modifier to all Healing rolls and Vigor rolls for Natural Healing in the lodge.

Members' Lounge (Rank 9)

In addition to the meeting room, which acts as a headquarters, some larger lodges also have a well-appointed area for their members to relax. More extravagant lodges might boast leather settees, a full bar, and billiard tables.

At the start of each session, the lodge receives its own pool of Bennies equal to one for each player. These Bennies may be used for any roll made using the lodge's Modifier, but all the players must agree to the use.

Armory (Rank 10)

The lodge is equipped with full-fledged custom weapon-making facilities, allowing the Rippers there to forge blades or fabricate modern firearms and ammunition.

Any Ripper member of the lodge with the Trademark Weapon or Improved Trademark Weapon Edge is able to custom build their chosen weapon, gaining a +2 bonus to damage.

Sanatorium (Rank 11)

A place of safety and solitude for a Ripper with a troubled mind, the sanatorium counts as an institution suitable for recovering Reason (see page 30).

If a Ripper with the Alienist Edge is at a lodge with a Sanatorium, the lodge's Modifier can be used on the monthly roll to restore Reason.

Training Room (Rank 12)

Rippers need to learn new and varied skills to fight the creatures of the night. To ensure they have the knowledge they need when the time is right, training facilities are vital.

When a Ripper at a lodge with a Training Room uses an Advance to buy new skills, the new skill starts at d6 instead of d4.

Lodge Edges

In addition to dedicated facilities, players can equip their lodge with more general upgrades, collectively called Lodge Edges. Unless otherwise noted, a Lodge Edge can only be chosen once.

Chapel

Many lodges include a dedicated room for contemplation or meditation: a haven from the struggle and danger that Rippers face. Such places are typically termed chapels, and provide Rippers with a place of solitude and peace.

A lodge with a chapel can also produce holy water, provided the lodge has a Modifier of +1 or greater.

Concealed

The lodge is camouflaged to look like a regular building, be it a school, shop, warehouse, or other mundane building. The facilities, vehicles, and all associated monster-hunting equipment are hidden by rotating desks, revolving paintings, and so on, as befits the structure.

Lodges with this edge can withstand a cursory examination and, unless the place is being inspected by someone who knows what they're looking for or is suspicious for some reason, most people assume the building is what it purports to be.

If the team wants the actual building to be hidden, they'll need to buy the Hidden Edge (see page 38).

Defenses

Can be chosen more than once.

Ripper lodges can be equipped with defenses to protect against unwanted intrusion. These defenses are actually powers the lodge has access to in case of attack. The Rippers must choose what Trappings each uses when they install the defenses.

These could range from repeating cannons (for the *blast* power), to traps or cages (for *entangle*), to a holy blessing (causing *fear* in Cabal attackers).

If the lodge has the Secure Access Edge, defenses are automatically triggered when the lodge is attacked. Otherwise, the Rippers must be present to activate their defenses. If a skill die is required for the power, the lodge uses d6 and applies its Modifier.

This Edge can be chosen more than once. Each time the Rippers must choose a power. Each power may be used once per round, so, for example, a Rank 9 lodge with two Defenses (*blast*) would be able to use *blast* twice per round using d6 modified by +3 to each roll.

Commonly available powers are: *Barrier*, *blast*, *bolt*, *entangle*, *fear*, and *stun*. Other powers may be allowed if the GM permits it and the Rippers can concoct a plausible Trapping for the defenses.

Dissecting Room

Requirements: Ripper Lab

A lodge equipped with a dissecting room is dedicated to serious research into the supernatural enemies the Rippers face. An average room is equipped with a table for examining subjects with some simple storage facilities. A state-of-the-art room boasts several tables along with ceiling-to-floor shelves holding countless samples, tomes, and tracts concerning the subject of monstrous anatomy.

The lodge's Modifier can be used as a bonus to any attempts to research new rippertech.

Escape Tunnel

The lodge has a built-in, hidden escape tunnel that can be used for a quick getaway should the heroes be overrun by the Cabal or other intruders. The tunnel is relatively small, so escapers can only leave single file. The tunnel emerges a mile or so away, allowing the team to make good its escape.

Faithful Following

Can be chosen more than once.

A well-funded and active lodge can boast a sizable membership, willing to answer a fellow Ripper's call for aid.

Once per session, the team can call upon two Ripper Extras to aid them in their mission (use stats for an Irregular from the *Rippers Game Master's Guide* with two points of rippertech). This Edge can be chosen more than once, gaining two additional Extras each time.

Guards

Can be chosen more than once.

This Edge provides two guards to protect the lodge. The Edge can be taken more than once (each Edge providing two guards), but the lodge cannot have more guards than its Rank.

Each guard is treated as an experienced soldier (see the *Rippers Game Master's Guide* for stats).

Hidden

The headquarters is well-hidden, either underground, underwater, or obfuscated in some way. All attempts to track, scry, detect, or otherwise find a character in the lodge suffer a -4 modifier to relevant die rolls.

A lodge may still be located underground, in a volcano, or similar locale and not have this Edge. Such lodges, while remote and hard to reach, have no special method of camouflage, and enemies searching for the place have no additional difficulties looking for it.

Irregulars

The Rippers have befriended and recruited locals in the area to act as their eyes and ears. These "irregular" Rippers probably do not know the truth behind the organization's activities, but remain loyal agents for their Ripper friends and for the lodge in gathering information and protecting its secrets.

Once per session, the Rippers can call on their irregulars to provide some clue or other information the GM decides is reasonable for them to glean.

Medical Center

Access to a well-equipped medical facility can mean the difference between life and death for Rippers in the field. This Edge allows healing rolls to be made after the golden hour, extending that time to one day. Injuries can be treated within that time as if they had been attended to within the golden hour, provided the heroes reach the lodge.

Mysterious Benefactor

Can be chosen more than once.

Each time this Edge is taken, the Rippers find a wealthy individual to subsidize the lodge's development and maintenance. The GM and players should develop some background for this individual, as he or she becomes intimately tied to the Rippers' activities.

Ripper incomes for heroes from this lodge are increased by £10 per month.

Mystical Location

The Rippers discover the lodge is built over powerful ley lines, an ancient burial ground, or some other source of mystical energies that are triggered when the Rippers choose this Edge, infusing the building with a strange and supernatural power.

Any member of the lodge with an Arcane Background gains +2 Power Points. In addition, arcane heroes recover an additional Power Point per hour while at the lodge.

Public Façade

A lodge with this Edge operates behind the scenes of a social business such as an inn, gentleman's club, or pub. The lodge Modifier applies to Streetwise rolls appropriate to the chosen business (GM's call). The public business also brings in some additional money, and each hero adds the lodge modifier to their monthly income.

Purpose Built

This Edge can only be chosen at Rank 1.

Many lodges are constructed inside pre-existing buildings, accommodating their needs to the shape and size of the structure. While this helps to mask the lodge's true purpose, sometimes compromises have to be made that limit the lodge's potential.

A purpose-built lodge, on the other hand, needs make no such compromises. It is constructed with its true role in mind, meaning the building is perfectly suited to its purpose.

A lodge with the Purpose Built Edge has its Modifier increased by +1.

Reliquary

Requirements: Chapel

A lodge with a reliquary becomes a repository of blessed artifacts discovered by the Rippers of the region (not just of this lodge). The GM should roll twice on the Relic Table in the *Rippers Game Master's Guide* to see what's there, or simply choose two relics.

The lodge becomes a place of pilgrimage if some extremely sacred item should be added to the collection. The lodge's Modifier is added to Investigation rolls by characters researching relics.

Renowned

The Rippers of this lodge have acquired some fame and renown among the ranks of the organization. Their newfound fame makes it easier for them to secure assistance when they need it.

When a member of a lodge with this Edge is requesting a favor from another Ripper, all Favor costs are reduced by 1, to a minimum of 1.

Secure Access

Only those people with the proper key, code, sacred amulet, or combination of items, gestures, and words may access the lodge. Anyone else attempting to get in sets off an alarm that alerts everyone who has proper access (via a signal in the sky, network of spies, sudden sound, or some other conspicuous alarm).

Secure Cells

Can be chosen more than once.

The addition of secure cells to the lodge's facilities allows the Rippers to contain any captives (including supernatural creatures) for future interrogation or experimentation. The cells have a base Toughness of 15, modified by the lodge's Modifier. Each time this Edge is chosen, the lodge adds two more cells.

Rippers can still choose to capture and imprison monsters without a secure facility, but the base Toughness of such rooms is reduced to 10 (with no Modifier).

Specialist Research

Requirements: Library

Can be chosen more than once.

Unlike a reference library, a specialist research room is dedicated to one core subject—such as arcana or chemistry. This is a Knowledge skill chosen when the room is purchased. Each time the Rippers take this Edge, choose a different Knowledge skill.

Using the library or lab grants a bonus to the chosen Knowledge's skill rolls equal to the lodge's Modifier.

World Leader

Requirements: Lodge Rank 12+

Can be chosen more than once.

This lodge is famed among other Rippers for one particular facility. Perhaps it has a world-famous collection of vampire texts, or the finest Ripper lab on earth.

Select one facility in the lodge to be its finest feature. The lodge gains +1 to its Modifier when Rippers are actively using that facility. A different facility must be chosen each time the Rippers take this Edge.

Example Lodges

The following examples provide an idea of how all this fits together to define a lodge. Rippers should keep track of their lodge, its features, and facilities on the lodge sheet (available as a free download at www.peginc.com). The GM has details of various important or notable Ripper lodges that Rippers can visit throughout the world in the *Rippers Game Master's Guide*.

The Vigilante Lodge

Rank: 1

Location: City slums

Modifier: 0

Facilities: Meeting & Dining Room

Edges: None

The vigilante's lodge is a lone hero's only sanctuary, where he takes refuge from unwanted attention. This small hideout is located in a run down part of the city, and each night the vigilante prowls the streets in search of the Cabal's agents.

This solitary Ripper has arranged for a newspaper to be left near the door daily, so he may keep abreast of current affairs, and the lodge has a few useful books for general research, but otherwise facilities are spartan. Since it has no accommodations and limited catering facilities, it can take only a lone occupant sleeping on the dusty couch, eating preserved food heated over a small portable stove.

When not hunting monsters in the shadowy streets, this brave individual is a regular at the local pub!

German Hunting Lodge

Rank: 3

Location: Black Forest clearing

Modifier: +1

Facilities: Meeting & Dining Room, Sleeping Quarters (sleeps 12), Library

Edges: Defenses (*entangle*): Hidden nets, Guards, Specialist Research (Werewolves)

Built in a clearing deep in the Black Forest, this lodge is the base of operations for a dedicated team of Wolfen Jaegers—grizzled hunters committed to tracking and eradicating werewolves from the remote regions of the earth. These experienced trackers and outdoorsmen tend to eschew rippertech (so have no need of a Ripper lab), favoring their own brute strength and powerful hunting rifles.

These Rippers are well-known as no-nonsense enemies of evil. They welcome other Rippers who are not afraid of a fight, but are suspicious of those who rely on magic, technology, or faith to get results.

The lodge is surrounded by a series of hidden net traps, which close when triggered and haul the victim high into the trees. Hans and Friedrich, two brothers too badly injured to hunt in the wilds, remain on guard in the lodge at all times.

Carpathian Mountain Outpost

Rank: 6

Location: High mountain peaks

Modifier: +2

Facilities: Meeting & Dining Room, Sleeping Quarters (sleeps 24), Library, Ripper Lab, Workshop, Garage

Edges: Escape Tunnel, Irregulars, Specialist Research (Angelic Magic)

This small remote station is located in high peaks of the Carpathian mountains and is home to a small team of vampire-hunting slayers. The lodge is out of the way and difficult to reach, with only a single twisting path clinging to the mountain's edge, but it has a lab dedicated to the study of forbidden Rosicrucian secrets. The garage holds a small hansom cab. Although the base currently only houses four Rippers, many more rooms are left prepared for future team members or visitors wishing to use the library.

The long, winding escape tunnel burrows deep into the rock, emerging some miles away in the cellar of a woodsman's cabin in the nearest village, where a few friendly locals keep alert for anyone asking too many questions.

Middle Eastern Stronghold

Rank: 8

Location: Submerged abandoned temple

Modifier: +3

Facilities: Meeting & Dining Room, Sleeping Quarters (sleeps 32), Library, Ripper Lab, Workshop, Garage, Gymnasium, Surgery

Edges: Concealed (sunken ruin), Defenses (*entangle*): Net launchers, Guards (4), Escape Tunnel, Secure Access, Security Cells (2)

This lair is disguised within a submerged Egyptian ruin on the Nile. The nets are activated if security alarms are tripped. The concealed garage contains a small river launch, allowing the Rippers to patrol the banks of the Nile in their area.

The lengths to which the Rippers have gone to hide their lodge, along with the fully equipped

medical facilities speak to the level of Cabal activity in the area, and the vigilance Rippers must maintain at all times.

The tunnel leads to a rocky outcropping in the shallows near shore. It is partially submerged and rigged with nets to trap enemies attempting to gain access to the lodge via the tunnel.

British Country Estate

Rank: 10

Location: Ancient country manor house

Modifier: +3

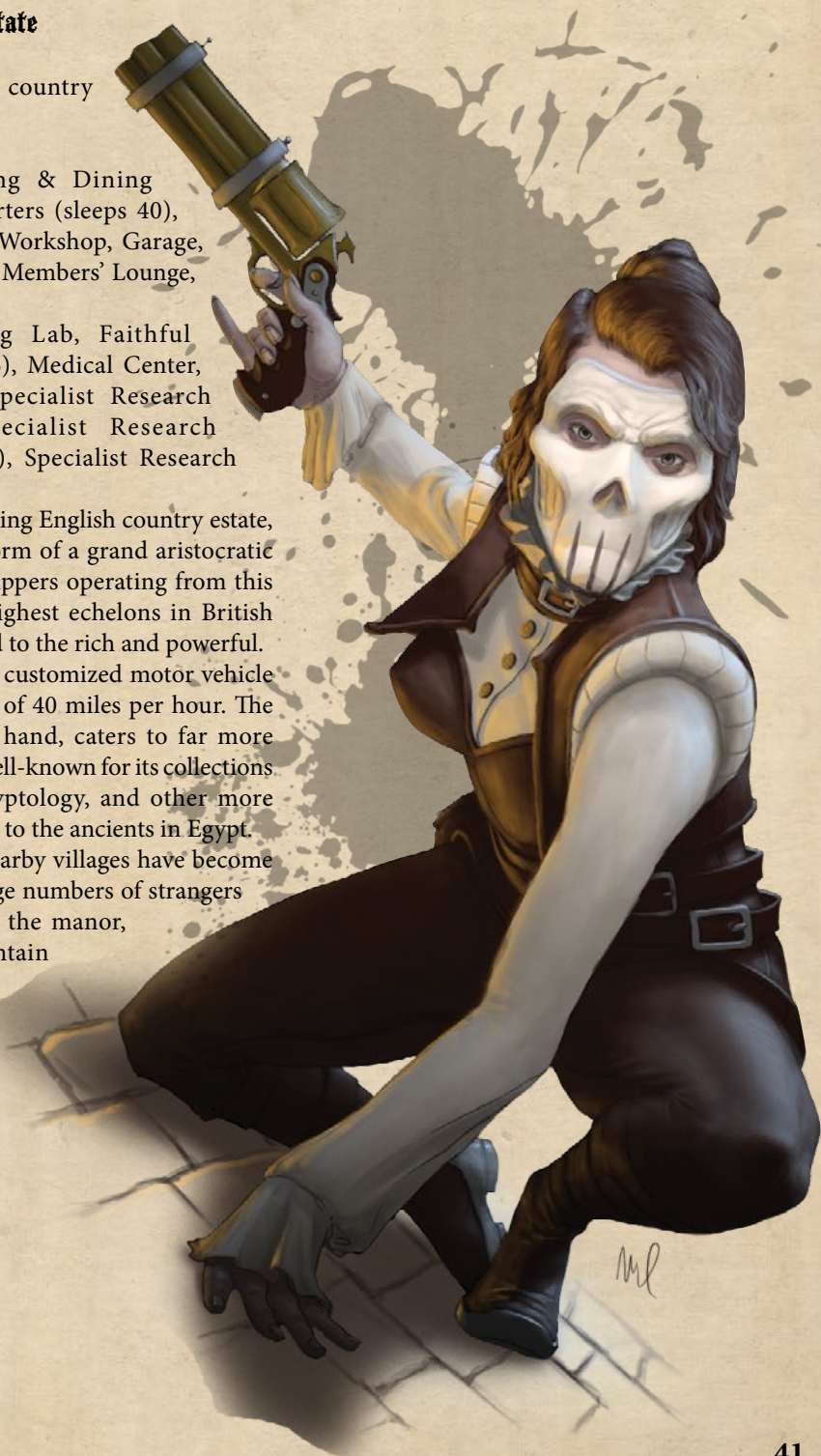
Facilities: Meeting & Dining Room, Sleeping Quarters (sleeps 40), Library, Ripper Lab, Workshop, Garage, Gymnasium, Surgery, Members' Lounge, Armory

Edges: Dissecting Lab, Faithful Following, Guards (6), Medical Center, Secure Cells (2), Specialist Research (Archaeology), Specialist Research (Egyptian Mummies), Specialist Research (Cryptography)

Located on a sprawling English country estate, this lodge takes the form of a grand aristocratic country home. The Rippers operating from this lodge are from the highest echelons in British society, well connected to the rich and powerful.

The garage boasts a customized motor vehicle that can reach speeds of 40 miles per hour. The library, on the other hand, caters to far more ancient tastes, being well-known for its collections on hieroglyphics, egyptology, and other more esoteric topics relating to the ancients in Egypt.

The locals in the nearby villages have become accustomed to the large numbers of strangers coming and going to the manor, but the Rippers maintain an active presence in patrolling the grounds, and a fully equipped armory ensures they are a match for any enemies who dare to get too close.



RIPPERTECH

From the organization's inception, the ability to tear supernatural power from the creatures of darkness and use it against them has been the Rippers' greatest asset and its biggest liability. Until recently, the subject of rippertech was the single most controversial topic within the organization, with attitudes to its acceptability and use divided clearly into two camps.

Van Helsing and many of the religious or spiritual members were resolutely opposed to the proliferation of rippertech. Van Helsing said he had seen too many valiant souls lost to the torment inherent in taking that which is monstrous into one's own body.

Many other Rippers viewed rippertech differently, though. They saw the power of a werewolf or vampire and knew they were no match for such supernatural ability. Rippertech, they argued, offered the opportunity to even the odds and take on the minions of the Cabal on level terms.

Eventually a compromise was reached and codified in the Vienna Accords. The new consensus was that magic—not rippertech itself—was the problem, and it was felt that banning its use made rippertech more stable and less dangerous.

Certainly many of the earlier side effects associated with rippertech implants have been overcome through additional research and refinement of the processes involved. As a result, a certain amount of rippertech is now considered standard among the organization. The rippertech enhancements below are such items, whose method of creation is well documented.

RIPPING

Before it can be used to create rippertech, the necessary biological material must be removed from the donor. Usually, the creature is one the Rippers have killed during a mission, but occasionally, the team may try to bring back a live specimen and "farm" it for multiple uses.

This is incredibly hard—most creatures are far from cooperative in this endeavor, and keeping a vampire or other supernatural creature restrained can prove more trouble than it's worth!

Ripping the necessary raw materials from a creature requires a successful Knowledge (Rippertech) roll after the creature has been defeated and subdued. Failure means no raw material is gathered and the tissues were too badly damaged in the attempt to try again. The Rippers need a new subject!

Success on the roll indicates that enough raw materials were taken to create a single piece of common rippertech (see the list of common enhancements beginning on page 45). A raise means the procedure yielded enough tissue for two common rippertech enhancements.

If the creature is still alive when being ripped, the attempt is made at -2 as the beast must be restrained, sedated, and monitored. Failure indicates the creature takes a wound from the attempt (killing all but Wild Card monsters). If the heroes are able somehow to transport the beast to a Ripper Lab for the procedure, the lodge's Modifier can be used on the roll to extract material.

The ripped tissue must be used the same day or it is ruined. Depending on what kind of creature the material was ripped from, the Ripper can choose various upgrades to create.

Rippertech Implants

Rippertech comes in the form of temporary extracts (see pages 46–47) and permanent implants, which require some type of medical procedure. These range from grafts or blood transfusions to major invasive surgery, replacing body parts and even internal organs! Given the rudimentary nature of Victorian anesthetic and surgical practices, such measures are incredibly risky.

In addition to the physical damage a procedure can inflict, a Ripper must also contend with the mental trauma of having foreign, monstrous tissue implanted into their body. Repeated exposure to such trauma can permanently damage a Ripper,

Rippertech Table

Roll	Effect	Implant Table Modifier
Critical Failure	Unsuccessful and material destroyed. Recipient takes two wounds.	-2
Failure	Unsuccessful and material destroyed.	-1
Success	Implant successful. Recipient suffers standard Reason loss for the implant.	+0
Each Raise	Implant successful. Recipient suffers -1 Reason loss (minimum 0).	+1 (max +4)

degrading their humanity and robbing them of their Reason.

Implanting Rippertech

Once a Ripper has acquired a Ripper Lab and the raw materials necessary to create an implant, a successful Knowledge (Rippertech) roll is needed to implant the material into another Ripper (a hero cannot implant rippertech into his or her own body!). The roll is modified by the enhancement's rippertech Modifier (the number in parentheses after its title, which also modifies the recipient's Reason if the implant succeeds), and the lodge modifier of the Ripper Lab used for the surgery.

Check the result of the roll on the **Rippertech Table**. The table indicates the outcome of the attempted implant and any modifier when determining consequences of the procedure.

Regardless of how successful the surgery was, the hero must roll on the **Implant Table** (see page 50) to determine any unexpected side effects. Most implants heal unnaturally fast, but if the Ripper does suffer wounds from the procedure or **Implant Table**, he is treated as if the Golden Hour already passed. That's the price of dabbling with this gruesome science.

Example: Henrietta Fane is having rippertech implanted. Her colleague rips sufficient raw materials from creatures for Retinal Grafts (-1), and makes a successful Knowledge (Rippertech) roll. With her new eyes, Henrietta can see in the dark.

She will take a Reason loss of -1 from the surgery, but first, she must make an unmodified roll on the **Implant Table** to determine any side effects which may affect the Reason loss.

Removing an Implant

Some characters may have second thoughts after getting a rippertech implant. They may want to reduce their chance of permanent ripping psychosis or they might simply want a different implant.

Removing an implant requires a Ripper Lab and a successful Knowledge (Rippertech) roll modified by the implant's rippertech modifier as usual. A success removes the implant, and the character regains any Reason lost from its implantation. On a failure, the patient must roll on the **Implant Table** again, and the rippertech is not removed.

Going Too Far

A character can never attempt to install a rippertech implant with a higher Reason cost than the patient's current Reason. If the patient would lose more Reason than he has due to a result on the **Implant Table**, she gains a Minor Psychosis (see page 30).

Rippers under the influence of multiple implants or extracts (or a mixture of the two) can gain immense powers. However, if two pieces of rippertech have the same effect, the recipient only benefits from the highest one (though he still suffers any Reason loss and effects from the **Implant Table** from all procedures).

What have I done? What foulness have I taken in? My skin crawls at the thought. Will I ever know a man's touch again? Who would kiss lips that hide the fangs of a such a terrible abomination?

Perhaps I shall use my new secret to get close to our enemies--and rip out their treacherous throats!

RESEARCHING NEW RIPPORTECH

Of course, the Rippers are never content with the array of rippertech implants at their disposal and are always looking for a new advantage in their struggle against evil. While the Accords have settled on some standard implants and dissuade Rippers from further expanding this list, the quest to devise new and better rippertech is the ongoing pursuit of many Ripper scholars and scientists.

Research

When a Ripper decides to create a pioneering piece of rippertech, the player must first determine what she is trying to achieve (use the common rippertech enhancements as a guide). If the GM approves the idea, he assigns a Reason penalty based on the description of the rippertech's intended effect and works out with the player the exact details of the creation. These may differ slightly from what the player originally intended, as working with supernatural tissue is never

predictable, and the GM has to make sure the invention is comparable to other rippertech.

To design something new, a scientist needs a library and a ripper lab. The better equipped both these facilities are—that is, the higher the lodge's modifier—the better the Ripper's chance of devising their new enhancement.

First begins the research phase. Any Ripper lodge with a library holds vital information to aid the scientist in her studies. The Ripper makes an Investigation roll applying both the lodge library's modifier and the Reason penalty for the rippertech. Failure means the character wastes 2d6 days in fruitless research and must begin again. Success means the ripper still spends 2d6 days but finds the information desired. With a raise, the research time is halved.

After successfully completing the research, the Ripper moves to the experimentation phase. The inventor makes a Knowledge (Rippertech) roll with the same modifiers and effects as above. Once successful, the character is ready to make the prototype.

Prototype

To create a prototype, the Ripper must collect the required raw materials from the donor creature. When she has everything she needs, she makes a Knowledge (Rippertech) roll and adds the modifier for the lodge she's using.

Regardless of the result of the roll, the attempt takes 1d6 days and costs £10. If the roll is failed, the time and money are wasted and the inventor must collect new replacement raw materials before trying again.

With success, the Ripper creates a prototype that works as determined earlier. If the character gets a raise on her roll, whenever she implants or creates an extract from the new rippertech, the Reason penalty is reduced by one (to a minimum of -1). Other Rippers who learn of the enhancement may come looking for treatment directly from the inventor!

Replication

With a successful prototype completed, the Ripper should give the enhancement a memorable name. The design belongs to the original creator who may share the information on how to create the rippertech with others or try to keep it secret.



RIPPERTECH

The rippertech listed here is considered "standard" by the organization, and most everyone with the Knowledge (Rippertech) skill knows how they are made (although they must still roll to create them, as described on page 42).

Implants made from specific creatures like a named vampire or specific villain may produce enhanced or different effects from those listed here, but must be researched and created individually using the rules for new rippertech.

Each piece of rippertech is described as such:

Name: In parentheses beside the name is the rippertech modifier, which reflects how dangerous an enhancement is to a Ripper's health and mental welfare. If the rippertech is limited to implant only, it's noted beside the modifier.

Donors: The types of creatures the raw materials must be obtained from. The Game Master has final say on what can be ripped from any given creature.

Location: The body part into which the rippertech is implanted. A Ripper can only have one piece of rippertech marked Unique in each location.

Benefits: The effects associated with successfully implanting the enhancement. Some rippertech causes Fear in those unfamiliar with such things.

Common Implants

Adrenal Acceleration (-2)

This potent implant is usually taken from the adrenal gland of creatures whose speed the Rippers want to emulate. It grants supernatural movement and swiftness. Adrenal Acceleration may be taken multiple times. As an extract, the effect can be doubled at a -2 penalty but no higher.

Donor: Any Fleet-Footed or fast supernatural creature.

Location: Body.

Benefits: The character's Pace is increased by +2 and his Running die is increased a die type.

Aethereal Form (-2)

This implant takes that part of a vampire's blood that causes it to cast no reflection and infuses it into the recipient's, which bestows a limited form of invisibility. As an extract, the hero may activate the power any time during the formula's duration (see Extracts) though Fatigue effects still apply.

Donor: Any vampire which casts no reflection.

Location: Blood.

Benefits: The hero can adopt her aethereal form: the *invisibility* power activated with Spirit (see *Savage Worlds*). If successful, the effect lasts for 2d6 rounds, but the character suffers a level of Fatigue at the end of the duration which can only be recovered after eight hours of sleep (or four in a coffin with a layer of the hero's home soil).

Ancient's Organs (-1)

One or more of the Ripper's internal organs is replaced with the dried, preserved organs of a mummy, leaving her supernaturally resistant to illness.

Donor: Any mummy.

Location: Body.

Benefits: The recipient gains a +2 bonus to resist diseases and poisons and recovers from sickness and disease four times faster than normal. If the disease or poison is lethal or otherwise permanent, the character has a 50% chance of surviving or ignoring the effect.

Blood of the Damned (-1)

With several pints of blood infused, the recipient's blood mixes with that of the demon to form a permanent implant.

Donor: Any demon.

Location: Blood.

Benefits: The recipient gains +4 Toughness against damage from fire or heat and +4 to Vigor rolls to resist their effects.

Carnivorous Maxillae (-1, Implant only)

Unique

This horrid implant gives the Ripper the ability to grow fangs!

Donor: Any supernatural creature with a bite attack.

Location: Head.

Benefits: The character can grow fangs (a free action) which do Str+d4 damage. He also gains an additional Fighting bite attack (with the normal multi-action penalty). The fangs can hurt any creature of its basic type, regardless of Invulnerability or Weakness. A werewolf can always bite another werewolf, for example.

Claws (-1, Implant Only)

Unique

This implant replaces the nails on both of the recipient's hands with large, oversized claws or fingernails something like that of a nosferatu. This is almost impossible to hide and causes most non-Rippers to flee the character's presence—some

PREPARING EXTRACTS

An alternative to surgery, extracts allow a limited measure of the powers afforded by rippertech. Most rippertech can be made into an extract, unless the description lists it as implanted only.

Using an extract is still taking a dangerous chance. A poorly prepared extract can be as lethal as an implant, and their temporary nature only allows for a short term advantage. Still, that short time may be the difference between life and death.

Preparing an extract is much like preparing an implant. Having gathered the raw materials, the Ripper prepares them into a potion, pill, salve, or powder that distills the essence of the donor's powers for later use. This must be done in a Ripper lab and is very wasteful; a monster may provide sufficient raw material for only one dose (unless the creator has the Arcane Chemist Edge). The creator makes her Knowledge (Rippertech) roll with a success creating the extract. Each raise reduces the Reason penalty to a minimum of 0, which comes into effect when the extract is used.

might even run in terror. This reduces Charisma by -4 for those who aren't accustomed to such things.

Donor: Any creature with a Str+d6 claw attack or higher. This is the highest bonus this implant can provide given a human's skeletal structure.

Location: Hands.

Benefits: The recipient's hands end in razor sharp talons that cause Str+d6 damage and add +1 to his Parry when using no other weapon.

Demon Hide (-1)

A demon's tough hide can be dissolved and injected under a Ripper's skin where it grows just beneath the surface. When damaged the demonic layer shows through. As an extract, the stinging ointment is smeared on part

of the character's exposed skin and the demonic armor quickly grows over their body.

Donor: Any demon.

Location: Body.

Benefits: The hide of a demon provides the recipient with +2 Armor which stacks with worn armor. If the character is wounded, part of the outer skin falls away revealing the demonic subderma. It can be hidden with a Stealth roll suffering a penalty equal to the wound level. The effect of an extract cannot be hidden.

Demon Horns (-1)

While these horns curve back along the character's skull, they are very hard to hide and very obvious when used. Otherwise, only custom-made headgear (costing £1) can mask them, or if the character has long hair, a successful Stealth roll hides the horns in a stylish coiffure. Still, long hair and some styles are inappropriate for certain occasions (GM's call), and nobody wears a hat all the time!

Donor: Any horned demon.

Location: Head.

Benefits: The recipient can make a Fighting attack using horns for Str+d4 damage with no multi-action or "offhand" penalty, and she is never considered unarmed.

Dreadful Liniment (-2, Extract only)

Some aspect of implanting monster parts into humans speeds up the healing process so the patient recovers supernaturally fast. The rippers eventually found a way to distill this ability into a salve which speeds up recovery from any wounds not just rippertech surgery. Rippers prefer not to use the salve unless necessary since it causes temporary nausea.

Donor: Any supernatural monster made of live flesh and blood (no constructs, undead, or ethereal beings, for example).



Location: The wounded area.

Benefits: The extract's effect is instantaneous. The user makes a Vigor roll and a success immediately heals one wound; a raise heals two. The sickening aspect of the liniment causes a level of Fatigue recovered after four hours. Fatigue from the liniment can result in Exhaustion but not Incapacitation. Dreadful Liniment can be used on a wound at any time (even after the first hour).

Fiend's Blood (-2)

This seething mixture has dramatic effects. The implant heats up the recipient's blood, making her feel to others as if under a fever. The patient's mood is altered by this procedure, making her more passionate and prone to action.

Donor: Any demon.

Location: Blood.

Benefits: The recipient gets one extra non-movement action and incurs no multi-action penalty for it, but gains the Quirk (Passionate and Impulsive).

Gills (-1)

This enhancement is implanted along both sides of the recipient's neck and remains hidden until she submerges. The extract is a slimy fishy brew which adapts the character's lungs to draw oxygen from the water for a short period.

Donor: Any supernatural aquatic creature with gills.

Location: Neck.

Benefits: Gills grant the recipient the Aquatic ability. If the character does not have Swimming, he gains a d4 in the skill, otherwise Swimming increases one die type. The hero cannot drown, and moves underwater at a Pace equal to his Swimming skill.

Grave Brew (-1, Extract only)

This noxious grainy brew is created from the parts of the undead that Rippers can do nothing else with. Drinking the nasty concoction applies an additional -2 to the Vigor check (see **Using Extracts**). If failed, the recipient throws up and the brew is wasted. Keeping it down deadens the character's feelings slightly, granting increased control over fear and other raw emotions.

Location: Ingested.

Donor: Any undead.

Benefits: The recipient gains +2 to all Spirit rolls.

USING EXTRACTS

When using an extract, the recipient imbibes, ingests, applies, or inhales the extract to gain its effect and makes a Vigor roll modified by the extract's Reason penalty. When a Ripper creates an extract, write it down on the recipient's character sheet and note the Reason penalty based on the creator's rippertech roll.

Readying an extract is an action, but using it is a free action with the character making her Vigor roll. Failure means the extract is inert and has no effect other than to cost the hero his action. If the result on the Vigor die is a 1 (regardless of the Wild Die), the potion causes a violent reaction resulting in the loss of one point of Reason. Success indicates the extract works as expected and the recipient gains the benefits associated with the rippertech. Unless the extract has an instant effect noted in its description, it lasts for 10 minutes outside of combat, but much less in the adrenaline-fueled conditions of a fight. In combat, extracts last for 2d6 rounds. If the user gets a raise on her Vigor roll, the duration doubles.

Extracts rarely mix well. For each active extract, the character suffers -1 to her Vigor roll when using another. If the roll is failed, the extracts counter each other and all benefits cease immediately.

Gruesome Black Humors (-1)

Dark, viscous fluid from one of Frankenstein's monsters or an undead is injected into the recipient's internal organs. The fluid bestows some of its supernatural resistance to damage upon those organs.

Donor: Any undead.

Location: Body.

Benefits: The recipient takes no additional damage from Called Shots.

Hag's Heart (-2)

Unique

Implanting a witch's heart causes an immediate surge of magical energy. As an extract, the surge is temporary (the Power Points gained cannot be restored once used).



Donor: Any evil spellcaster.

Location: Heart.

Benefits: The implanted heart of a witch gives a character with Arcane Background (Magic) an extra 10 Power Points.

Hardened Hands (-1)

Unique

This enhancement strengthens and toughens the recipient's hands making them effective weapons able to punch through lighter materials. While not as deadly as Claws, the effect is nearly unnoticeable (the hands appear a bit large on the person) and usable both night and day. The extract is a fine white powder rubbed on the hands.

Donor: Any construct.

Location: Hands.

Benefits: The recipient's unarmed attacks with fists do Str+d4, AP 2 damage, and the character is never considered unarmed.

Hecate's Tears (-1)

Unique

The raw materials for this extract—witch tear ducts—are incredibly hard to collect. The implant itself is relatively straightforward once the raw materials have been acquired.

Donor: Any evil spellcaster.

Location: Eyes.

Benefits: Salty witch's tears grant the recipient the ability to inflict the "evil eye" on foes. As an action, the character can make an opposed Spirit roll against a target within 12". On a success, the target is Shaken and on a raise, the target also suffers a level of Fatigue for 1d6 hours.

Hellish Heart (-3, Implant only)

Unique

Few Rippers are prepared to take a demon's heart and implant it into their bodies. For those who do, the results are nothing less than astounding; though they do find themselves more susceptible to losing control to their baser emotions.

Donor: Any demon with a fire or fire-based attack.

Location: Heart.

Benefits: A character with hellfire heart makes a natural healing roll once per hour, but also suffers an additional -1 penalty to the Spirit roll to avoid ripping psychosis.

Hellfire Synapses (-2)

If even a small portion of the demon's brain is implanted, it quickly begins to speed up the rate at which the host's brain can process information. Hellfire Synapses may be taken multiple times. As

an extract, the effect can be doubled at a -4 penalty but no higher.

Donor: Any demon.

Location: Brain.

Benefits: Each time this implant is chosen, the Ripper's Smarts increases a die type.

Internal Fascia (-2, Implant only)

The tough membrane around a demon's internal organs can, with care, be grafted into a Ripper. At the recipient's mental command, the internal layer creates three foot long tentacles which whip out to strike everything around him. After the attack, the tentacles are absorbed back into his body.

Donor: Any demon.

Location: Body.

Benefits: As an action, tentacles burst out from the hero's torso, tearing through any clothes or armor. All adjacent characters (friend or foe) must make an Agility roll at -2 or take 2d6 damage. When revealed, the character causes Fear in those unfamiliar with the supernatural.

Limbic Lacing (-2)

The limbic system governs instinctive reactions. Rippers choosing to take this implant undergo a lengthy procedure of full-body lacing to heighten their instincts. Limbic Lacing may be taken multiple times. As an extract, the effect can be doubled at a -4 penalty but no higher.

Donor: Any supernaturally fast creature or those with heightened awareness, including those with Edges or Special Abilities such as Alert, Quick, or Level Headed.

Location: Body.

Benefits: The character receives an extra Action Card in combat. This stacks with Level Headed and Improved Level Headed.

Lymph Graft (-1, Implant only)

Vampiric lymph nodes provide complete immunity to aging when implanted and are a highly sought-after rippertech enhancement. Implantation is fairly simple but harvesting the material is extremely delicate and inflicts a -4 modifier to the Knowledge (Rippertech) roll. Additionally, the vampire must be "alive" when the material is removed, applying the usual -2 modifier as well (-6 total).

Donor: Any vampire.

Location: Body.

Benefits: The character no longer ages and is immune to effects based on aging. Unless killed by

accident, disease, poison, or violence, the recipient is immortal!

Mesmeric Eyes (-2, Implant only)

Unique

This powerful implant requires the direct replacement of both of the recipient's eyeballs. Needless to say, this is a delicate procedure with disastrous consequences if the surgeon gets it wrong.

Donor: Any vampire.

Location: Eyes.

Benefits: The recipient can use the *puppet* power on any target within 12" she can see. The controller uses her Spirit die in the opposed roll against the target. The ripper suffers -1 to any other actions while the power is active and can only move at half Pace. If she is Shaken and the player does not immediately spend a Benny to negate it, the power drops automatically. It also drops if the character ever loses line of sight with the target. After any successful use, the controller suffers a level of Fatigue at the end of the duration which can only be recovered after eight hours of sleep (or four hours in a coffin with a layer of the hero's home soil).

Monstrous Ferocity (-2)

The recipient of this delicate implant has a portion of the creature's brain or nervous system grafted onto her own brain. Identifying the correct section is half the battle, but the effects are marked. When roused, he displays a vicious prowess in combat. Monstrous Ferocity may be taken multiple times but only once for each Edge. As an extract, the specific Edge is chosen at the time of creation.

Donor: Any creature with a similar Edge or Special Ability, or any one of Frankenstein's Monsters (whose brains have a variety of information hidden inside them).

Location: Brain.

Benefits: The character may take a Combat Edge, ignoring all requirements except those of other Edges. The Edge benefits do not stack with the same Edge if the character already has it.

Morphable Visage (-3)

The muscles, bones, and vocal cords in the character's face and throat are laced with material from a creature capable of altering its shape, allowing her to assume other visages.

Donor: Any flesh and blood shape changer. Spellcasters with the *shape change* spell do not

Implant Table

1d20	Effect
0 or less	Ripping Psychosis: Unrelenting, unending horror sets the character's mind adrift from his body. The hero leaps from the operating table shrieking and yelling, tears up the lab, and escapes. The character becomes a nonplayer character under the GM's control.
1-2	Disaster Strikes: The character suffers one point of permanent Reason loss. She suffers this loss whether or not the implant was successful and regardless of any raises rolled to install it.
3-4	Scarred: Whether the result of clumsy surgical skills, or mental trauma, the scars of the procedure leave a mark on the hero, making him less appealing to others. He suffers -1 Charisma.
5-6	Bungled: The surgery went dangerously awry, resulting in some severe temporary physical damage. Roll on the Injury Table in the <i>Savage Worlds</i> rulebook. The injury lasts two weeks or until healed with <i>greater healing</i> .
7-8	Traumatized: The character's mind becomes temporarily detached from reality. She loses one point of Reason (which may be recovered with treatment).
9-10	Botched: The surgery went somewhat awry, resulting in some temporary physical damage. The character comes out the process with one wound and after the Golden Hour has past.
11-12	Phew!: Nothing unexpected happened while the character was sedated. She suffers no additional effects from the procedure.
13-14	Textbook Procedure: The operation went smoothly and if successful, reduces the Reason loss from this implant by one point (to a minimum of 0). If the operation was not successful, treat this result as Phew! above.
15-16	Seamless: If the procedure was successful, the implant is perfectly integrated with the character's body reducing Reason loss by one point (to a minimum of 0). Additionally, if the implant was Unique, it is treated as though it were not (so the character may take another Unique implant for the same location). If the operation was not successful, treat this result as Phew!, above.
17-18	Animal Magnetism: If the operation was successful, the character gains an affinity with others who share similar traits. The character gains a +2 bonus to Notice and Tracking to detect the presence of any creature of the type listed as a donor for this rippertech. The Reason loss is also reduced by one point (to a minimum of 0). If the operation was not successful, treat this result as Phew!, above.
19-20	Perfect Specimen: The procedure is efficiently conducted and the hero's body reacts well to the implant. Whether the operation is successful or not, there are enough raw materials to perform a second procedure (treat Perfect Specimen results on this second operation as Textbook Procedure). If the procedure is successful, the character suffers no Reason loss for the implantation! If the operation was not successful, treat this result as Phew!, above.
21+	It's a Miracle!: Somehow the procedure was so successful it actually improved the character's state of mind. The hero either regains one point of temporary Reason loss, removed a Minor Psychosis, or reduces a Major Psychosis to Minor. Otherwise, treat as Perfect Specimen , above.

usually count for this modification unless the magic is somehow inherent to their person.

Location: Head.

Benefits: The Ripper can alter his facial features with a thought. Each change takes 2d6 rounds and requires a Smarts roll. On a failure, the character reverts to their original appearance. He may raise or lower her Charisma by one point on a success or two with a raise. It requires a Notice roll at -4 to detect his true identity but only if the observer is familiar with her. The implant may be used to duplicate a specific person's face and speech (assuming they're of the same relative size) if a picture and voice sample exists. Someone familiar with the target gets a Notice roll at -2 to detect something is off unless the character is almost the exact same body size as the target (GM's call) in which case the penalty is -4.

Muscle Weaving (-2)

Few Rippers favor brute strength over other qualities, but many monsters do. This painful surgery weaves muscle tissue from such powerful creatures into that of the recipient. The result is a greatly developed physique, with immense strength to match. Muscle Weaving may be taken multiple times. As an extract, the effect can be doubled at a -4 penalty but no higher.

Donor: Any creature with Strength d10+.

Location: Body.

Benefits: Each time this implant is chosen, the Ripper's Strength is increased a die type.

Pelt Pate (-2)

Unique

Werewolf fur is grafted onto a human's head replacing the hair. The character's appearance is somewhat eccentric with longer hair than most men and shorter than most women, but not noticeably inhuman. The pelt can also be rendered into a disgusting hair-filled slime as an extract.

Donor: Any werewolf.

Location: Head.

Benefits: The recipient gains the ability to assume the form of a wolf as per the *shape change* power except the character's weapons and personal effects do not transform with him. It takes an action to transform but requires no roll. Other types of lycanthropes may be ripped as well, allowing the wearer to transform into the corresponding creature.

Pharaoh's Scales (-2)

The shriveled skin of a mummy is grafted onto the recipient. Unless the character uses a daily moisturizer (cost £1 for a week's supply), her skin develops dry, flaking patches (-1 Charisma) until reapplied. As an extract, the desiccated skin is dissolved in acid in a corked phial, allowing the noxious fumes to be inhaled.

Donor: Any mummy.

Location: Body.

Benefits: The recipient gains the Arcane Resistance Edge.

Pheromones (-1)

The glands of some creatures can be implanted for a permanent effect or squeezed to extract an oily secretion which the recipient can smother over himself.

Donor: Any animal hybrid or werewolf.

Location: Body.

Benefits: Recipient gains +2 Charisma.

Preternatural Reflexes (-2)

This implant consists of spinal fluid tapped from a monster then injected between the recipient's vertebrae. The result is heightened coordination and balance. Preternatural Reflexes may be taken multiple times. As an extract, the effect can be doubled at a -4 penalty but no higher.

Donor: Any creature with Agility d10+.

Location: Body.

Benefits: Each time this implant is chosen, the Ripper's Agility and maximum Agility increases a die type.

Retinal Graft (-1)

With so many of their "activities" taking place after dark, this is a much-favored implant among Rippers. The extract reduces the donor's eyes to a milky sludge and is quite unpalatable, though effective for short periods.

Donor: Any creature with infravision, low-light vision, or similar abilities.

Location: Eyes

Benefits: Recipient can see in the dark (ignoring Darkness penalties due to lighting). In normal lighting, the character suffers a -1 penalty to Notice and Ranged attacks unless she wears sunglasses or a wide-brimmed hat.

Retractable Claws (-1, Implant only)

Perhaps the quintessential modification made among those Rippers who fight with their hands is to install the claws of some terrible foe.

Donor: Any supernatural creature with a claw attack.

Location: Hands.

Benefits: The character can spout claws from his hands that cause Str +d4 damage. The claws can hurt any creature of the basic type it was taken from regardless of Invulnerability or Weakness. A concubine can rend her vampiric master should she break free of his enthrallment, for example.

Sinner's Spine (-2)

Dr. Jekyll found a way to implant a zombie's spine into his patients: a secret the Rippers learned by catching the unfortunates on whom he experimented. The extract is a sticky ochre paste rubbed into the nape of the neck.

Donor: Any undead

Location: Body.

Benefits: The recipient gains +2 on rolls to recover from being Shaken.

Skeletal Reinforcement (-2)

This implant involves taking plugs of the donor's bones and grafting them into the recipient's in a painful surgery. If the implant takes, the recipient's skeleton structure is greatly strengthened. Skeletal Reinforcement may be taken multiple times. The extract has a chalky taste and as a side effect cures indigestion. As an extract, the effect can be doubled at a -4 penalty but no higher.

Donor: Any creature with Vigor d10+.

Location: Body.

Benefits: Each time this implant is chosen, the Ripper's Vigor and maximum Vigor increases a die type.

The Eternal Mind (-3)

Unique

Pieces of vampire brain can be grafted into the recipient, granting him the wisdom of the ages and insights beyond his experience. The extract is a gray black pill the character must chew and swallow. Despite the color, the user's saliva takes on the hue and consistency of blood for the duration.



Donor: Any vampire.

Location: Brain.

Benefits: The recipient ignores the -2 penalty for all unskilled rolls and gains a +2 bonus to Common Knowledge rolls.

Vampiric Membranes (-2, Implant only)

These thick stretchy membranes are grafted between the recipient's elbows and waist. At the recipient's mental command, the membranes burst out between his outstretched arms, forming rudimentary wings. The force of deploying the membranes is sufficient to tear through any clothing the recipient is wearing. This can be a life-saving, if socially awkward, implant.

Donor: Any vampire.

Location: Body.

Benefits: The recipient can glide at up to 2×Pace. Every 4" of horizontal movement requires dropping 1" in height, and the character must move a minimum of 4" each round. The glider cannot gain altitude with the membranes, only slow his fall and control the direction and landing (Climb is -2). Deploying the membranes is a free action.

Will of the Hag (-3)

The brain of a witch is a wizened, shriveled mass of spite, but a portion of it can be grafted into a healthy Ripper mind to bestow a portion of the hag's power. The recipient is able to summon and control a swarm of small creatures.

Donor: Any evil spellcaster.

Location: Brain.

Benefits: The recipient can summon a swarm of small creatures as an action with a successful Spirit roll. On a success, the swarm is the size of a Small Burst Template or the normal Medium Burst Template with a raise. The swarm consists of whatever is appropriate to the region (snakes or scorpions in the desert, rats or cockroaches in the city, and bats or spiders in the country, for instance), but is under the control of the recipient until wounded or dispelled.

The swarm automatically attacks anything within its area except the summoner. The swarm is under the character's control, though switching targets or splitting a Medium swarm into two Small swarms count as actions.

If the controller is Incapacitated the swarm disperses instantly and scatters. See the *Savage Worlds* rules for the stats of the swarm.

Witch's Bile (-2, Implant only)

This vile substance is created by implanting the gall bladder of a witch into the recipient. A Ripper who undergoes such a procedure gets random glimpses of the future in tense situations but also suffers unpleasant gastronomic upset from eating cooked meat (raw meat causes no such problems).

Donor: Any spellcaster.

Location: Body.

Benefits: The recipient gains the Tactician Edge but using Spirit instead of Knowledge (Battle). Outside of combat, this implant grants infrequent visions of the future—the occurrence and content of which are determined by the GM. Any time the character eats cooked meat, she must succeed at a Vigor roll or gain a level of Fatigue from indigestion (this cannot cause Exhaustion or Incapacitation). The character can eat uncooked meat, even rancid raw meat, without any negative effects.

Zombie Patches (-1)

In a simple but painful surgery, pieces of necrotic flesh are sewn onto the recipient. Even after the obvious wounds have healed, the discolored areas itch sporadically. Zombie Patches may be taken multiple times. As an extract, the effect can be doubled at a -2 penalty but no higher.

Donor: Any "mindless" undead such as zombies.

Location: Body.

Benefits: The sturdy zombie skin provides the recipient with +1 Toughness.

Dearest Jonathan,

I feel our working relationship in these dark times must take precedence over our amorous pursuits.

But know my love for you has never wavered, despite the Budapest incident. I can only say that the supernatural charms of the creature were beyond my human will to resist. I would never voluntarily betray our trust. It was but a cruel trick of the fiend to disgrace me and tear apart this wondrous and terrible organization we've built.

Please give Ms. LaGrange my regards.

-MH

A VICTORIAN LIFE

Rippers is a world very similar to our own in Victorian times. The late 19th century is a time of great opportunity and rapid change set against a backdrop of tradition and a seemingly inflexible class system. Victorian life is a curious blend of contradictions: of ancient customs and modern technological advances, of traditional beliefs and novel scientific inquiry, of self-made men of business and a hereditary landed aristocracy.

It is a time of traditional values and double standards. Conditions change rapidly in large centers of civilization, teeming with bustling life, but in more remote and rural areas some cultural mores have remained in place for centuries.

This chapter gives players some background information their characters might know and how they live in this contradictory world.

AGE OF EMPIRES

The British Empire is the largest the world has ever known, but it is not the only Empire in the world (despite the fact that many people, and all British people, simply refer to it as the Empire).

Imperial expansion at this time is widely viewed as a positive force that brings the benefits of modern commerce to less advanced nations. Britain generally adopts the view that modern industrial nations must secure foreign markets for the purpose of exchanging goods and consequently, they must maintain a maritime force capable of protecting these trade routes. The expanse of the empire, the vast navy maintained to protect it, and the British forces stationed at every military outpost to enforce British rule are vital not only for British national interests, but for those nations Britain includes in her lengthy list of imperial domains.

Two other massive empires combine with Great Britain to govern the majority of earth's inhabitants. The Russian Empire dominates eastern Europe and northern Asia, with 125 million subjects under the control of Tsar Nicholas II. Nicholas is Russia's absolute monarch, with a rich and powerful aristocracy controlling huge areas of Russia's territories.

In the industrial cities, the workers are beginning to clamor against the absolute monarchy of the Tsar, while in the country the freeing of the serfs by Nicholas' grandfather, Alexander II, has failed to assuage their revolutionary sentiments. Indeed, many feel that they were freed from serfdom to become slaves to a new master, as these former serfs, now peasants, owe constant taxes to their former masters and to the state.

Alexander II had also attempted to reform the nations judicial system, but after his assassination his son, Alexander III, began to undo a lot of this work, returning to a more autocratic rule. Now Nicholas has inherited a divided and troubled empire. Militarily, it has fallen behind the other



great powers, failing to modernize with new developments in the technology of warfare.

Many of the gains made by Russian expansion have come at the expense of the Ottoman Empire. The British and French resolved to prevent the Russians from expanding too far south by intervening in the Crimea in the middle of the 19th Century, and continue to step in to check Russian imperial ambitions whenever the Ottomans seem on the verge of total collapse. Despite the vast expanse of territory under Russia's control, she is not equipped to resist the military might of Imperial Britain—particularly the British Empire's formidable navy.

The Qing Dynasty in China is the other vast empire, with a population in excess of 300 million people. Having survived for more than 250 years, it is an old empire as well as a far-reaching one. But in its apparent success lies a root cause of its decline. The Qing Empire assumes a satisfied and superior attitude toward any who are not Chinese. Foreigners are viewed as lesser beings. This insular, arrogant attitude led to a neglect of the empire's military, which in turn led to two shocking defeats by the British in the First and Second Opium Wars.

These successes left the Chinese somewhat at the mercy of foreign traders, something the Chinese find a bitter pill to swallow. Efforts were being made to rectify these shortcomings, to modernize the military and strengthen the nation, but the recent defeat by Japan—a nation they considered backward and barbaric, but actually a growing and modernized empire itself—has spurred a humiliated Qing military to reorganize along modern western lines. These difficulties have led to a general resentment of the Western powers and their trade treaties, and a lack of faith in the Qing administration. As with the other great empires, change is on the horizon.

POLITICS

Political systems around the globe differ greatly, but have one thing in common: The majority of the earth's populace has no say in how it is governed. Democracy rules in more enlightened states, but even there the vote is not a universal right. Most nations restrict the right to vote based on race or religion in some manner, and only Australia and New Zealand allow women the right to cast a ballot. The women's suffrage movement is starting to grow in the United States and Great Britain, but

success in the long struggle for equality is a distant dream in this day and age.

The majority of states around the globe have a monarch as their supreme executive, and these old kingdoms are reluctant to let go of the reins of power. When it does happen for the former colonies, the transition to independence is often a bloody affair, as is currently the case in Cuba, where a war for independence from Spain has been fought for several years.

The rights of sovereign states are generally respected. Britain's powerful navy ensures that the status quo is maintained, but there are times when might makes right and nations are willing to wage war against their neighbors to defend or expand their borders. For the most part, this continues unabated until some larger nation's national interest is threatened. With its sprawling empire and possessions in so many disparate parts of the world, very often it is Britain that intervenes to protect the lifeblood of the Empire: trade. Typically, British intervention is enough to bring the matter to a hastily negotiated truce as few nations can face the might of Great Britain's naval and military forces.

TRADE & FINANCE

It is said that money makes the world go round. In Victorian times, that money is the British Pound Sterling. London is the center of the global economy and the strength of British industry powers her mighty global empire. With that prosperity comes a demand for the luxuries and exotic imports that flood into Britain from around the empire. Tea, silk, sugar, spices, tobacco, and rubber are in high demand and the docks of London and Liverpool are bustling hives of activity, awash with rare and expensive produce from the other side of the world.

London's financial center is simply called the City, home to the Stock Exchange and the Bank of England. The financial affairs of the wide empire are handled here, with Lloyd's of London underwriting the insurance of the mass transportation of these goods around the globe. Most major industrial or imperial cities have similar business districts, with New York also emerging as an important financial center.

Away from these sprawling modern cities, though, things have changed little for centuries. Goods are produced locally and sold at markets nearby. Luxuries are few and far between for most

folk, and once out in the rural areas the barter economy is as strong as it has ever been. Coins might have value for some silver or gold content, but currency is less important than practical goods to the peasants of the world.

WARFARE

The business of war is booming in this age. Industrial methods of production have led to new instruments of death on an industrial scale. The Crimean War and American Civil War of the mid-century gave nations a glimpse of what warfare of the future would be like. Advanced new weaponry provides massive firepower leading to even more massive slaughter. The old era of musketry and cavalry charges was ushered out in favor of rifled weapons and the machine gun.

The Maxim gun has largely replaced the Gatling gun in modern arsenals, and new refinements are being made constantly to improve reliability and rate of fire. The Maxim has proved decisive in engagements against less advanced armies,

such as the battle of Shanghai, where 700 British soldiers with just four Maxim guns fought off some 3,000 warriors. The native populations of Africa and Asia have found that massed charges against Maxim guns make superior numbers an illusory advantage.

Despite the wholesale slaughter of these great and small confrontations, the world is no more peaceful after their conclusion. The British army is deployed around the empire and fighting in Afghanistan and Africa, with unrest threatened in countless other dominions. The Russians greedily eye the fringes of the Ottoman empire, the Chinese bitterly resent their recent losses to Japan, and the United States contemplates the possibility of a little empire-building of its own.

Beyond these industrialized, imperial nations, warfare has advanced little. Most small states raise armies equipped with spears and shields, some perhaps boast elderly muskets or a few stolen modern firearms. Attacks rely on weight of numbers rather than superior firepower, and decisive engagements mean bloody hand-to-hand combat.



LAW & ORDER

The rule of law is a key component of an ordered society, and the British legal system has been successfully exported to colonies and former colonies across the globe.

Crime and Punishment

In such places, the accused criminal can expect to have access to legal representation, to be tried in front of an independent magistrate or judge—in front of a jury of his peers, if the case warrants it. Of course, this even-handed response also depends to a great extent on the accused's status and respectability. Lower class defendants, women, foreigners, or previously convicted criminals find they are dealt with differently than a well-to-do member of society. And in a jury trial, the jury itself is made up of 12 white men from respectable backgrounds.

Investigations

The very fundamental beginnings of later forensic science are starting to be used at this time. British police forces have access to rudimentary toxicology and ballistic information to aid in their investigations. In recent years, the benefits of fingerprinting is beginning to be more widely understood and the prints of criminals cataloged. The process of comparing prints against the catalog is painstaking and laborious, and getting a match takes a significant amount of time.

Typical criminal investigations comprise the collection of physical evidence where possible, followed by plenty of legwork from policemen to interview witnesses and follow leads. Generally, compelling evidence and the testimony of respectable witnesses is required to secure a conviction.

In less advanced societies, due process sometimes falls far short of this, with law enforcement relying instead on persecuting minority groups or rounding up the usual suspects. In many parts of the world there are no organized police forces. Crimes are punished by those who have been wronged. The burden of proof is typically with the accused in these circumstances, and punishment of the guilty often heavy-handed to deter other would-be offenders.

MEDICINE

The one positive outcome of the Crimean disaster was the great advance in professional nursing brought about as a result of Florence Nightingale's efforts. Alongside improved techniques, new advances in medical technology and discovery have brought about marked improvements in health care in the industrial world.

Disease

But there is still a long way to go. Disease is rampant and life expectancy relatively short around the world, with the average in Britain and America being the mid-to-late 40s when adjusted for infant mortality. In less-advanced areas, that average ages declines dramatically.

Among the many and various ways people still meet their end are numerous nasty diseases. Plague still breaks out from time to time, most recently in Russia and China. Cholera, smallpox, yellow fever, tuberculosis, and malaria are among the biggest killers around the globe.

In Britain, vaccination against smallpox is compulsory soon after a child's birth, diminishing the number of fatalities, but elsewhere around the world the disease remains a leading cause of death. With the benefits of the smallpox vaccine starting to become apparent, new research is constantly underway to find the next medical breakthrough.

Medical Discovery

The recent discovery of X-rays has led to rapid advances in diagnostic medicine. X-rays are also attracting a lot of attention as a form of entertainment, with traveling circuses showing off the marvels of this new and wondrous technology.

New mercury amalgam fillings have been proven safe (despite the harmful effects of the mercury itself), and provide an alternative to simply removing the tooth. Outside of cities there are few dedicated dentists, so "quack" practitioners still rely on the "when in doubt, get it out" philosophy.

Whether it be an extraction or some other more serious affliction, the patient has few anesthetic choices available. In Great Britain chloroform is used, whereas the United States still favors ether. Elsewhere, where these two options are not available, the patient either resorts to drinking alcohol or must undergo the procedure without assistance.



POWER

Coal is one of the chief power sources, powering the steam engines that drive the Empire and heating the homes of Her Majesty's hard-working subjects. Great Britain is blessed with an abundance of coalfields, so a disproportionate number of the world's coal miners live and work Scotland, northern England, and southern Wales. Extracting coal is a dirty, dangerous job and British coal miners are aware of their importance to the nation. They are organizing into a powerful force in the British Trade Unions as they fight for better pay and conditions.

In addition to being burned for energy and warmth, coal is turned into gas for lighting. Most sizeable towns have a gasworks to perform this conversion and a system of pipes to distribute the gas to customers. Gaslight is common in most urban streets and the majority of homes have replaced oil lamps with gas lighting.

The most modern facilities have advanced even further. Newfangled electric lighting is available in some cosmopolitan areas, though few houses have been renovated to include electric wiring. London streets are starting to see electric lighting

replace gaslamps, and other major cities are not far behind. Inventors experiment with many different applications for the technology and new marvels of electric-powered devices are announced in rapid succession. For most in the world, though, electricity is not a part of daily life and it will be a long time before it replaces coal and gas in supplying the world's light, heat, and energy needs.

TRANSPORTATION

The Rippers are a multinational group, with lodges spread across the globe. The newer, streamlined organization demands more of its individual members. These new Rippers frequently need to travel to investigate the missions they're assigned, and heroes often have to travel between lodges, all of which requires some method or other of transportation.

Note on Costs and Distances

Rippers uses a shilling (£0.05) as the smallest value of currency. Costs for many items have been elevated from their historical costs (such as the British penny post) for simplicity's sake.

Some license must be taken with long-distance travel times as well. Whenever possible, voyage distances should be liberally rounded to an easy multiple of the transport's speed.

For instance, the trip from Liverpool (England) to New York is 2,870 nautical miles, but should be rounded to 3,000 as the nearest multiple of 300, an ocean liner's speed per day. Thus, in *Rippers* it takes 10 days to make the voyage.

Water Travel

A river steamer is a craft capable of navigating a large river, such as the Mississippi, Nile, or even parts of the Thames. Ferries carry passengers on short sea crossings, such as from England to France, or across the Mediterranean Sea.

Method	Cost
Ocean Liner, 1st Class	£1 per 100 miles
Ocean Liner, Steerage	£0.25 per 100 miles
River Steamer	£0.05 per 10 miles
Ferry	£0.50 per trip
Canal Barge	£0.25 per trip

Travel Times

For travel times, it is easier to handle long voyages in miles per day and shorter voyages in miles per hour. A liner typically covers 300 miles per day, but a river steamer moves at five miles per hour, and a ferry at 10 miles per hour.

Smaller rivers and canals are typically traversed by barge, and the inland waterways carry a substantial proportion of the freight in this period. Passengers can usually find very basic accomodation on these vessels fairly cheaply.

Of course, weather conditions can affect the travel times, but the following is a guide to some typical journeys.

Sea Voyage Journey Times

Journey	Time
London to New York	7-10 days
London to New Orleans	12-14 days
London to Cairo	6-7 days
London to Rome	3 days
London to Constantinople	6-8 days

Land Travel

The horse is still the easiest method of getting from place to place, either by riding or by horse-drawn vehicle. Anyone who was born in the country, and all well-to-do individuals, know how to ride reasonably well. Other modes of transport are also available—some more exotic than others.

Railway

Modern over-ground railways are well-established across most of western Europe and North America. Farther afield, railways are recognized as a great modernizing force and they are being built all around the world. Trains are powered by steam engines, of course, and are capable of pulling immense loads at reasonable speeds, challenging the slower canals for haulage of goods.

Passenger services are similarly well-established, and long distances are routinely traveled by railway. Like most of Victorian society, the classes are strictly separated while traveling, with most major train routes having first-, second-, and third-class carriages. Long-distance routes catering to first-class passengers are the last word in luxury, like the world-famous Orient Express, ferrying the cream of society from Paris to Istanbul in high style.

Less luxurious, but equally famous, London boasts the first underground railway in the world, linking key parts of the nation's capital via a network of subterranean tunnels. The system has been operating for over 30 years now, and is affordable and extremely popular. New lines are being constructed all the time at various depths to expand the network. The Underground is a marvel of British engineering and includes a deep tunnel beneath the Thames, pioneered by the late, great British engineer Isambard Kingdom Brunel.

Automobile

The automobile is still a rare sight in these times, although several prototypes have been built, and experimentation continues apace with new types of engines, different fuels, and countless newfangled safety measures, such as horns and brakes. Travel by motor car attracts more attention than *Rippers* typically want, given the motor car's loud engine, backfires, and propensity to frighten horses.

Modern motor vehicles can reach breakneck speeds of 10 to 15 miles per hour, assuming of course the roads are of sufficient quality and the absence of large volumes of horse-drawn

traffic. In short, the only places one is likely to see an automobile are precisely the places where conditions prevent them from driving fast.

Outside the biggest cities, most people have never seen an automobile. The sight of one sputtering and picking its way across rutted country roads would certainly attract a lot of local interest.

Method	Cost
Cab, one person	£0.15 (first mile)
Per extra mile	£0.05
Per extra passenger	£0.10
Per item of luggage	£0.05
Carriage	£0.05 per 20 miles
London Underground	£0.05 per stop
Train, 1st class	£0.10 per 10 miles
Train, 2nd class	£0.05 per 10 miles
Train, 3rd class	£0.05 per 50 miles
Train, sleeper	£0.15 per 10 miles

Travel Times

A horse-drawn cab in a town or city is unlikely to go more than 2–3 miles per hour at best due to congestion. The main advantage of a cab is that it keeps the passenger dry, his shoes out of the filth, and allows him to travel through unsavory neighborhoods with a degree of safety.

Carriages or coaches move at 10 miles per hour and are commonly used for long-distance travel in countries where the railway has not extended beyond major cities.

The Underground makes frequent stops, but assume the heroes can reach anywhere in the same city in under an hour. Other major cities are contemplating such advanced means of transportation, but as yet only London has an operational underground rail service.

Train voyages can be as short as a few miles, or span the entire length of a continent (such as the Trans-Siberian Express). Although trains are capable of reaching speeds in excess of 70 miles per hour, regular domestic journeys are broken by frequent stops. For convenience, assume a speed of 25 miles per hour for a domestic journey and 50 miles per hour when traveling across a long distance (over 500 miles).

Air Travel

There is no global commercial air travel at this time, and little in the way of air travel at all. Man has flown, of course, but typically the only method of doing so is in some sort of balloon or dirigible.

Count Ferdinand Von Zeppelin has just acquired a supply of aluminum with which to work on developing rigid airship designs. The future of these designs is rosy, but for now these are still pretty dangerous contraptions. They are hard to steer, extremely combustible, and not capable of sustaining high speeds or heavy loads.

COMMUNICATION

In days gone by, messages moved no faster than the fastest mode of transport. Now incredible new inventions enable people to communicate far more rapidly, even across great distances.

Telephones

Telephones are at communication development's cutting edge, but remain few and far between. They tend to be wired in pairs, except in major cities where small exchanges link the most influential and wealthy to a network of stores, professional individuals, and emergency services. A state-of-the-art Ripper lodge (Rank 10+) is considered part of the local exchange (listed under a suitable pseudonym, naturally), and also wired to a private exchange shared by all other state-of-the-art Ripper lodges. Lesser lodges rely on telegraphic communication, like the rest of the world.

Telegraph

The telegraph is the most common and most efficient form of long-distance communication. It fulfills a vital role in the modern world, connecting the far-flung possessions of empires, linking distant trading posts, sharing up-to-the-minute news (and gossip), and transmitting vital stock exchange trading information. Two-thirds of all the cables linking the corners of the globe were laid and are controlled by British companies, giving the Empire the most comprehensive communication network the world has ever known. With the exception of the Pacific, cables cross every major expanse of ocean, allowing for almost instantaneous communication with the far reaches of the earth.

Postage

For those not pressed for time, a slower but no less reliable method of keeping in touch remains the humble letter. The postal services of the world can reach people in all the civilized cities on Earth. The first postage stamps went into circulation in Britain in the 1840s. Prior to that, the recipient of a delivery paid the postage due. The new postage stamps caught on rapidly, and since the 1860s postage stamps are now a standard method for paying for postage around the world.

Newspaper

The insatiable appetite of people around the globe for news is mostly fed by newspapers. With a decline in paper prices and a rise in literacy in Britain, the newspaper has become the primary method of learning about the events of the day. London newspapers are delivered to the farthest reaches of the Empire, so Britain's hard-working civil servants and military officers alike can keep abreast of the latest cricket scores (albeit some weeks late, depending on the remoteness of their location) and be conversant in current affairs.

The Daily Telegraph, *The Illustrated London News*, *The Daily Mail*, *The Observer*, and of course, *The Times* are among the primary newspapers in London, and one or another can usually be found in any British outpost in the Empire.

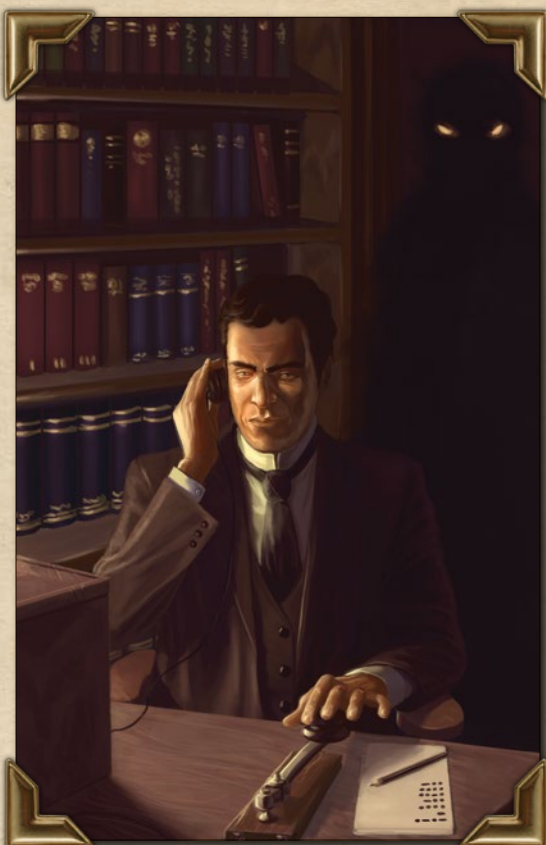
Radio

Communication by radio is in its infancy, and is not yet reliable enough to be used widely. There are no radio broadcasts currently, and few are aware of its potential. It is possible that some scientifically minded Rippers could be in possession of wireless receivers and may even be working on making successful radio broadcasts. Marconi is also working hard in this field and his efforts will soon bear fruit.

Method	Cost
Telegram, domestic	£0.05 per word
Telegram, international	£0.25 per word
Telephone*	£0.05 per minute
Postage, domestic	£0.05
Postage, international	£0.25
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* Telephones are uncommon in this era

** Plus courier's expenses



Entertainment

The prosperity Britain enjoys brings with it an increase in disposable income and a growing demand for leisure pursuits. The Victorians have pioneered the ideas of week-ends, daytrips, holidays, and hobbies, and are constantly seeking to be amused. The following is an overview of some of the most popular activities of the day.

Drinking

The consumption of alcohol is a popular pastime throughout the empire and beyond. The upper classes favor wine and expensive spirits, and though they consume substantial quantities throughout the course of the day, it is highly frowned upon to actually become intoxicated.

Among the working classes, beer and gin are favored, and public drunkenness is rampant in the cities. In rural areas it is less of a problem, as working the land leaves little time for relaxation. In the tropics a little gin is mixed with a tonic of quinine to help fight off the malaria that plagues the hotter climes. This has become a very popular beverage with colonial types.

Traveling Circuses and Freak Shows

The Victorian fascination with the bizarre and shocking is perhaps to be expected, given the rigid social structure and the importance of respectability. Traveling fairs and circuses set up on the outskirts of towns and villages. Much as the locals love to be entertained, they are suspicious of the travelers, whose reputation for petty larceny precedes them.

Fairgrounds offer all manner of (usually rigged) games of chance or skill, while circuses add a few rarely seen animals and acts of daring. Freak shows are a popular sideshow at these events and are even found traveling alone—typically in the cities, where cramped conditions prevent a whole circus from setting up.

Freak shows tend to be unpleasant, squalid displays set up by venal and often cruel showmen. The shows are populated by people with rare medical conditions or of exotic origin, and each "act" is typically given a dramatic or tantalizing stage name. The acts typically get some small share of the income, but are often cruelly exploited and sometimes mistreated as they are paraded before the audience.

Large shows, such as the late American impresario P.T. Barnum's, travel the world, making their stars (like Barnum's Tom Thumb) household names. The treatment and plight of Joseph Merrick, known to the country as the Elephant Man, has started to change the opinions of many upper class people toward freak shows and other such spectacles, but their appeal still holds for the lower classes and in places where alternative entertainment is harder to find.

Fetes and Garden Parties

Typically organized by churches in country parishes, these outdoor parties are a staple of British country life and offer the perfect opportunity for the whole village to meet, compete at various horticultural competitions (supposedly good-natured, but frequently a source of bitter disputes and long-held grudges), and generally be seen by the local gentry. Typically one or another of the local landed families opens its home and grounds to host the affair, providing a perfect opportunity for their neighbors to cast a judgemental eye over the host's home, their taste in decor, and the amount they were willing to spend on the event.

Dining In

Large households are attended by numerous servants, making it possible to hold lavish dinner parties for large numbers of guests. The bigger country homes tend to host several such dinners in addition to one or two grand balls each year, to which all the right families are invited.

Needless to say, lower class families cannot afford such impressive entertainment and dining there is very much a family affair.

Theater and Ballet

Expensive and exclusive, the ballet and theater are the finer arts, patronized by the upper classes as much as a place to be seen as a recreation to be enjoyed.

Actors are viewed with suspicion and treated as a lower class, unless extremely successful and celebrated, in which case he or she may find herself invited to dine with polite society as a curiosity.

Music Hall

The most popular form of entertainment for the masses is the music hall, known as vaudeville in the United States. Stars of these stages are as big as movie actors will be in years to come, and theaters have sprung up in almost every town, with grand purpose-built edifices in the large cities. It typically features variety acts, including minstrel shows, ventriloquists, singers, and comedians. For all but the upper classes it is the most popular form of entertainment; for the nobility and aristocracy it is a guilty pleasure.

Music hall's reputation was somewhat bawdy, but as it has gained in popularity it has become more mainstream and less salacious. Burlesque and more suggestive shows can still be found in the saucier dives, of course, typically in the more run-down parts of town.

The Alhambra, The Empire, The Palace Theatre, and the Tivoli are among the grandest and are most popular with the more well-to-do music hall patrons of London. Venues with similar names but far less salacious reputations cater to regular Music Hall audiences.

Sports

The Victorian age has given people more leisure time in Great Britain, and so more people of lower classes have more time to devote to sports—something once considered the sole province of the wealthy.

One of the sports growing in popularity is Association Football (Association is shortened to soccer with the -er added, in the same way as rugby is often known as rugger), with leagues and governing bodies being organized to codify the laws of the game. Similarly, rugby is growing in popularity—though an internal dispute over the payment of rugby players and accusations of professionalism against northern English teams has caused a split in the sport, leading to a new form of the game, rugby league. The original form of the sport—strictly amateur—is becoming known as rugby union.

More genteel British sports include cricket and tennis—both played in the many outposts of the empire.

Among the upper classes, polo is a popular pursuit imported from the Indian subcontinent by British officers. The necessity of keeping a number of ponies in order to play the sport ensures that polo remains a hobby enjoyed only by the wealthy.

Moving Pictures

Moving pictures are in their infancy, though the early pioneers of the form have begun to display their marvels. In the United States, Thomas Edison has developed the Kinetograph camera and Kinetoscope viewing machines. Parlors have opened in some major cities to allow customers to view the marvelous scenes captured on this new technology. Edison is currently working on a projector to cast images onto large screens. In France, the Lumière brothers have already completed such a device and have screened several short films they produced. They have displayed their amazing first movies and short films in London, New York, and Buenos Aires, and they are shown to packed houses in theaters in Paris and London.

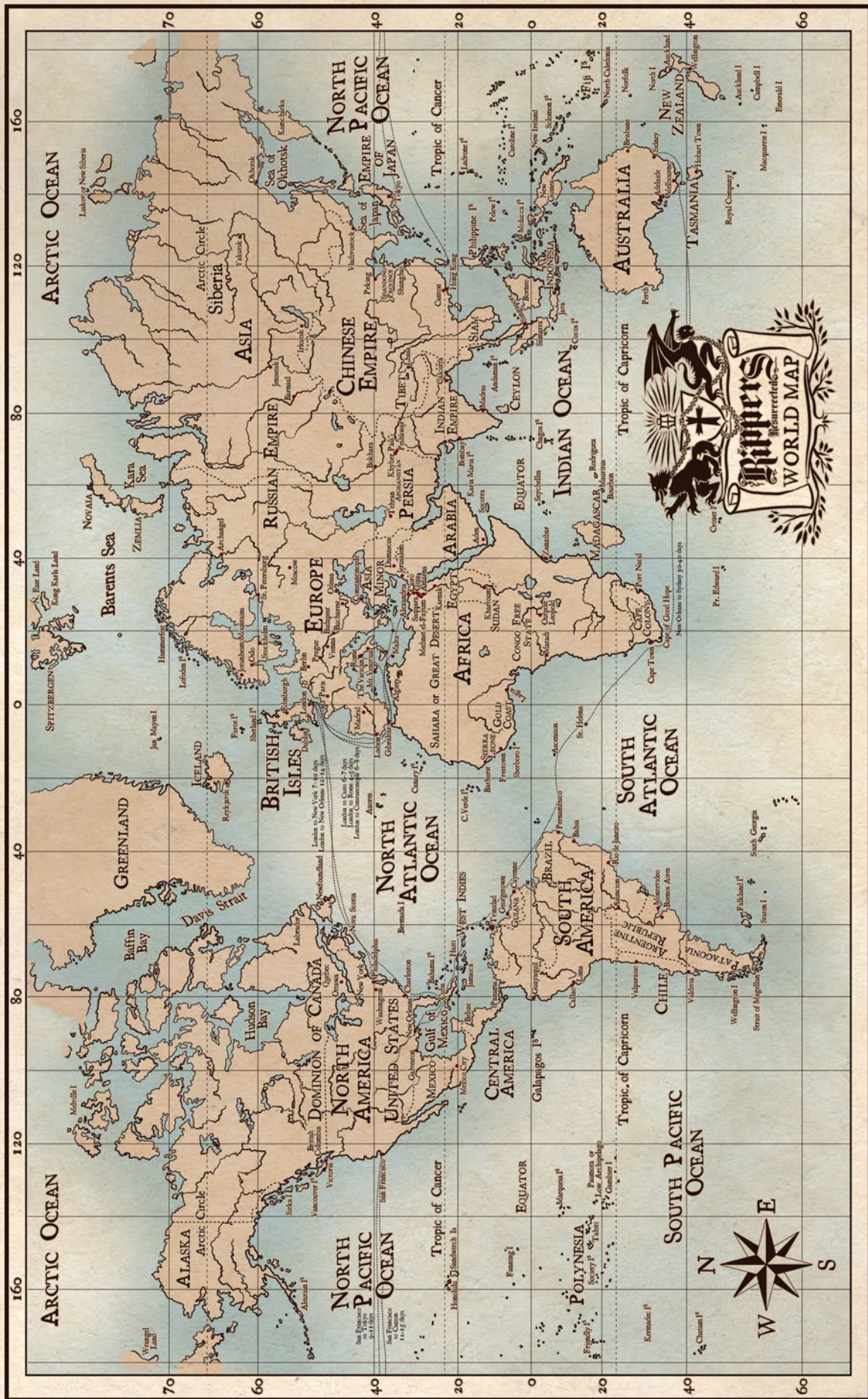
More recently, the French filmmaker Méliès has been experimenting with techniques he learned as a stage magician to create the first movie special effects in short pictures that seem to defy the laws of nature.

Much like the advances in the field of automobile design, new developments, inventions, and patents are being created constantly at this time. These pioneers of the new form can scarcely imagine what their early moving pictures will one day become, but for now cameras, projectors, and film are too expensive for movie-making to be a mainstream form of entertainment.

RECENT INVENTIONS

The following list may be useful to players wondering if they can strike a safety match (yes they can), or use a battery-powered flashlight (not unless they have access to an early prototype). It is intended as a guide to the sorts of technology available to Rippers of the age, not as an exhaustive list from which to go shopping.

- Typewriter (1867)
- Matches (safety matches)
- Box camera (1888)
- Dry-cell battery (1896)
- Pneumatic tires (1888)
- Cylinder (Yale) lock (1861)
- Dynamite (1866)
- Key-opened tin can (1866)
- Mail-order catalogs (1872)
- Barbed wire (1873)
- Lightbulb (1878)
- Metal detector (1881)
- Fountain pen (1884)
- Radar (1887)
- Contact lenses (1887)
- Matchbook (1888)
- Escalator (1891)
- Gasoline engine (1889)
- Diesel engine (1895)
- Vacuum flask (1892)
- Zipper (1893)
- Safety razor (1880)
- Ballpoint pen (1888)
- Perforated postage stamps (1854)
- Flushing toilet (1852)



THE RIPPERS' WORLD

Their efforts to defeat the Cabal take the Rippers all over the world. This guide provides you with all the information Rippers need to lead their team around the globe. Within each section are details on national politics, important cities and towns, ancient ruins, Ripper lodges, and the like. The information in this chapter is generally known or easily discovered by the Rippers.

Encounters

Each region listed in this chapter suggests the kinds of environmental conditions travelers may encounter as well as the type of creatures Rippers might face when visiting. The *Rippers Resurrected Game Master's Handbook* contains more information about these places, as well as detailed information on the mysteries and monsters heroes encounter as they travel the Rippers world.

THE ATLANTIC OCEAN

The Atlantic Ocean is a dangerous place prone to violent storms, menaced by stray icebergs, and, if stories are believed, terrifying ghost ships. However, the Rippers' mission is a global one and, if the heroes are to travel the world, they must cross the world's great oceans at some point.

Encounters

Storms: A storm lasts 1d6 hours. For each hour of the storm, the ship suffers 1d10 damage. The ship's pilot can reduce the damage by -2 if he can make a successful Boating roll.

Icebergs: Drifting slowly through the North Atlantic shipping lanes, icebergs are mostly submerged and can be difficult to spot. A ship's pilot must make a Notice roll to detect an approaching 'berg. An iceberg is treated as a Heavy Weapon in the event of an impact, and inflicts 3d10 damage (Heavy Weapon AP 4).

THE PACIFIC OCEAN

The "Peaceful Ocean" is a deceptively beautiful place. Though it is not subject to the wild weather patterns of the Atlantic, its vast reaches were always thought to be inhabited by a variety of deadly sea monsters. Of course, in these more enlightened times such stories are dismissed as simple folk tales and children's stories.

Ocean travel is bound to be a part of the heroes' adventures at some point, and journeys across the Pacific can be as dangerous and charged with excitement as across any other region.

Encounters

Modern science tells us that the stories of sea monsters of the Pacific are likely caused by superstitious sailors sighting great whales or giant octopuses and letting their imaginations run away with them. Rippers know that there are fearsome giants out in the deep, including creatures descended from the dinosaurs, as well as more mundane horrors like the giant squid. Though it is possible they have been living in the oceans all along, more likely they are escapees from the Underworld.

AFRICA

With the end of the slave trade, the European powers no longer look to Africa as a source of cheap labor, but as a source of real estate and natural resources. Britain's occupation of Egypt in 1888 and Uganda in 1890 means British colonization of Africa is now well underway.

The other great powers are keen to make certain Britain doesn't help herself to the whole continent, however. France, Germany, and Belgium are among the European nations trying to establish a foothold in Africa.

Encounters

Heat: See the *Savage Worlds* rulebook for rules on handling the equatorial African sun.

Sandstorms: These desert storms last 1d4 hours, and everyone not in a protected structure must make a Fatigue check every hour. Those who have some protection get a +1 or +2 bonus to the roll, depending on the degree of protection. A character Incapacitated by a sandstorm must make a Vigor roll, or become smothered with sand and begin to suffocate.

Tropical Diseases: Malaria, sleeping sickness, and other tropical diseases can be far more dangerous than the agents of the Cabal. In general, exposure to a disease requires a Vigor roll, with failure resulting in the victim contracting the illness and gaining a Fatigue level. Native Africans and their descendants tend to have natural resistance to these illnesses, and get a +1 bonus to the Vigor roll. Additional Fatigue checks must be made periodically at the GM's discretion until the character either recovers from the illness or dies. Some of these diseases may be acute and run their course over a few days or weeks, while others may be chronic but treatable. Malaria, in particular, can be held at bay by drinking tonic water (water treated with quinine).

Congo Free State

This vast area in the center of Africa is ringed with volcanic mountains, covered with dense jungle, and navigable almost solely by the great Congo River—the deepest in the world, and one of the longest—snaking through the dark heart of Africa. Its name comes from the 15th century Kingdom of Kongo, which lay in a fertile area on the lower Congo River. This great trading empire once covered vast areas of west and central Africa, but has now declined to a point where it is a coastal state under the control of the Portuguese, though symbolically ruled by a local King. The Congo River in turn has given its name to a new territory in the African interior: The Congo Free State.

The African interior is a remote and mysterious region, seldom traveled by European colonists. Fierce tribes, difficult terrain, and rampant disease make the journey hazardous and unpleasant, while maintaining supply lines along such difficult routes makes invasion and colonization problematic.

This changed, however, when King Leopold II of Belgium was looking for regions to colonize in his efforts to create a Belgian Empire. The African interior's ivory resources were the prime

motivation for his interest, but he shrewdly made an argument to colonize the region on humanitarian grounds. The International African Association, of which Leopold was chairman, had the lofty goal of helping to civilize and improve the lives of the inhabitants of the interior. The organization gained the support of philanthropic and humanitarian benefactors and famous explorer Henry Stanley was hired to chart the region and establish trading posts along the river and into the interior.

Under this philanthropic guise, King Leopold seized independent Central Africa for himself as a private individual, with funds provided by the Belgian government. As Stanley moved through the region, he signed treaties with local tribes, who ceded their rights to Leopold in return for peace and tributes. After extensive lobbying by Leopold among the western powers, these treaties were recognized internationally, and the Congo Free State became Leopold's own personal holding.

With his rule legitimized, Leopold no longer needed the pretense of a humanitarian effort, and the organizations founded to present the façade of philanthropy were dropped. Leopold's agents began the arduous task of mapping and settling the dense jungle, as well as making the whole endeavor commercially successful. Failure to effectively occupy the area would leave it open to rival claims by colonizing powers, while the huge expense of maintaining a far-flung colony threatened to bankrupt the King, so Leopold was forced to act decisively to hold on to and exploit his newly gained territory. The chief threat came from the British in the South, under Cecil Rhodes' British South Africa Company, but the Portuguese in the west were also watching for any opportunity to exploit new areas and add to their colonial possessions. In the north and east, Leopold faced a different problem. Slaving gangs from Zanzibar set up numerous camps in the northeastern region of the new Free State, and threatened to expand further into the territory. In addition to enslaving the local population, they took the prime export from the region—ivory. Leopold sent Free State forces against these "Arab" slavers, and open warfare erupted in 1892. The fighting continued for two years, until the slavers' leader was killed and the remaining slave gangs driven from the region.

Sadly, the defeat of the slavers did not represent an improvement for the native Congolese. In his desire for commercial success in the Free State, Leopold enacted a series of decrees that essentially placed the whole region into servitude.

While the ivory trade was insufficient to make the region commercially viable, recent advances in technology caused a meteoric rise in demand for a different substance.

Rubber production has become the main source of wealth from the Congo. As the rest of the world industrializes, there has been a sudden huge increase in the need for rubber to make tires, hoses, and insulation for cables and electrical wiring.

Conditions for the Congolese laborers are horrific, and in a cruel irony—given the initial humanitarian goals claimed for the territory—the colonial powers drive the rubber workers mercilessly to maximize their profits. Rumors abound of mutilations, kidnapping, and murder carried out at colonial outposts where the rubber quotas are not met. Foreign companies are allowed to operate only in so-called Free Trade Zones, where their activities are greatly restricted. All profits from the trade go directly to the king personally, while ships returning to the Congo carry only guns, ammunition, and chains for the colonial outposts in the region. Leopold's "Free State" is anything but.

Encounters

The Congolese interior is home to large numbers of dangerous animals, as well as native

tribes that often resent foreign intrusion into their tribal lands. Some of the pygmy tribes of the area are said to be particularly savage...though the fate that befalls any who are forced into labor on the plantations may go a long way to explain that hostility.

Strange Locales

Matadi: Founded by the explorer Stanley, this is the last navigable port on the Congo River, just downstream from the Yellala Falls—a long series of waterfalls and rapids that must be bypassed on foot before goods can be transported to the waiting ships and markets at Matadi.

Work is almost complete on a railway to link the interior with the coast, to speed the transport of rubber and ivory and make it easier to reach the major trading posts of the interior. The native workers have been driven hard to complete this project, and hundreds have died while working on the railway.

Outpost Leopold: This trading post deep in the interior was named for the Belgian King, but was found abandoned and partially destroyed. It is rumored the bodies of the outpost's guards and officers were ripped apart, while large trees are supposed to have been torn down, crushing the camp's wooden shacks as they fell.



The local villages are deserted, some say to avoid reprisals from the Belgian authorities, others to avoid being taken into servitude on the rubber plantations. Others whisper that the natives actually fled to avoid whatever destroyed Outpost Leopold.

Egypt

In prehistory, Egypt was divided originally into two lands, uniting to become a single kingdom in Pharaonic times. Egyptologists still refer to Egypt as Upper Egypt and Lower Egypt. Upper Egypt is the southern half of the country and Lower Egypt the northern half.

Pharaonic Egypt began around 5500 BC and lasted until the death of Queen Cleopatra VII in 30 BC, when it became a Roman province ruled from Rome.

During that five-millennia period, Egypt was ruled by Egyptians, Hyksos, Nubians, Persians, and the Greeks, resulting in the land being a melting pot of cultures and beliefs. Since the fall of Rome, Egypt has fared no better and has been under foreign rule for far more years than it has home rule. Since 1517 Egypt has been governed by the Turks as part of the Ottoman Empire.

The Suez Canal, completed in 1869, marked a change in Egypt's fortunes. The canal connects the Mediterranean with the Indian Ocean, turning Egypt into a major trading center and a country of great strategic importance.

In 1882, the Egyptian military rebelled against the Ottoman rulers and what they perceived to be an excessive European presence. The British—under the pretense of protecting trade—crushed the rebellion and seized control of the Egyptian government, though in theory the country still belongs to the diminishing Ottoman Empire.

In recent years, Britain has strengthened its control over Egypt, righting its economy and rebuilding its army under the command of British officers. The north of Egypt is stable and safe, its major cities essentially under British rule. Further south, and into Sudan, however, the situation is worse.

Nationalists resent British interference in Egyptian affairs, and Mahdists seek to expel the British and replace colonial rule with an Islamic government. And in the ancient tombs and temples of the lost civilization of Egypt, cultists make offerings to their forgotten gods, hopeful that their devotion will be rewarded with great power.



Encounters

Despite these centuries of strife, there are evils far older in the deserts of this ancient land. Recently, Rippers did battle with the ancient Egyptian priest Sosra, also known as the god Imhotep, who aimed to raise an army of undead followers and fanatical cultists. Though thwarted, Sosra still has adherents, and they have not abandoned their lord. Once their forces have grown powerful enough, they intend to expel the British, kill those Christians and Muslims who refuse to worship Sosra, and take control of the country so he can rule as its god-king.

There are rumors of other, older cults, as well as political organizations opposed to foreign interference in Egyptian affairs. They are content to work with the Cabal, but only so long as it suits their purposes.

The mummies of Egypt are the Rippers' most powerful enemy in this region. They slept through much of Egypt's 2,500-year history and have no idea of Egypt's past or the riches the country contains. However, they have many human agents, some of whom work as diggers for Egyptologists (and even Rippers when they venture out into the field). When something of interest is found the mummies are usually informed within a few hours.

Alexandria

Alexandria lies on the Mediterranean coast and is the first port of call for most Rippers arriving by ship.

Founded by Alexander the Great, the city became the Greek administrative center for Egypt and home to the Ptolemaic pharaohs after Alexander's untimely death.

In recent years Alexandria has been the scene of several riots and massacres. In 1882, several hundred Europeans were massacred. The English demanded an apology and the heads of the rioters, but the Egyptians refused. On July 10, the English began a naval bombardment of the city's forts. However, the British did not land any soldiers and a second massacre occurred.

On August 10 the British finally landed troops, an event which led to the whole of Egypt falling under the British Empire's control.

Strange Locales

Alexander's Tomb: Although Alexander died in Babylon, his body—entombed in a gold coffin—was brought to Alexandria by Ptolemy (one of his generals and founder of the Ptolemaic pharaonic line), where it was placed on display. According to legend, Ptolemy IX melted down the gold coffin

and had Alexander reinterred in a glass coffin. Locals claim that Alexander still sleeps beneath the streets of Alexandria, in a maze of catacombs, waiting to reawaken and reclaim his lost empire.

The Great Library: The Great Library of Alexandria, said to contain the entire wisdom of the ancient world, stood in Alexandria during the Ptolemaic Era.

The Library was burned down around 400 AD, and its entire contents were said to have been destroyed in the fire. Where the library stood is now a mystery, lost to the sands of time.

Amarna

The city of Amarna, which lies in middle Egypt, had a short but vital role to play in Egyptian history.

Founded around 1364 BC by the heretic pharaoh Akhenaten, the city served as his capital during his short reign. From here the pharaoh ordered that the old religion be swept aside to make room for worship of the Aten. Ripper texts maintain that the heretical cult hid a dark secret—that the Aten was secretly a powerful demon seeking to form a kingdom on Earth.

Although Akhenaten released many evils on the world, his reign was short-lived, and Amarna quickly fell into disuse after his death, when King Tutankhamen (a little-known name in the time of *Rippers*) moved his capital back to Thebes and reinstituted the old faith.

Amarna was deliberately demolished by Horemheb—who ruled after Tutankhamen's successor, Ay—and its ruined buildings left for the desert to swallow. Within 50 years of being founded, the city ceased to exist in both the physical world and the minds of the Egyptians. The city remained hidden for almost 3,500 years, until it was mapped, in brief, by Napoleon's scholars.

Since then, several archeological expeditions have excavated the site. The most recent dig began in 1892; the current excavation is led by Flinders Petrie, a British archaeologist and a friend of prominent Ripper, Allan Frazer.

Cairo

Cairo is the capital of Egypt and its largest city, home to nearly a half-million people and still growing. Though most Egyptians are Arab Muslims, Cairo is also home to many Westerners.

The modern capital of Egypt did not exist in Pharaonic times and came into being during the Persian era, when the Persian invaders built a fort on the site around 530 BC. During the reign of

the pharaohs, the capital was at Memphis, located some 15 miles south of Cairo.

Cairo is an exotic blend of old and new. The newer districts were designed by Westerners and have wide avenues and parks, bordered with grand buildings in the colonial style. Here can be found stately government offices, grand hotels, and the magnificent houses of the rich and powerful.

The older areas are made up of mazes of small alleys and mud brick or ancient stone stores and houses. In these myriad passageways and streets live everyday Egyptians, as well as groups of cultists. Talk persists among Frazer's Fighters that several sorcerers who still practice ancient Egyptian magic live there as well, but they remain reclusive.

Although the opening of the Suez Canal earlier in the century has helped Egypt's economy, Cairo is only just beginning to boom and the majority of the populace live in near-poverty.

Strange Locales

Al's: The Rippers have a single lodge in Cairo, a rather nondescript saloon known as Al's. The bar is owned and operated by the famous explorer hero Allan Frazer. Since Muslims do not drink alcohol his clientele is almost entirely European. Allan does not conceal his identity, but his fearsome reputation has kept him safe from the minions of evil...so far. The lodge is accessed via a revolving booth in one of the bar's many darkened recesses. It is well-equipped and staffed by dedicated Rippers.

Cairo Museum: The first museum was founded in 1835 as a way of preserving artifacts that would

otherwise be plundered. Now, the museum is far more extensive and stands in an annex of Giza palace.

The museum contains many thousands of artifacts, ranging from colossal statues to pieces of pottery, and royal mummies to scraps of linen. Remember, at this time Tutankhamen is barely known, and his fabulous wealth remains hidden.

Rippers with extensive knowledge of ancient Egypt could find the museum a treasure trove. Many of the supposedly magical papyri may actually contain spells.

Giza

Giza, a high plateau, lies to the west of Cairo and it is here the great pyramids and Sphinx stand. The whole area is often known as the Giza Necropolis, and behind the pyramids are many noble tombs, cut into the bedrock.

Egyptology is very much in its infancy, and many of the tombs in Giza remain buried by sand, as do the smaller temples. Most tombs were robbed within a decade or two of being sealed, and often by the very people who built them in the first place, so the ruins that are discovered are empty except for a few shards of pottery or ripped linen torn from a mummy. However, who is to say what mysterious objects await discovery beneath the shifting sands?

Strange Locales

Great Pyramid: The pyramid of Khufu (also known as Cheops) was the world's tallest build for over four millennia until being surpassed in the 13th century by the cathedrals of Western Europe.

Although Egyptologists insist it was a tomb, no inscriptions, paintings, or trace of funerary goods commonly associated with burials have been found. Ancient texts sometimes hint another, darker purpose for the great structure, but the truth of the purpose of these magnificent edifices remains lost, perhaps never to be rediscovered.

The Sphinx: The Sphinx (a Greek word meaning "strangler") has stood at Giza for over 4,000 years. Currently much of the Sphinx still remains buried under sand, with only its head and chest exposed. No image of its full form exists, and it attracts little curiosity from Egyptologists or Egyptians.

Although speculation says the nose of the Sphinx was blown off by one of Napoleon's cannons, it has actually been missing for centuries.

LODGE: AL'S PLACE

Rank: 8

Location: Concealed behind a run-down saloon.

Modifier: +3

Facilities: Meeting & Dining Room, Sleeping Quarters (sleeps 32), Library, Ripper Lab, Workshop, Garage, Gymnasium, Surgery

Edges: Concealed, Guards (6), Secure Cells (4), Specialist Research (Egyptian Mummies)

Karnak

The ancient city of Thebes, now called Luxor, is home to two temples. The temple of Luxor itself, a large colonnaded temple, lies just a mile or so away from the second, Karnak.

Karnak is a vast temple complex located in Upper Egypt (the southern half) surrounded by the ancient city of Thebes, the religious center of Egypt during the Pharaonic period. The site comprises three main walled precincts, each dedicated to a specific deity (these being Amon-Ra, Mut, and Montu), with smaller temples being contained within the mudbrick walls.

Within the southern precinct, dedicated to the mother goddess Mut, Amenhotep II (1390–1352 BC) erected more than 700 statues of the goddess Sekhmet. Sekhmet is a female deity with the head of a lion whose name means “powerful.” Although seen as a protector of Egypt, her favor came at a price, for she was a bloodthirsty war deity and a bringer of devastation. Every day of the year, her cult performed lengthy rituals to appease her and keep her wrath focused.

Medinet el-Fayum

Located near the Fayum Oasis, a swampy area plagued by crocodiles and mosquitoes lying some 60 miles southeast of Cairo, the town of Medinet el-Fayum was once dedicated to the crocodile-headed god Sobek (though some rumors persist that the worship did not die out).

The cult of Sobek, which naturally had crocodiles as its sacred animal, was powerful and influential enough that the Greeks later called the town Crocodilopolis. The town first grew in power during the late 12th and 13th Dynasties (1799–1650 BC), when several little-known pharaohs took the name Sobekhotep (“Sobek is content”).

Most Egyptologists consider the rise of Sobek as a passing phase, brought about by the first pharaoh to use his name, a female ruler called Sobekneferu (“Most beloved of Sobek”) being born in the region where the cult held power. Her raising of Sobek to an important god was a natural act, also carried out for other deities by pharaohs born in their cult centers.

Saqqara

The necropolis of Saqqara lies almost due south of the Great Pyramids of Giza. It is one of the oldest funerary complexes in all of Egypt. For the past several years, agents of the god Imhotep have used

THE GREAT GAME

In political circles, the tension between the Russian Empire and the British Empire with regard to Russian expansion toward British holdings was known as the Great Game. Despite this seemingly harmless title, the British greatly feared Russian aspirations in Asia and was afraid of losing the Jewel in the Crown: India.

Throughout the 1870s to '90s Russia broke treaties, flouted international law, and seized foreign holdings in an apparently relentless advance southward. Britain responded with similar measures until the two great powers nudged up against one another in an uneasy truce, with Afghanistan as a buffer state between them. political cartoons at the time depict the lion of Britain and the Russian bear glowering at each other. In the Great Game, both sides play for keeps!

the necropolis as a base of operations for their raids upon the surrounding countryside. Frazer's Ripper band makes it a priority to keep up with the latest plans of these cultists in an effort to prevent another attempt to restore Imhotep to glory.

South Africa

Not long ago, the Transvaal and the Orange Free State in southern Africa were under control of the British. However, the Boers (descended from Dutch, German, and French settlers) rebelled against the British and defeated them, declaring an independent South African Republic under the leadership of Paul Kruger.

This situation infuriates the British for a couple of reasons. First, Kruger's government does not give the right to vote to English-speaking *uitlanders*, including the many British who settled there during the period of British rule. The second and more important reason is that South Africa's rich supplies of gold and diamonds make it too valuable to abandon.

The British have been trying to start a rebellion amongst the English-speaking Afrikaners, but so far they have refused to rise up against the Boers.

Encounters

The Cabal never established a firm foothold in South Africa, and their influence is greatly diminished of late. There are rumors that they had intended to harness the powers of a local legend, the Impundulu, or Lightning Bird, but for what end is unknown.

Strange Locales

Blood River: Located just outside the town of Dundee, Blood River (also known as Ncome River) was the site of a battle in 1838 in which a group of only 464 Boers, armed with rifles, defeated an army of 12,000 Zulu warriors, killing in excess of 3,000 of their enemies without losing a single man.

Mgungundlovu: This ruin was once the home of the Zulu king Dingane, burned to the ground on Dingane's orders rather than let it fall into the hands of the Boers after the battle of Blood River.

Sudan

Following the British seizure of control in Egypt, Sudan (which had been under Egyptian control) also became a part of the British Empire. While the governance of the region was left to Egyptian

officials, the appearance of a religious fanatic, the Mahdi, brought Sudan and Great Britain on a collision course. As fanatical followers flocked to the Mahdi's cause, the uprising grew and repeated blunders by the Egyptian authorities saw the Mahdi forces swell with successive victories, acquiring experience and discipline, as well as captured arms and equipment.

In an effort to bring the matter to a close the British sent one of their most celebrated officers, General Gordon, to the region. Gordon had served with distinction in the Crimean War, but was best known for his successes in China in the Opium War. His mission in Sudan was to oversee the withdrawal of Egyptian troops from the country, but he soon found that the situation was deteriorating.

In 1884 the Mahdi forces encircled Gordon at Khartoum. By the time the British realized the seriousness of his predicament it was too late. The advance elements of the relief column reached Khartoum to find the city had fallen. Gordon himself had been killed and decapitated, and his death was met with public outrage in Britain, but the Mahdist forces were left in control of Sudan.

In the intervening years the British have restored order to Egypt's economy and rebuilt the Egyptian army, while the Mahdists have spread their influence to neighboring countries. The time has come to deal with the Mahdi uprising and an expeditionary force is currently being assembled in Cairo by the new British hero, Lord Kitchener. Kitchener is to take his force into Sudan and put down the uprising, avenging Gordon in the minds of the British.

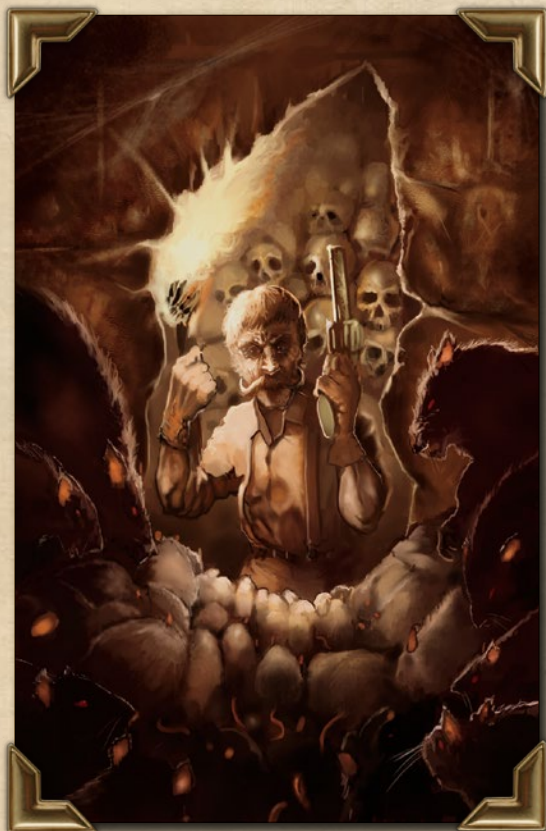
Encounters

The majority of the population are supporters of the Mahdist uprising, so there is no shortage of enemies in Sudan. In addition to human foes, ancient myths tell of menacing djinn and evil efreet who live in the desert and possess magical powers including—it is rumored—the power to grant a wish!

By far the most potent foe in this arid land, however, is the blazing desert heat. Daytime temperatures can top 127 degrees, and any caught unprepared surely perish.

Khartoum

This hot desert city lies at the confluence of the White and Blue Niles. The city is a hotbed of Mahdist activity and not particularly safe for



foreign visitors, especially if they are British. Everybody present when the city was taken after the siege was put to death, so there are few sympathetic to colonial rule remaining in Khartoum. Indeed the only welcome Rippers may find here, ironically enough, is with cultists, who are as likely to suffer the wrath of the fanatical Mahdists as outsiders.

Strange Locales

Souq al Arabi: The main market of Khartoum is the sprawling souq, the oldest part of which is covered and dark. In its narrow streets one can find almost any curious antiquity. One of the most notable vendors lies in the Street of Booksellers, where the tiny store of Ali wad Hilu is all but hidden.

Ali's store is packed with old Islamic tomes and manuscripts, but Ali is a dabbler in the arcane and secretly also has access to masses of occult material. Needless to say, Ali keeps this information extremely secret, but his little shop is a treasure trove of forgotten lore.

ASIA

The largest and most populous continent on earth, Asia is dominated by three large empires. In the south and east, the British Empire controls parts of the Middle East and the Indian subcontinent, in the north and east, the Russian Empire is constantly expanding. Most of the rest of the landmass belongs to the Chinese Empire. These three great powers are almost at the farthest reach of their expansion, as any additional territory gained must be at another's expense. Tensions are high throughout Asia as each nation tries to secure a dominant position.

In the aftermath of the Opium Wars, large parts of Asia are undergoing a period of forced Westernization. The situation is further aggravated by a series of disasters, including the first Sino-Japanese War, an earthquake in Japan, and a devastating plague in China.

Encounters

Cabal influence never extended to the Far East, so there is little here of Cabal resistance. There are, however, numerous cults worshipping ancient gods all across the continent. In China and Japan, vampires are also a menace, and many very ancient Chinese vampires are said to entertain forging closer links to their European brethren.

Afghanistan

This rugged, tragic country has occupied the British Empire for decades, as it had other invading forces throughout history, from Darius I to Alexander the Great to Ghengis Khan. For most of this century, Great Britain has struggled to exert control over the troublesome northern borders of British India and maintain a buffer between itself and the southern expansion of the Russian Empire.

A disastrous war with Afghan tribes saw the British retreat from the country earlier in the century, but Russian advances toward India led Britain to invade Afghanistan once again in 1878. The Second Anglo-Afghan war left the country largely independent, with Great Britain managing Afghanistan's foreign affairs, and thus able to resist Russian attempts to expand further. In making this agreement, however, a new border has been drawn directly through the historic tribal lands of the native Pashtun people, sowing the seeds of bitterness and resentment that will soon yield a further harvest of hatred and bloodshed in this troubled land.

Khyber Pass

Throughout history the Khyber Pass has been an important military and commercial location, governing access to the Indian subcontinent through the Spin Ghar mountains and being an important part of the ancient trading route, the Silk Road.

Strange Locales

Jamrud Fort: Built by the Sikhs who controlled the Khyber Pass in 1823, Jamrud is a squat, powerful fortress manned now by British forces. It is said that the ghosts of tribal attackers can be heard to howl at night as they relive their fatal assaults against the fort's solid stone walls.

Landi Kotal: This small town is the headquarters of the famed Khyber Rifles—a unit of riflemen raised from the local Afridi tribesmen and seconded to the British Indian Army. The Rifles are under the command of the dashing Colonel Robert Warburton, the son of an Irish artillery officer and an Afghan princess. The regiment is garrisoned at three forts throughout the pass, and is responsible for protecting this important route. The fierce hill tribes of the area respect Warburton's authority, in part because of his lineage, but resentment against British rule and local tribal disputes make the whole area a powder keg.

Peshawar

One of the most ancient cities on the continent, Peshawar is the capital of the British Northwest Frontier. It links the outposts of Afghanistan to the British Empire through its rail line to India, and is the administrative center for the large—and growing—Malakand Field Force that is preparing to deploy to keep the Pax Britannica among the restless local tribes.

China

When Qing Emperor Xianfeng died in 1861, his only heir was his 6-year-old son Tongzhi. Since he could not rule, the Empress Dowager Cien and Tongzhi's concubine mother Dowager Cixi ruled as regents in his place. In 1875, when Tongzhi was only 19 years old, he died of smallpox and the title of emperor passed on to Guangxu, the four-year-old son of Cixi's sister. The two women continued to rule as co-regents until Empress Cien died in 1882. Now Empress Dowager Cixi controls China, though the Emperor Guangxu is quite reform-minded and plans to introduce parliamentary rule in the near future.

In the 1890s, things are not going well for Cixi. Her government bureaucracy is hopelessly corrupt, and the country is still recovering from its 1885 defeat in the Sino-French war. In 1894 China invaded Japan, but lost to the Japanese in 1895.

Encounters

Traveling Rippers who have returned from China report coming into conflict with Jiangshi—

Chinese so-called “hopping vampires”—and the terrifying hungry ghosts. It is rumored that some powerful, much older creature is controlling the actions of these monsters, but the nature of that villain, and the purpose it might be pursuing, remains unknown.

Shanghai

As a result of the Opium Wars in the mid-19th century, the Chinese city of Shanghai was opened to foreign trade and settlement; the chief among many such treaty ports. At first the Chinese government forbade native Chinese from living in the city with the foreigners, but that restriction was eventually lifted and the city is now divided up into Chinese and foreign districts. The foreigners of the so-called “International Settlement” come from many countries, but most are British and American. The Shanghai Municipal Council governs the International Settlement, which is not under control of the Chinese Empire.

Strange Locales

Yuyuan Garden: This elaborate garden dates from the Ming dynasty and contains over 30 different halls and pavilions. The rooftops of the buildings form an elaborate stone dragon. In a time of great trouble, legend has it, the dragon shall wake and save Shanghai.

The Jade Buddha Temple: This temple is a Ripper lodge operated by the Order of St. George and houses two famous porcelain and jade Buddha statues, one sitting, the other reclining. Secret passages below the temple also house a library and Ripper lab.

Shandong Province

The presence of the foreign traders is widely resented, as the western powers exerted great pressure on the Chinese in the various treaties that opened the country to trade. To add insult to the injury of the unequal treaties, Christian missionaries are traveling the countryside beyond the agreed treaty ports attempting to win converts to the faith.

In reaction to this foreign invasion, many disaffected young men have joined secret societies, like the Righteous and Harmonious Fists, the Big Swords, the Plum Flower Boxers, and the Red Boxing School. These societies instill discipline and a moral code as well as teaching their members to fight. Through dedication, rigid self-control, and constant study, the members of these secret

LODGE: JADE BUDDHA TEMPLE

Rank: 4

Location: Ancient tunnels beneath the Buddhist temple.

Modifier: +1

Facilities: Meeting & Dining Room, Sleeping Quarters (sleeps 16), Library, Ripper Lab

Edges: Faithful Following, Mystical Location

societies believe they can master unbelievable—almost supernatural—martial powers.

While the actual style of fighting varies from society to society, westerners simply refer to these dedicated anti-western students as boxers. In recent times the boxers have started to attack remote catholic missions and wandering missionaries. Western anger against these outrages is growing, but the boxers' rallying cry of purifying China and destroying foreigners resonates powerfully with young Chinese men.

Strange Locales

Righteous and Harmonious Society: This small, unassuming building in Jinan, capital of Shandong Province, appears to be one of many places young men can go to practice martial arts. It is in fact a front for a British government outpost spying on the nascent Boxer movement.

The proprietor, Jiang Yikang, is sympathetic to the Boxers' grievances but considers open revolt against the western powers a battle China cannot win. Instead, he believes modernization is the way for China to progress, and cooperation the best way to achieve modernization.

In supplying information to the British he hopes to be able to avert a full-scale uprising, with all the terrible consequences of fighting modern western armies.

Hong Kong

The British military took control of Hong Kong Island and the Kowloon peninsula during the Opium Wars. Though the British are technically leasing Hong Kong from China, it is effectively a Crown Colony. This major shipping port is also the center of the global opium trade.

India

In 1610 the British East India Company established a trading post at the Indian town of Surat, hoping to gain a portion of the valuable Indian spice trade. Over the next 150 years they drove out their competitors, and by 1769 they controlled all European trade in India.

Through a system of alliances with local princes, known as the Raj, the East India Company built up its own military and took control over more Indian territory. After a rebellion in 1858 and a series of financial scandals in 1874, the British Crown took control of the East India Company's assets and India became a Crown Colony. In 1877 Queen

Victoria was pronounced Empress of India and the colony became the "Jewel in the British Crown."

The Crown tends to view India as a natural resource to be exploited, and has done little to improve the everyday lives of its people. Though independence for India is still many decades away, its people have already started clamoring for more local control.

Bombay

The Indians call this city "Mumbai" after its patron god Mumba Devi, but foreigners use the name "Bombay," a corruption of the Portuguese words for "the good bay."

Historically, many skilled Indian tradesmen made their homes in Bombay. When the American Civil War disrupted the global cotton trade and the Suez Canal opened India to ships from the West, Bombay became a major textile center. However, the city is under Crown control and segregated, with the British living in the better parts of the city.

Strange Locales

Flora Fountain: This fountain, depicting the Roman goddess of flowers, was constructed in honor of Sir Bartle Frere, governor of Bombay from 1862–1867.

Mahalaxmi Temple: The oldest Hindu temple in Bombay, Mahalaxmi houses a golden statue of Laxmi, the Hindu goddess of wealth. During the yearly Navratri festival the temple is decorated with offerings of flowers.

Calcutta

The city of Calcutta in southern India is an important textile center, and one in which the British have invested heavily. It is dominated by the vast Fort William overlooking the banks of the river. This newer fort replaced the old Fort William, which had been home to the infamous Black Hole of Calcutta.

Calcutta is also an important center for the worship of the Hindu deity Kali—the wild and fearsome goddess, typically associated with death and war. Like many Hindu deities, she has multiple aspects and forms, but several cults of Kali in Calcutta have embraced her most destructive and deadly aspects.

Strange Locales

Phansigar Temple: This temple is dedicated to the Hindu goddess Kali. Terrifying statues of the deity at her most warlike—multi-armed, bearing swords and severed heads, blood dripping from

her long tongue, her waist adorned with severed limbs—decorate this fearsome and intimidating place of worship. Local rumors suggest there is a still more frightening presence in the temple, but none can say what it may be.

The Black Hole: Though the actual site of the tiny dungeon in which so many perished has long-since been destroyed, it is said that *something* happened to the poor men who died within the tiny suffocating space. Their spirits are often said to be responsible for misfortunes that befall the native population who live and work around the new Fort William.

Japan

For over 500 years Japan has been governed by a succession of shoguns: military and political leaders. With the emperor more of a figurehead, the real power in Japan rested with the shogun and the local warlords (the daimyo). From 1467 to 1573 (a time known as the Sengoku or Warring States period), clashes between daimyo and their armies of samurai retainers were common, as rivals vied to become shogun and thus the de facto ruler of Japan. This fractious time was brought to an end when the powerful Tokugawa family united all political power under the Tokugawa Shogunate and Japan enjoyed several centuries of relative peace.

The Tokugawa Shogunate came to an end in 1867 by restoring power to the Emperor of Japan, Emperor Mutsuhito. In 1868, all Tokugawa lands were placed under imperial control and other daimyo followed suit until, by the late 1880s, the central Japanese government exercised control over the whole realm. Daimyo were paid for their lands and the government took over and gradually phased out the payment of stipends to their samurai retainers.

Known as the Meiji Restoration, this period saw the new government look to the West for advances in technology and trade. The government accelerated industrialization in Japan and reformed the military, with the adoption of modern western weapons and tactics and the introduction of mandatory conscription in 1873. This ended the exclusive right of samurai to bear arms and to carry them openly—a move that angered many of that proud class.

The disgruntled samurai revolted against the erosion of their ancient rights, but these brave warriors were no match for the newly formed Imperial Japanese Army—trained in Western

tactics and weapons, and more numerous—and the rebellion was quickly quelled. Though the samurai revolt was ended, the ideal of the warrior spirit remains strong among the privileged of Japanese society.

As the Japanese military modernized the nation developed an expansionist attitude, which led to a rapid escalation of tension with China. This culminated in a brief war starting in 1894 in which the Japanese were victorious and seized Korea, parts of northern China—including a bloody attack on Port Arthur—and the island of Taiwan.

China's defeat was a surprise to the western powers, who had anticipated the Japanese forces would be crushed. It was a sign to the West that the Japanese Empire was becoming a force to be reckoned with and that western attitudes toward the east would need to change.

As with China, foreign visitors from western countries to treaty ports are subject to the laws of their home country, not Japanese law. The primary treaty ports in Japan include Yokohama, Nagasaki, Kobe, and Osaka. While this special provision is a boon to foreign travelers, it is resented by most Japanese. A new treaty revising the arrangement and ending the system of treaty ports in Japan was signed in 1894 to take effect in 1899, putting an end to this unequal status.

Having completed the overhaul of its feudal system of government, undergoing rapid industrialization, and dramatically improving the effectiveness of its military forces, Japan is on the brink of becoming a major power on the world stage at the dawn of the new century.

Encounters

Japan is prone to earthquakes and tsunamis and has more than 100 active volcanoes. In addition to these natural hazards, the country has supernatural horrors in abundance. Reports from Nagasaki indicate that many believe a vengeful spirit—known as an *onryō*—is exacting revenge against westerners.

Tibet

For over 150 years Tibet has been under the control of China, but now that Britain controls India the British have taken a closer interest in Tibet. The Crown has sent numerous Indians into the country to act as explorers, traders, and spies. In 1893, Britain managed to establish a trading post in the town of Yadong.

The Rippers have invested heavily in Tibet, as they were determined to stop the Cabal from gaining a foothold in greater Asia. With the decline of the Cabal generally the Rippers no longer need such a strong presence in Tibet, but their close ties with the Dalai Lama mean they are unlikely to withdraw.

Encounters

Tibet is home to the largest mountains in the world, and the intrepid explorers who have attempted to scale these heights have brought back rumors of strange creatures dwelling in the snowy wilderness.

Lhasa

Lhasa, also known as the "place of the gods," is the capital of Tibet. Built in the Lhasa River valley, most of the city is situated in the mountains thousands of feet above the river.

Strange Locales

Potala Palace: The Red Palace is the home of the Dalai Lama and of a Ripper lodge run by the Order of St. George. It houses an extensive collection of magical relics, a library devoted to mysticism, and a small Ripper lab.

Jokhang Temple: Jokhang temple is the most sacred place in all of Tibet. Above the entrance to the temple is a golden wheel with eight spokes, flanked by two deer. The wheel represents the movement of karma, and is a relic.

AUSTRALIA

For many years, the British banished criminals to America, but after the American Revolution they needed a new place to send these outcasts. They settled on Australia. Over the years, more than 100,000 prisoners were sent "down under." With the discovery of gold in 1851, voluntary settlers flooded into Australia and the place quickly became much like the American West, complete with railroads and boomtowns. By 1892 the country is independent in all but name, with its own elected legislators and state constitutions.

Encounters

Until recently there was no Cabal activity in Australia, but in 1891 Dr. Jack made approaches to the oppressed aboriginal people. The official government policy toward the aboriginal people is that they are to be "civilized" and converted to

LODGE: POTALA PALACE

Rank: 4

Location: Dalai Lama's palace high in the mountains.

Modifier: +1

Facilities: Meeting & Dining Room, Ripper Lab, Sleeping Quarters (sleeps 12), Library

Edges: Chapel, Reliquary, Specialist Research (Mysticism)

Christianity, but they frequently clash with the colonists and many have been killed or forced from their ancestral lands by gold miners and sheep herders.

The aborigines have a long tradition of mysticism and a deep affinity with nature. Until now they have resisted the temptation to resort to black magic. If their situation does not improve, however, it is only a matter of time before this changes.

EUROPE

Despite the global power of Britain the future of Europe is still very much in doubt. Prussia has come to dominate the German Empire, Italy has been united, and the formation of Austria-Hungary has moved the balance of power in Eastern Europe away from the Ottoman Empire. With alliances constantly shifting and anarchist terrorism on the rise, Europe is headed down a path that eventually leads to a war of unimaginable scale.

Encounters

The Rippers fight most of their battles against the remnants of the Cabal in Europe. What is left of the evil Night Guard as well as the majority of vampires are based in eastern Europe, while werewolves, witches and ghosts abound in the western countries.

Austria-Hungary

The Austro-Hungarian Empire consists of the Kingdom of Hungary and a number of other lands collectively known as Austria. Emperor Franz Joseph and the popular and beautiful Elisabeth of



Austria (known as “Sisi”) rule both Hungary and the lands of Austria. Elisabeth is a former Ripper, and is a skilled equestrian and acrobat. Although Sisi retired a decade ago, she still practices her skills and her palace is filled with gymnastics equipment.

Prince Rudolf, the couple’s only son, committed suicide with his mistress Baroness Marie Vetsera in 1889, leaving the Empire’s future in doubt. Some claim Marie was a vampire and is not really dead.

Budapest

Budapest is the capital of Hungary and home to the impressive Hungarian parliament and castle Buda, which overlooks the Danube river. Despite recent reversals, the city remains a major Cabal stronghold. As a result, Mina Harker has instructed that Budapest continue to act as the base of operations for the Old Worlders, and the Rippers maintain an impressive lodge here.

Strange Locales

Castle Buda: Envious of the rival royal palace in Vienna, the Hungarians are continually building and adding to Castle Buda in an effort to compete.

Reports from the Old Worlde lodge suggests that several aspects of the castle’s construction are unusual and speculate that the Cabal may have influenced some of the designs for their own nefarious purposes.

Prague

Though part of the Austro-Hungarian Empire, the people of Prague are Czechs and Jews, not Austrians or Hungarians. As a consequence, the “Bohemians” of Prague are unwilling subjects of the Empire and long for independence.

Strange Locales

Castle Prague (Monastery of St. George): Operated by the Order of St. George, the Prague lodge is located inside Prague Castle, a miniature city of over 700 rooms complete with streets, plazas, and even its own cathedral and monasteries. The lodge is hidden away beneath the crypts of the aptly named “Monastery of St. George.”

Astronomical Clock: This elaborate clock was originally built in the 15th century. It is said that the town officials blinded the clockmaker after he

finished construction, so he could not duplicate it. In revenge, the clockmaker dismantled the gears. It was over 50 years before the town could find another clockmaker willing to repair it.

The extremely ornate clock is decorated with figures of the 12 apostles, as well as Vanity, Greed, Death, and Lust. A golden astrolabe indicates the position of the sun and moon, and a silver and black ball indicates the phase of the moon. A second disc shows the current sign of the zodiac.

Vienna

Austria's capital, Vienna is full of grand buildings. The city is also home to intellectuals, composers, artists, and other important cultural figures, as well as the Emperor and his consort. As such, it has long been a target of agents of the Cabal, who seek to corrupt and control such influential personages and through them exert an evil grip on Europe.

Vienna also has an active nightlife, and is especially renowned for its masquerade balls—making it a haven for vampires, who are said to take the opportunity to move freely among their prey.

Strange Locales

Hofburg: The grand Imperial Palace holds several “relics” in its treasury including supposed pieces of nails from the True Cross, and an alleged thorn from the Crown of Thorns. The veracity of these claims are disputed by theological scholars, but many pilgrims visit to view the revered items nonetheless.

Riesenrad: Built for a world exposition, this giant Ferris wheel is a prime attraction for visitors to Vienna and affords commanding views of the city.

Spanish Riding School: The white Lipizzaner stallions trained here are famous the world over, but the school is merely a cover for a lodge. Although she has now retired as an active Ripper, Sisi trains some of these horses herself and gives them as gifts to Rippers who have provided valuable services to the Empire. The Riding School also holds fancy dress balls with thousands of guests.

Zentralfriedhof: This large cemetery is the burial place of many Austrian noble families.

Belgium

Ruled by King Leopold II, Belgium is one of the lesser powers in Europe but shares the imperialist ambitions of its larger rivals. After several failed attempts to forge an empire for his country,

BUDAPEST LODGE

Rank: 10

Location: Network of linked cellars beneath Budapest.

Modifier: +3

Facilities: Meeting & Dining Room, Sleeping Quarters (sleeps 40), Library, Ripper Lab, Workshop, Garage, Gymnasium, Surgery, Members' Lounge, Armory

Edges: Dissecting Lab, Guards (4), Hidden, Secure Cells

PRAGUE LODGE

Rank: 7

Location: Numerous chambers beneath the crypts of a chapel.

Modifier: +2

Facilities: Meeting & Dining Room, Sleeping Quarters (sleeps 28), Library, Ripper Lab, Workshop, Garage, Gymnasium

Edges: Chapel, Concealed, Escape Tunnel, Specialist Research (Kabbalah)

LODGE: SPANISH RIDING SCHOOL

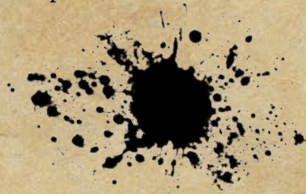
Rank: 10

Location: Series of rooms in the riding school.

Modifier: +3

Facilities: Meeting & Dining Room, Sleeping Quarters (sleeps 40), Library, Ripper Lab, Workshop, Garage, Gymnasium, Surgery, Members' Lounge, Armory

Edges: Concealed, Faithful Following, Guards (6), Public Façade, Purpose Built, Renowned, Secure Cells, Specialist Research (European Vampires)



Leopold eventually purchased a slice of Africa to become his own personal fiefdom. Belgium's interest and misadventures in what is now called the Belgian Congo are detailed on page 66.

France

France, and especially Paris, is considered the cultural capital of the world. The ancient city is home to many stunning works of art, but it also has a bloody past.

Following the collapse of the second French Empire and the surprising defeat in the Franco-Prussian war, France is a nation in search of stability. The French have abandoned thoughts of the restoration of their monarchy, and the country is ruled by a democratically elected government known as the "Third Republic." Upheavals at home and abroad mean that France has gone through a number of Presidents and Prime Ministers in rapid succession. The current President is Félix Faure, who seems to be inoffensive enough to stay the course, but the revolving door of Prime Ministers continues.

Despite this political instability and recurring troubles with anarchist terrorists, the country is going through a period of cultural and artistic growth later known as the Belle Epoque or "Beautiful Era."

Encounters

France is home to numerous anarchist and revolutionary groups, as well as fanatical groups dedicated to causes as diverse as ending French imperialism overseas and restoring the monarchy.

In addition, small Cabal groups linger in the country, fomenting dissent and seeking to unleash terror on the local populace. Werewolves are relatively common in the French countryside, too, while in the cities large catacombs dating back centuries are said to give shelter to undead things that prowl the streets in the dead of night.

Paris

In the 1890s Paris is known as the "Sin Capital of Europe," with gambling halls such as the Casino de Paris, cabarets like the notorious Moulin Rouge, and countless brothels. It also plays



host to such artistic giants as writer Emile Zola, composer Claude Debussy, the famous actress Sarah Bernhardt, and a whole host of painters including the likes of Monet, Suerat, Renoir, Gauguin, and Pissaro.

Despite these accomplishments, and a successful hosting of the World Exhibition in 1890, Paris is rocked with political turmoil with liberals, conservatives, socialists, and anarchists all fighting for control of the city. To make things even more confusing the Cabal adds fuel to the fire, with vampires masquerading as anarchists throwing bombs at government buildings, and werewolf assassins attacking promising artists. (Despite stories to the contrary, the late Ripper Vincent Van Gogh did not cut off his own ear—it was bitten off by a werewolf). The Cabal hopes that by exploiting the general unrest in the country, they can distract the Rippers long enough to rebuild their power base.

Strange Locales

Eiffel Tower: Built for the World Exhibition, the Eiffel Tower is one of the marvels of modern engineering, and a must-see for all visitors to Paris. Rumors persist that the giant structure has some arcane purpose beyond simply being an awe-inspiring tourist attraction.

The Louvre: Originally built as a fortress, Francois I first turned the building into a private museum when he installed a dozen paintings. Successive monarchs added to the collection and by 1715, when Louis XIV (the Sun King) died, it boasted over 2,500 works of art.

The Louvre was a private collection for the monarchy, and only became accessible to the public after the Revolution. Napoleon Bonaparte added a vast number of works to the collection, but a large portion of these were returned to their rightful owners after his defeat at Waterloo.

The Louvre came under ownership of the State in 1848, and has remained that way ever since. Among its famous works are the Venus de Milo (installed 1820) and the Mona Lisa (circa 1799).

Templar Headquarters: The Templars relocated their base of operations to this building in Paris after being expelled from the Holy Lands. It is now a museum, but is watched by Rippers round the clock, in case the rumors of ancient secrets buried deep beneath the building prove to be true.

Germany

The German Empire is dominated by the state of Prussia. The current Emperor, Wilhelm II, forced the powerful chancellor Otto von Bismarck to resign in 1890. His successor, Count Leo von Caprivi, was originally appointed to act, like Bismarck, as both president and prime minister. In 1892 he resigned his position as Prime Minister, retaining his presidential powers, but did not work well with Count Botho zu Eulenburg, the new Prime Minister and in 1894 the Emperor dismissed them both, replacing them with Prince Chlodwig zu Hohenlohe-Schillingsfürst.

Like the rest of Europe, Germany is experiencing a period of political turmoil. The monarchy is dying, the power of Prussia is waning, and the common people are demanding more rights. In these volatile times the remaining Cabal cells work to destabilize the situation in an effort to gain influence in the new order.

The Night Guard—once a powerful faction in the Cabal, but now a shadow of its former self—are based out of Prussia. They want a powerful authoritarian government that they can subtly influence to restore them to their former glory. They are not pleased with Caprivi's bowing to socialist pressure, and are scheming to replace him with a strong leader who can restore order to Germany. From this power base the Night Guard plans to extend its influence throughout Europe and beyond. Its members are willing to continue working with the Cabal as long as it suits this purpose, but their faith in that organization has been shaken; they are prepared to take any opportunity to regain influence in Germany.

Encounters

More remote areas of Germany, particularly the Black Forest, are rife with wild creatures and werewolves. In the cities, Rippers are more likely to discover Cabal operatives or even contingents of the brutal Night Guard.

Berlin

Berlin has a population of nearly two million people and is rapidly catching up with the Industrial Revolution. Aided by the reforms passed by Chancellor Bismarck during the later years of his administration, the city has gone from being an old feudal-style capital to a major industrial and banking center. Much of the city's economic development is due to the investments

ROME LODGE

Rank: 3

Location: Ancient catacombs beneath Rome.

Modifier: +1

Facilities: Meeting & Dining Room, Sleeping Quarters (sleeps 12), Library

Edges: Hidden, Secure Access, Specialist Research (Magic)

of its sizable Jewish community and, as with other cities throughout European history, those who fail to share in the economic growth tend to focus their resentment against the Jewish community.

Iceland

Iceland, still a colony of Denmark, has been through a series of natural and man-made disasters over the last couple of centuries, including a Danish trade monopoly, pirates, disease outbreaks, and even volcanic eruptions. As a consequence of these hardships and the naturally harsh climate, the Icelanders are a hardy and stoic people. As with many other colonies throughout the world they are slowly gaining independence from their ruling country, and have gained their own constitution and the right to elect their own legislative body.

Italy

Italy is a constitutional monarchy ruled by King Umberto I. The country has an elected parliament, but voting is restricted and the senators are chosen by the king. Umberto recently united the various Italian city-states into a single nation with the sole exception of the Vatican, which he considers a gaping hole in his otherwise unified country. The current premier is Francesco Crispi, a rash and militaristic leader with a strong desire to join the colonial powers in acquiring overseas territories. He took over the government from Giovanni Giolitti, a liberal with a reputation for corruption—a problem that blights Italian local and national government.

Italy joined the other major European states in their scramble for African colonies but, like Belgium, Italy found it hard to compete with the vast power of France or Great Britain. While Italy was able to acquire colonies in East Africa, it proved harder to hold on to them. In 1896 the Italian army suffered a humiliating defeat to the Ethiopian army at the Battle of Adwa, one of the most significant defeats by an African army over a colonial power—although the fact the Russian Empire supplied the Ethiopian army with weaponry goes a long way to explain their triumph.

Like much of the rest of the world in the 1890s, Italy is exceptionally unstable. Disease and famine are serious problems, food riots are common, and the lack of literacy and voting rights among most of the population make it a nation ripe for revolution.

Encounters

Many groups of former Cabal agents fled to Italy, where the political unrest gives them plenty of disaffected groups within which they can hide. Many ancient vampires are drawn to the great Italian cities, but the Vatican is very active in seeking out supernatural evils. Unfortunately, a consequence of this is that many Rippers are also not welcome in Italy.

Strange Locales

Mount Vesuvius: When Mount Vesuvius erupted in 79 AD over 3,000 people died and the entire city of Pompeii (along with its neighbor, Herculaneum) was buried beneath a mountain of volcanic ash, mud, and lava. The tremendous death and suffering generated during the event created serious aetheric disturbances, the residual effects of which can still be felt in 1896 by those attuned to such arcane shockwaves. The rocks found there are made of a substance known as tephrite. Ripper scientists researching the volcano unearthed a small cache of tephrite ash some years ago that actually radiated magic. This rare substance has remarkable destructive properties, exploding when it comes into contact with the undead in the region and, even more remarkably, seems to regenerate when exposed to moonlight.

Ruins of Pompeii: These ruins were first unearthed in the 1600s, and much of the city still lies buried despite extensive looting. The volcanic ash preserved the bodies of the dead, and the aetheric disturbances caused by the mass deaths animated some of them into a strange type of mummy.

Rome

Until 1870 Rome was the capital of the Papal States, but is now the capital of a unified Italy. Built on seven hills, Rome is filled with magnificent architecture and many lost relics from ages past. Vampires are the most numerous monsters in the city, and many of them are members of the anarchist movement attempting to depose king Umberto.

Strange Locales

Roman Catacombs: The Rome lodge (see sidebar opposite) is run from a secret location hidden deep within the catacombs of St. Sebastian, running parallel to the ancient Roman road known as the Via Appia. These catacombs lie approximately 50 feet underground, and several hidden doors protect access to the lodge itself. The lodge is lit by electric lights, and includes an extensive magical collection in its library but no Ripper lab.

The Coliseum: In ancient times this Roman amphitheatre hosted gladiator fights, naval battles, animal "hunts," and Christians being torn apart by lions. According to some estimates as many as 10,000 people met their ends within its walls, and many of their ghosts still haunt the place today.

Norway

A thousand years ago Norway was home to the Vikings, a barbarian culture that raided much of western Europe in search of plunder and land. The gods of the Vikings were once powerful but they have been dormant for centuries.

Between 1537 and 1814 Norway was a Danish province. At the end of the Napoleonic Wars Norway was ceded to Sweden and currently remains under Swedish control. Norwegians, angry at the deal, demanded self-governance and were granted a democratic constitution by the Swedish king, though he retained control over their foreign policy.

Encounters

Cabal experiments left numerous construct creatures roaming the remote parts of Norway's icy wilderness, while in the deepest fjords strange rumors of mysterious sea monsters persist.

Strange Locales

Jotunheim Mountains: Separating Norway and Sweden, the Jotunheim Mountains were once believed to be home to giants. Local legends claim that a powerful Viking chief was buried here with a stash of treasure, including a magic sword.

Ottoman Empire

The Ottoman Empire is widely known as the "Sick Man of Europe," having been in decline for decades and having lost much territory, including Egypt, Hungary, Montenegro, Romania, and Serbia. The current Sultan Abd al-Hamid II rules over Turkey, Armenia, Persia, and the other remnants of his empire from his residence in Constantinople. As he's rarely seen in public some have speculated there is another power behind the throne.

In 1894, when Armenians protested their treatment by the Empire, a series of coordinated massacres took place. Over 100,000 Armenians were killed in these genocidal attacks and tens of thousands of others fled the country. These massacres aroused the outrage in the rest of Europe, and earned Abd al-Hamid the nicknames "Red Sultan" and the "Great Assassin."

But Ottoman power is fading. When Egypt became unstable, threatening the Suez Canal, Great Britain occupied the country, essentially seizing it from the Ottoman Empire. The inability of the Ottomans to resist this naked grab for power is a sign of how far they have fallen. As the once-great empire begins to disintegrate, the Sultan is prepared to go to ever more extreme lengths to cling to the remnants of his power. Meanwhile, the Great Powers circle like vultures waiting to pick over its corpse.

Encounters

Rippers can encounter various enemies as they travel across the sprawling territory controlled by the Ottomans. Vampires and witches are prevalent in their European holdings, while mummies and djinns are more common in the African territories. The Ottoman army is corrupt to the core, and frequently small units can be found employed as mercenaries for local warlords or even working directly for the Cabal.

CONSTANTINOPLE LODGE

Rank: 5

Location: Subterranean cisterns of Justinian.

Modifier: +2

Facilities: Meeting & Dining Room, Sleeping Quarters (sleeps 20), Library, Ripper Lab, Workshop

Edges: Concealed, Escape Tunnel, Guards (2), Secure Access, Specialist Research (Crusader History)

Constantinople

This exotic city straddles Europe and Asia across the Bosphorus River. Formerly known as Byzantium, Constantinople has been a major capital for the Byzantine, Roman, and Ottoman empires. It is at once ancient and cosmopolitan; a heady mix of East and West that captivates visitors at a single glance.

Strange Locales

Constantinople Archaeology Museums: These recently built classical buildings house many treasures from Constantinople's ancient Byzantine and Roman history. Numerous collections of artifacts from the time of Constantine and from the crusades include supposed relics of religious and arcane origin.

Constantinople Lodge: Located below ground in the Basilica cistern of Justinian, the Constantinople lodge is a highly secretive facility compared with lodges in other major cities. The recent pogroms that culminated in the slaughter of many thousand civilians have led local Rippers to become increasingly suspicious of the Sultan and his motives. To avoid the attention of the increasingly desperate Ottomans the Rippers in Constantinople have gone literally and figuratively underground.

Fortunately, the organization had long occupied a series of connected chambers beneath the old Byzantine acropolis that connected to the Basilica cisterns by means of a narrow canal. All but impossible to find in the subterranean gloom, the

network of canals that leads to the lodge requires an accomplished guide to navigate.

The lodge itself is well equipped and guarded. It contains a library of ancient knowledge and a rudimentary Ripper lab, as well as accommodation for many more Rippers than currently operate from Constantinople.

Topkapi Palace: This sprawling complex has been the home to the Sultan from the time of the Ottoman conquest until recently. The palace comprises four courtyards surrounded by covered passages connecting low buildings. These spacious tree-lined open areas are dotted with intricately decorated fountains and lend a serene calm to the old palace. In stark contrast stands the vast and labyrinthine harem that dominates about a quarter of the palace grounds.

While the current Sultan has moved the seat of political power to the newer Dolmabahçe palace, some important functions still take place in the old Topkapi Palace, including the operation of the Imperial Mint.

Romania

The Ottoman states of Wallachia and Moldavia were granted autonomy and merged to form the state of Romania in 1859. In 1877 Romania gained its independence from the Ottomans. King Carol I (Charles of Romania) has ruled the country since 1881, but he and Queen Elizabeth are childless so their nephew Ferdinand is next in line to the throne.

Unlike the rest of the world, the existence of vampires and werewolves is taken for granted in Romania. The country's peasants are immensely knowledgeable about these terrible creatures and extremely superstitious. The Romanian government privately acknowledges the country has a monster problem but the Night Guard is still powerful here, essentially controlling the military, and King Carol has refused to cooperate with the Rippers for fear of retaliation. As a result, the Rippers must be even more secretive than usual in Romania for fear of official reprisal, though they can often count on the support and gratitude of the common people.

Encounters

Thought to be the birthplace of European vampires, there remain numerous ancient bloodlines in Romania. While the Rippers successfully tracked and eliminated the most powerful, the vampires are patient and fiendishly



clever, preferring to wait and rebuild their power rather than confronting the Rippers openly.

Werewolves are less wily, but extremely ferocious. They remain numerous in the vast wilderness and prey on isolated farms or villages in the hope they can move on before the Rippers discover their whereabouts and track them down.

Bucharest

The history of the capital of Romania is shrouded in mystery, but according to one story Count Dracula founded it in 1459. The city is still small by western European standards, with a population of just over 200,000, but it is a place of high culture and learning—the Romanians call it *Micul Paris* or “Little Paris.”

When Dr. Van Helsing first defeated Dracula in 1876 the peasants of Wallachia thought the monster was gone for good, but when the Count reappeared in 1888 they staged a revolt. The Night Guard, working directly under Dracula’s orders, stamped out the rebellion and, unlike in most of Romania, the populace in and around Bucharest was effectively tamed. After Dracula was defeated for a second time the locals were more cautious.

Many people there remain completely in Dracula’s thrall, and report any strange activity to Dracula’s cossacks. They have imposed a kind of martial law in the area, awaiting orders from their master and seemingly unaware of his destruction.

Strange Locales

Transylvania Lodge: The Transylvanian Lodge is actually a busy roadside inn located halfway between Bistrisa and Cluj that makes an ideal resting point for travellers. The inn, The Red Wolf, is owned by Janos and Voica Ionescu, both of whom have lost family and friends to the horrors that stalk the night. They are not Rippers, but know a little of the organization’s activities. The lodge itself (see sidebar) is actually located in a secret cellar, entrance to which is gained through a concealed trapdoor in Janos’ office (locked from the cellar) or via a secret tunnel, which leads in from a hollow tree in the nearby woods.

RED WOLF LODGE

Rank: 4

Location: Cellars beneath the Red Wolf Inn.

Modifier: +1

Facilities: Meeting & Dining Room, Sleeping Quarters (sleeps 12), Library, Ripper Lab

Edges: Concealed, Dissecting Room, Public Façade, Specialist Research (European Lycanthropy)

LODGE: HOSPITAL OF ST. JOHN

Rank: 4

Location: Concealed within part of the hospital complex.

Modifier: +1

Facilities: Meeting & Dining Room, Sleeping Quarters (sleeps 12), Library, Ripper Lab

Edges: Concealed, Defenses (fear): Eerie echoing chants, Faithful Following, Public Façade

Although the lodge is small and financially stretched, the Ionescus ensure the Rippers have clean rooms and food, as well as security. The lodge is run by Xavier Jahrling, a member of the Order of St. George. He maintains good relationships with Old Worlders in the area.

Russia

The Emperor of the Russian Empire is Nikolai Alexandrovich Romanov, known as Nicholas II. His grandfather, Alexander II, was assassinated after announcing a move toward constitutional reform. Nicholas' father Alexander III was determined not to make the same mistake. He ensured schools taught only Russian, the only state-sanctioned church was Eastern Orthodox Christianity, and the only form of government

permitted was autocratic rule. Unsurprisingly, these policies made him extremely unpopular with every ethnic minority in the Russian Empire, and the mass of downtrodden peasants left a nation on the brink of revolt. Alexander died in 1894 and was replaced by his eldest son, Nicholas II.

Encounters

The huge expanses of Russian countryside are predominantly home to werewolves and witches. Like any major European country, Russian cities are infiltrated by powerful vampires, often members of the aristocracy due to their ancient lineage. Cabal cadres and Night Guard units have also found refuge in Russian cities among the disaffected and seek to spread their influence to once again build a power base to threaten the Rippers.

St. Petersburg

St. Petersburg is the intellectual and cultural center of Russia. It benefited greatly from the economic reforms of Alexander II and has become quite wealthy. Factories provide jobs to many of the poor, banks and other financial institutions have sprung up around the city, and the Hospitaller Knights (see below) keep the forces of darkness from encroaching on the city's newfound and still fragile success.

Strange Locales

Ministry of Internal Affairs: A sign of his growing paranoia, Emperor Alexander created a semi-secret police force called the Okhranka, headquartered in St. Petersburg. The Okhranka know about the Rippers, and monitor the activities of the Hospitallers and other Ripper groups, as well as various political activists and the Night Guard. So far the Okhranka has not taken any overt action against either the Rippers or their enemies, deciding instead to monitor them and remain neutral. What their agenda is remains uncertain, but the Rippers in Russia are wary of this powerful and secretive group.

Hospital of St. John: This plain and rather unassuming building is a Ripper lodge and the headquarters of the Hospitaller Knights, one of the many branches of the Order of St. George (see sidebar).

United Kingdom

Britain isn't a large country but 2,000 years of recorded history (and several thousand more years of pre-history) have left their mark. Burial mounds, stone circles, Roman ruins, hill forts, and castles dot the landscape. Most of these are just mundane ruins, but some areas have been associated with supernatural events for countless centuries.

Despite her size Britain rules a vast Empire and is still expanding, though at a considerably slower rate than in previous decades. Still the most powerful country in the world, the United Kingdom is ruled by Queen Victoria, though the real power lies in the hands of Parliament and Prime Minister the Marquess of Salisbury.

Queen Victoria's husband, Prince Albert of Saxe-Coburg-Gotha, died in 1861 and since then she has rarely appeared in public. The elderly queen's withdrawal from public life has increased the profile of her children, most notably Bertie (Edward VII when he eventually inherits the throne) and his wife Alexandra.

Prime Minister Salisbury is a conservative who took over the leadership of his party following the death of elder statesman Benjamin Disraeli. He was elected Prime Minister three times, trading the position with the leading liberal statesman, William Gladstone.

Queen Victoria is quite fond of Lord Salisbury, as she had favored Disraeli. She found the men's sense of humor and amicable demeanor a welcome relief from the dour Gladstone. In 1894 Gladstone resigned after an unsuccessful attempt to create an Irish parliament and Salisbury took over, being re-elected Prime Minister in 1895.

Around the globe the British Empire occupies parts of almost every continent and British troops are stationed in far-flung outposts across the world. A side effect of British colonialism is the spreading of the English language to other countries, although at this time fluency is generally limited to bureaucrats or colonial troops. Still, Rippers operating outside of England can usually find someone who speaks the language.



Encounters

Britain's cities are teeming with life but poverty is all too common, with the result that crime is endemic in large urban areas. Pickpockets, cutthroats, and thieves roam the fog-shrouded streets looking for victims among the labyrinthine back alleys and tenements. Britain also has its fair share of supernatural creatures, including black dogs (possibly devil dogs), ghosts, and witches. Britain escaped the worst of the witch hunts in the 16th and 17th centuries, so covens that keep their practices secret survive to this day. While never as strong in Britain as in eastern Europe, the Cabal still has many members operating in the country.

London

With a population of over four million people, London is the largest city in the world, the capital of the world's largest empire, and the headquarters of the Rippers. It is a place rife with adventure and danger.



Much of London was destroyed in the great fire of 1666. When the Industrial Revolution swept through England, factories sprung up in London, and as the population soared, the city was quickly rebuilt in a haphazard fashion. Those who could afford it moved to the suburbs, while the poor were crammed into tenement apartments in the inner city with a population density of nearly 36,000 people per square mile. But fires were still common. Sewage flowed untreated in the streets and cholera epidemics killed over 30,000 people. Gin mills provided cheap drink to help people forget their problems. Crime was rampant and law enforcement negligible.

In recent years, things have started to improve. The city has its own publicly funded fire department, and the introduction of electric lights has reduced the risk of fire. After the "Great Stink" of 1858, the city started building a proper sewer system. Combine that with the introduction of flush toilets, and by 1895 most of the city is cesspool-free. The Temperance Movement and the British East India Company have increased the popularity of tea, and many gin mills have shut down. The formation of Scotland Yard has helped keep crime in check (though they have fewer than 50 detectives and sometimes have to hire consultants to help with tough cases). The city is quickly becoming a better place to live, but it still has a long way to go.

Strange Locales

221B Baker Street: This unassuming townhouse is the residence of Sherlock Holmes, the world's greatest consulting detective. Holmes knows of the Rippers and has, on occasion, helped them with particularly baffling mysteries.

Bedlam: In South London, near Battersea and Wandsworth stands Bedlam, the popular name for Bethlem Royal Hospital, which moved to this site in 1815. The hospital is notorious as a home for the mad and criminally insane, and Bedlam has become a byword for chaos and mayhem.

That said, the hospital has some very talented physicians, and a doctor with the Alienist Edge can always be found to treat a Ripper suffering from diminished Reason.

Buckingham Palace: Located at the end of a wide avenue leading from Trafalgar Square, Buckingham Palace is the official London residence of Queen Victoria. Although the Queen and the Prime Minister know about the Rippers' existence, they keep parliament in the dark, occasionally diverting small amounts from the military to help fund missions of particular interest to the Crown.

High-level Rippers are on rare occasions invited to the palace, where they discreetly meet with the Queen and Prime Minister.

Cleopatra's Needle: This 68-foot-tall carved red granite obelisk was originally part of a matched set that stood at the entrance to the great temple in Heliopolis. It was brought to London, while its mate was sent to New York City and erected in Central Park in 1881. Standing on the bank of the Thames, the Needle has become a favorite spot for evening strolls and visitors to London.

Fleet Street: Located in the City of London, Fleet Street was its medieval heart. The Knights Templar erected a complex known as the Temple here, much of which still stands, albeit with modern renovations. Most of the Temple (as it is still known), which extends south to the River Thames, is used by the law courts, and Fleet Street is surrounded by legal offices. Nearby stands the infamous Newgate Prison (where prisoners convicted of capital crimes are executed).

Fleet Street is perhaps best known to the British public as the printing center of the country, if not the world. Most newspapers have presses here, where printing has taken place for centuries.

The River Fleet, a small tributary of the River Thames, flows under Fleet Street and is one of London's largest subterranean waterways. Parts of the river are diverted to flush out the sewers and sewer workers have reported sightings of unknown giant creatures in the tunnels beneath the city.

Limehouse: One of the poorest districts of London and situated by the docks, Limehouse is home to a large Chinese community. Life is cheap here and prostitution and opium dens can be found on every street. While it isn't a no-go area for ordinary folk, those who visit the district are usually doing so to partake in some criminal activity.

London Docks: As a result of Britain's vast Empire, London's docks are some of the busiest in the world. All manner of goods from around the globe—legal or illegal—can be found here. They're also home to countless thieves, murderers, and prostitutes; perfect hunting and recruiting grounds for Cabal agents seeking to rebuild their influence.

Madam Tussauds: In 1884 Joseph Randall, grandson of Marie Tussaud, opened the famous waxwork exhibition in Marylebone Road. Many famous—and infamous—people have wax doubles created to display to the public. Among the exhibits are some of Marie Tussaud's original creations, molded from the heads of victims of the French Revolution.

LODGE: VAN Helsing Mansion

Rank: 12

Location: Mansion house in London suburb.

Modifier: +4

Facilities: Meeting & Dining Room, Sleeping Quarters (sleeps 48), Library, Ripper Lab, Workshop, Garage, Gymnasium, Surgery, Members' Lounge, Armory, Sanatorium, Training Room

Edges: Concealed (elegant stately home), Defenses (barrier): Steel plates over the entrances, Dissecting Lab, Faithful Following, Guards (4) Irregulars, Renowned, Secure Cells (2), Specialist Research (Rippertech), World Leader (Ripper Lab)

Mayfair: An affluent part of London, Mayfair is home to many gentleman's clubs. Women, regardless of social status, are not allowed membership in such clubs.

Clubs include the Army and Navy Club (for military personnel), the Travellers Club (for people who have been more than 500 miles from London), the Athenaeum (for writers and scientists), the Diogenes Club (speaking is forbidden inside), the Chimera Club (which has a special Green Room for entertaining guests), and the Conservative Club (for members of the Conservative political party). The Savage Club (founded in 1857) has a membership of Savages—all hell-raisers and bons vivants, while The Umbral Rooms has a very exclusive clientele, its existence being unknown to many gentlemen.

Pudding Lane: Situated in the City of London, Pudding Lane is famous as the location where the Great Fire of London (1666) began. Although the fire devastated much of London it may have helped put an end to the Plague of 1665 and certainly led to the construction of many of London's most magnificent buildings. The mind behind this enormous rebuilding task was the great architect Christopher Wren. His masterpiece St. Paul's Cathedral is one of London's most notable landmarks.

Speaker's Corner: This corner of Hyde Park is where people of London traditionally go to air their grievances. It's also where lunatics go to rant

about conspiracy theories. The Rippers know that occasionally these theories have a grain of truth and sometimes go to Speaker's Corner to pick up rumors that might not be known to the general public.

Tower of London: The original tower, called the White Tower since 1240, was built by William the Conqueror in 1098. It has served as a palace, a prison (often for convicted royalty or traitors), and a place of execution. The Crown Jewels are displayed here. The entire complex is guarded by the Yeomen Warders (commonly known as "Beefeaters").

The Tower grounds are also home to many ravens. It is said that when the last raven leaves the British Empire will collapse.

Van Helsing Mansion: The London lodge is a mansion once owned by Abraham Van Helsing himself (see sidebar on page 89). It is the most elaborate of the Ripper lodges with several extensive libraries, research labs, ripping labs, an infirmary, a heavily defended relic vault, chemistry labs, physics labs, stables, classrooms, and private rooms for visiting Rippers. The mansion has nearly 100 chambers, but most of it is located underground, and it is rather plain-looking from the outside to avoid drawing too much attention to itself. Van Helsing bequeathed it to the Rippers, and since his death Mina Harker has run the organization from this building.

Whitechapel: Another poor area of London, Whitechapel is best known as the killing ground of Jack the Ripper. The narrow streets and small squares form a veritable maze, and like much of London the area is prone to heavy fog.

The Vatican

This tiny but influential country is located within the borders of the city of Rome. The current Pope, Leo XIII, knows of the Rippers and is broadly sympathetic to the Order of St. George, though he thinks them misguided in being a part of the Rippers. A consummate diplomat, he keeps his real feelings regarding the organization hidden, but reports of Vatican-sponsored groups carrying weapons have started to emerge from across Europe, which may be a sign that the Vatican is not as sympathetic as it appears. Certainly Rippers are not welcome within Vatican City itself, and most of Rome is fairly hostile to the group.

Strange Locales

Papal Palace: The palace houses the Pope's official residence in the Papal Apartment, and once also allowed a small lodge for the Order of St. George to operate. Pope Leo always despised both rippertech and sorcerous powers, and never allowed the use or research of either within the palace walls. The closing of the lodge indicates that his attitude to the Rippers as a whole has hardened, but there is no information as to why.

The Archives: The collection of rare books and manuscripts held by the Vatican is almost impossible to imagine. Housed in several large libraries, each collection is a priceless record of mankind. Perhaps of most interest to the Rippers is the fabled Collection XII, said to contain the knowledge the Church wants to keep secret from all. It is rumored that only the Holy Father is permitted to browse the contents of this secret library, and its location is known only to a select few in the Vatican.

Vatican Museum: The Vatican's extensive museum vaults hold many ancient and powerful relics. Getting permission to use these relics is extremely difficult, and Ripper teams have been known to mount secret raids on the museum vaults in order to "borrow" specific items. It is said the Vatican employs a highly secretive group of select agents to track down and recover missing artifacts.

NORTH AMERICA

Across the wide Atlantic only the United States is a major battleground in the war against the Cabal. The agents of evil operate independently of their European counterparts, and the Rippers have yet to break the organization as thoroughly in the USA as they did in the Old World.

Encounters

The Cabal is trying to solidify its influence in North America to make this vast land its primary base, given how effective the Rippers have been at tracking and destroying Cabal bases in Europe. The magic of voodoo practitioners means that encounters in the South are most likely to be with zombies, mambos, houngan, and bokor, while in northern cities refugee vampires from Europe, ghosts, and witches are the most likely creatures to be encountered.

United States

America is currently the greatest melting pot of cultures in the world. Immigrants from many nations have settled here, sometimes in mixed communities and sometimes in smaller enclaves within cities.

The current president of the United States is Democrat Grover Cleveland, the only president in history to serve two non-consecutive terms. An ardent campaigner against corruption in his first term, Cleveland was prudent and honest, but his second term has been thrown off course by an economic depression in the US and labor disputes.

The country is currently going through one of its periodic bouts of isolationism and avoids involvement in global issues to concentrate on its own affairs. With the upheaval in Europe and other parts of the world this policy is probably a mistake. But the Americans, insulated by great oceans on either side, can safely ignore such problems until they encounter a disaster of global magnitude.

Salem

This tiny town is known worldwide for the terrible witch trials that took place here in 1692 and 1693. Only 20 years ago there was another witch trial in this same small town. The judge threw the case out, but people say there's no smoke without fire...

New York City

The population of New York City is over one million people and in many ways the city is a "mini-London," with crowded tenement apartments, factories, and a high crime rate. However, New York suffers from the added complexity of being a haven for immigrants from around the world, leading to isolated enclaves of diverse nationalities across the city which occasionally come into bloody conflict.

Strange Locales

Cleopatra's Needle: This tall carved red granite obelisk is the twin of the needle in London, taken from the great temple in Heliopolis. It was brought to New York City in 1881 and erected in Central Park. Like the London obelisk, it is said to retain some magical properties from ancient times and is believed to be a powerful relic.

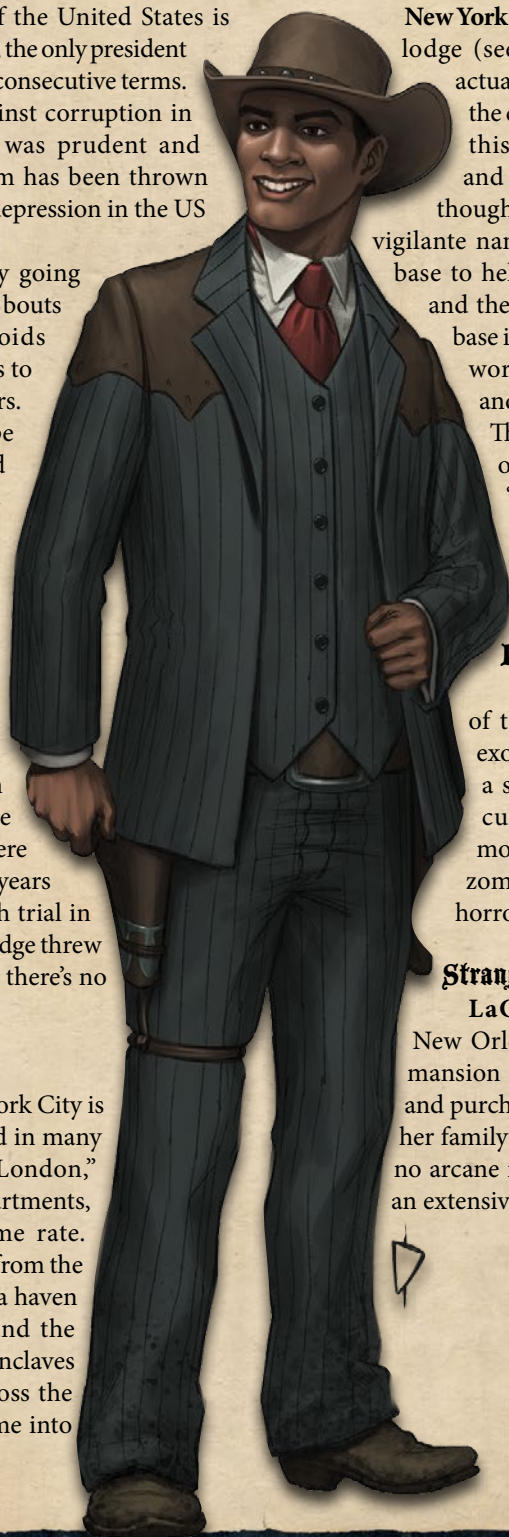
New York Sewers: The New York City lodge (see sidebar on page 92) is actually a walled-off portion of the city's sewer system. Despite this the base is clean, dry, and well-lit by electric lights, though it is hardly luxurious. A vigilante named the Yankee built the base to help his fight against crime and the facilities reflect that. The base is equipped with a bowyer's workshop, a chemistry lab, and extensive training areas. The Yankee makes a point of having visiting Rippers "prove" themselves by hunting down one of the many alligators that infest the sewers.

New Orleans

Located at the mouth of the Mississippi River, the exotic port of New Orleans is a stronghold of the voodoo cults. Rippers here fight more than their fair share of zombies in addition to other horrors.

Strange Locales

LaGrange Mansion: The New Orleans lodge is a sprawling mansion owned by Tara LaGrange and purchased with the remnants of her family's once-vast fortune. It has no arcane research facilities, but has an extensive Ripper lab.



NEW YORK LODGE

Rank: 7

Location: Concealed within the city's sewers.

Modifier: +2

Facilities: Meeting & Dining Room, Sleeping Quarters (sleeps 28), Library, Ripper Lab, Workshop, Garage, Gymnasium

Edges: Concealed, Escape Tunnel, Secure Access, Specialist Research (Witchcraft)

LODGE: LAGRANGE MANSION

Rank: 10

Location: Ancient plantation house in extensive grounds.

Modifier: +3

Facilities: Meeting & Dining Room, Sleeping Quarters (sleeps 40), Library, Ripper Lab, Workshop, Garage, Gymnasium, Surgery, Members' Lounge, Armory

Edges: Guards (4 guards), Renowned, Secure Cells (2), World Leader (Ripper Lab).

St. Louis Cemetery #1: This famous cemetery is below sea level and all the tombs are located aboveground. The dead here rarely rest in peace!

San Francisco

The greatest city on the United States' western seaboard, San Francisco is a bustling port and raucous boomtown, still thriving on the wealth brought in from the gold rushes earlier in the century. While gold fever has died down somewhat, the city retains its lawless frontier spirit and cosmopolitan feel.

Between the gold rush, the immigrant laborers who constructed the railroads to the Pacific, and the increasing global shipping trade, San Francisco is the living embodiment of the United States' melting pot as people from all over the globe live, love, and lie in the city by the bay.

Strange Locales

Chinatown: Occupying around one square mile of the city, Chinatown is a densely packed suburb with a mostly Chinese populace. The buildings, clothing, culture, and food are all Chinese, making it a jarring departure from the city surrounding it.

Crime is widespread in Chinatown, particularly prostitution and gambling, with around 20 Chinese tongs (gangs) battling for control of the lucrative trade. Bribery and corruption are rife among the police force and politicians, and anti-immigrant laws ensure that the Chinese population are marginalized, all of which keeps Chinatown an insular and dangerous place.

SOUTH AMERICA

The jungles and mountains of South America hide numerous ancient religions and foul beasts. Many parts of its vast interior have yet to be explored by civilized man and, although the Cabal has not yet managed to establish a foothold on the continent, there are dangers enough in South America without their interference.

There are persistent stories of jaguar men in the jungles, and ancient Incan priests returning from the dead to perform blood sacrifices in remote parts of Peru, but if there is any truth to these stories, the priests are not involved with the Cabal...yet.

Encounters

Cabal encounters are few in this region. Visitors are more likely to find lost tribes of cannibals, forgotten races of serpent-men, lost worlds of dinosaurs, and other vicious predators. Rumors of Inca gold or relics may also bring conflict with undead conquistadors and ancient South American mummies.

Brazil

Brazil is a country under martial law. In 1889 Marshal Deodoro da Fonseca overthrew emperor Dom Pedro II and founded the United States of Brazil. Fonseca's coup was financed to a large part by the country's powerful coffee-growers, who have a major influence on the current government. For the most part the Rippers focus on the unexplored interior of the continent.

Strange Locales

Fernando De Noronha Islands: These tropical islands are located approximately 200 miles off the coast of Brazil. Although they are essentially uninhabited Rippers know to avoid the islands as they are overrun with hideous creatures: the result of ghastly animal experiments.

Amazon Jungle: Many fearsome creatures live in this vast primal forest, including lost tribes and forgotten wild creatures. Expeditions into the dangerous jungle interior are few, and fewer still return safely.

Peru

The Republic of Peru has been enjoying a period of relative stability. The country remained loyal to the Spanish throne longer than most neighboring countries and initially suffered a less turbulent political transition to independence than those states. More recently attempted coups have become more frequent, and foreign relations with Peru's neighbors more strained.

The current president is Nicolás de Piérola, who already once seized the presidency in a coup d'état after the war with Chile. His second presidency was also achieved by a coup, though this time it was far more violent. Despite this inauspicious start the government has made good progress and Peru is again starting to prosper.

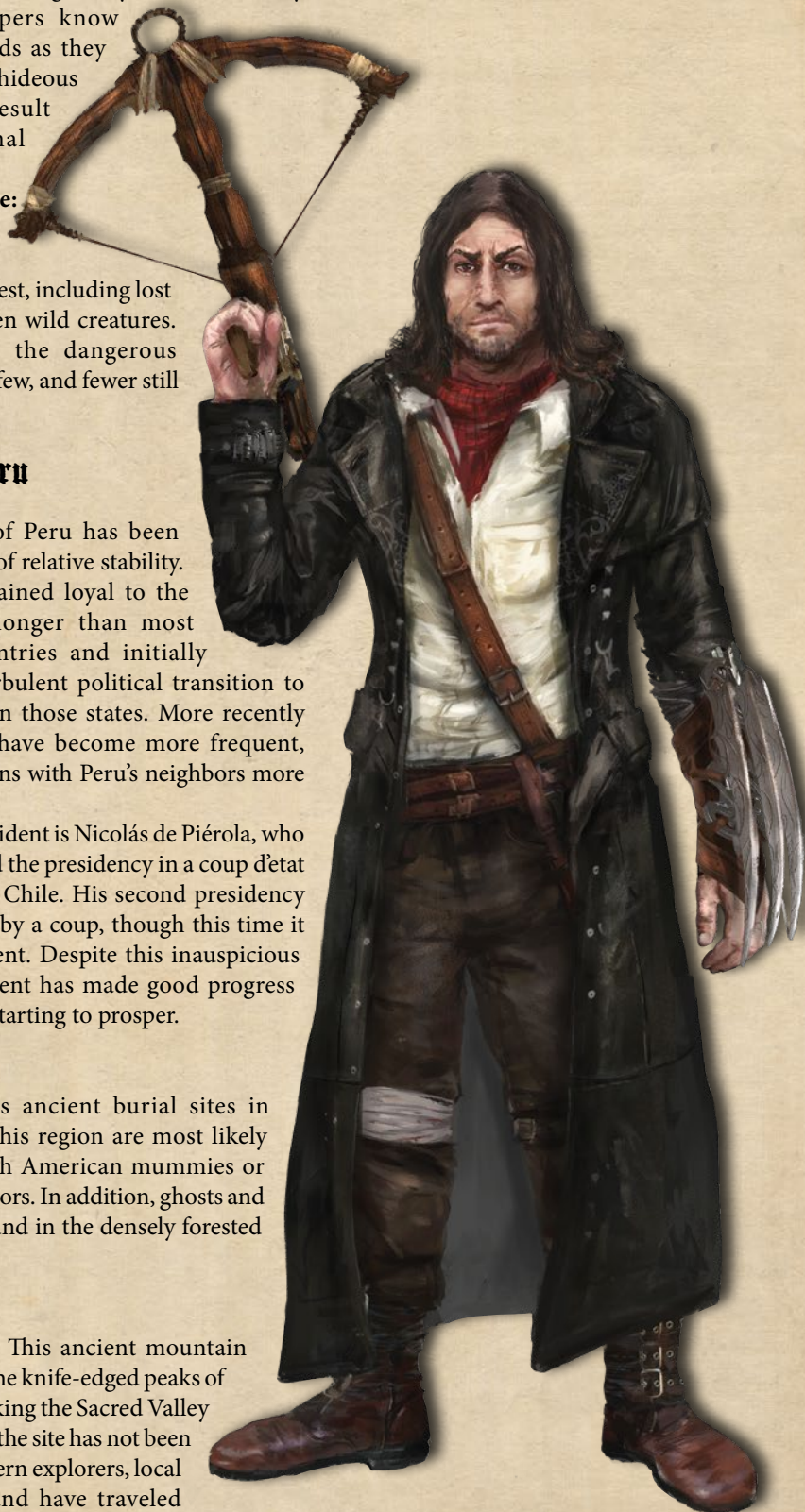
Encounters

With numerous ancient burial sites in Peru, Rippers in this region are most likely to encounter South American mummies or undead conquistadors. In addition, ghosts and jaguar men are found in the densely forested mountain regions.

Strange Locales

Machu Picchu: This ancient mountain city is perched on the knife-edged peaks of the Andes overlooking the Sacred Valley of the Incas. While the site has not been discovered by western explorers, local people know of and have traveled

to the ruins. The purpose of the complex is not known, but it seems likely that it was in some way related to the worship of the sun.



THE POLES

The Victorian age has seen an explosion of exploration with intrepid adventurers probing deep into the uncharted ares of the world and bringing to light all kinds of amazing discoveries. Two of the last areas yet to be conquered are the extreme north and south of the planet, the frigid poles.

Treacherous conditions and bitterly cold temperatures make mounting an expedition to these remote regions an almost suicidal proposition. Yet Victorian explorers think little of the possible disasters: They are in it for the immortal glory of being the first to tread on the last great wildernesses.

Encounters

Little lives in Antarctica and nothing grows besides mosses, lichens, algae, and a few scraggly species of grasses on the coasts.

The real hazard to travelers is the weather, where the temperature can fall as low as -70 degrees.

Cold: See the *Savage Worlds* rules for rules on handling the extreme conditions at the poles.

Windstorms: The frozen poles get very little precipitation; so these "storms" actually consist of snow kicked up by powerful winds and are similar to a desert sandstorm. Use the same rules as for a desert sandstorm (see page 66), but apply a -2 penalty to the Fatigue roll.

Antarctica

The continent of Antarctica is covered in a massive ice sheet over a mile thick.

Those areas not covered by ice are either barren rock or ice shelves with no land under them whatsoever. Though no one lives in

Antarctica, it still has secrets to reveal to any brave enough to venture there.

The South Pole

No explorers have yet reached the South Pole, with several expeditions ending in tragedy, but explorers have charted parts of Antarctica's coastline. After a long gap in the study of the region a new flurry of exploration has begun, with the first documented landings on Antarctica.

From March to September the continent is plunged into darkness as the sun doesn't rise again until the summer. Whalers, who operate in the area (and some of whom claim to have landed on Antarctica long ago) have reported seeing strange lights on the ice shelves in the Antarctic interior during the deep long dark of winter. Since there are no indigenous inhabitants, they must be mistaken.

The Arctic

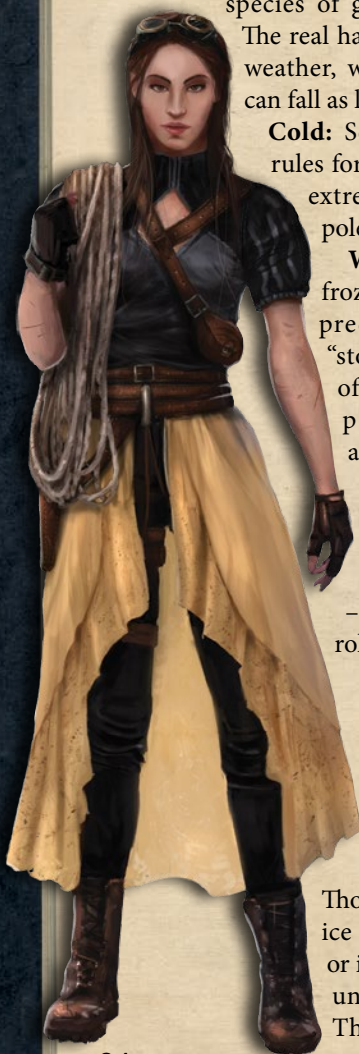
The North Pole

Exploration of the Arctic, driven in part by the search for the Northwest Passage, is fraught with peril. Numerous expeditions ran into trouble in the ice and were forced to abandon their efforts or perish. The most recent tragedy was the loss of the *Jeannette* and many of her crew in 1882. A handful of survivors made an amazing trek across the frozen Siberian wastes, but most died from exposure to the harse Arctic elements.

Fridtjof Nansen recently mounted an expedition to the North Pole itself, using the drifting ice to bring his ship as close as possible before striking out on foot. The rugged terrain proved to hard to cross, however, and he was forced to turn back. After a grueling trek across the ice, he finally found land. His daring and dangerous undertaking took him closer to the Pole than anyone had ever been before and made Nansen a national hero in his native Norway.

Though Nansen only records sightings of polar bears, walrus, and arctic foxes, other explorers have made claims of other far more fearsome and inexplicable creatures. The survivors of the *Jeannette* catastrophe initially claimed the ship had been dragged under the ice by some terrible beast, but that account was hurriedly suppressed in the official report.

Claims by explorers of large terrifying carnivores or strange lights in the sky over the North Pole are typically dismissed as the ravings of people losing



their minds in frozen wastes, and many tragic cases exist to back up these theories.

The Rippers have had no cause to investigate such bizarre claims to date, so they remain no more than the discredited accounts of tortured minds.

The Underworld

The Underworld is an area of Earth unknown to most modern scientists and to ordinary people. It consists of a huge network of underground tunnels, caverns, and subterranean oceans that is alleged to lie beneath the entire globe and plunge all the way to the center of the Earth. The Rippers have visited some of these caves and tunnels nearer to the surface and can attest that there is something strange there.

Some Rippers have published accounts of mounting expeditions deep into the earth, but their accounts seem so fanciful as to be dismissed as fiction. They describe a strange physical law that maintains a comfortable temperature within these passages, and magnetic energies light the caverns

with a subterranean equivalent of the aurora borealis.

If these accounts should prove to be true, there are likely huge numbers of unknown creatures inhabiting chambers deep beneath the Earth's crust. So far, the Rippers have not made it their business to examine or confront these threats—if they do in fact exist—but should conditions change or the Cabal decide to try to coax these subterranean monsters to the surface, the Rippers would likely be forced to act. For the time being, Mina is prepared to treat these reports as rumors and focus on the surface's more immediate problems. Whether this attitude comes back to haunt her remains to be seen.

Encounters

It is said that prehistoric creatures inhabit the Underworld, including dinosaurs, giant apes, and even primitive humans. Somehow, these creatures made their way beneath the surface of the Earth and lived on while their surface-dwelling cousins died out.



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FROM THE CREATURE'S TOMB... UNTIMELY RIPPED!

At the Nineteenth Century's end, a shadow lies upon Europe...and the world. The mythological creatures of the night—vampires, werewolves, and far worse—stalk the darkness seeking innocent blood. Only the Rippers, members of an ancient organization dedicated to fighting evil, stand against them. But to win this battle, the Rippers must use all their foes' weapons against them...and preserve their own embattled sanity. It's time to take back the night...again!

The Rippers Resurrected Player's Guide contains everything players need to create the Ripper heroes who oppose evil's machinations: information on the Victorian era, the various Rippers Factions and the frightening world they call home, new Hindrances and Edges, gear, and Setting Rules for Ripper Lodges, Reason, Status, and more. Newly revised rules for rippertech allow heroes to "rip" their enemies' supernatural traits and graft them to other Rippers with greater ease than ever before.

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