



UNNATURAL HISTORY!

A Savage Worlds One Sheet™ By Dave Blewer
& Piotr Korys for use with Rippers™



The rippers are sent to a soirée at a museum, to recruit a new member, but Cabal activity puts their lives at risk. Use the Rippers characters on our Savage Website www.peginc.com or make your own.

THE FUNDRAISER

The Rippers organization has arranged for the heroes to be present at a fundraiser held at London's Natural History Museum. The main purpose of the fundraiser is to celebrate the opening of the new paleontology display, but the museum is not above attempting to solicit patronage from the cream of London society which will attend.

For their part the Rippers are present to recruit Dr Richard Mitchell into their ranks. Dr Mitchell has traveled to every inhabited continent on earth in his search for fossils. Not only is he useful in the field, but his knowledge could prove a serious boon to Rippers who find themselves encountering prehistoric survivors.

...Meanwhile, Out In the Fog

SKULLDUGGERY IS AFOOT.

The museum overlooks Kensington cemetery, the final resting place of over six thousand souls. The warlock Alexandros Helios is finishing a ritual designed to raise a zombie army. Fortunately for London, the warlock's spell will misfire. Unfortunately for the Rippers it will animate the new fos-

silized specimen in the museum across the street.

WELCOME TO THE CLUB

Finding Dr Mitchell isn't hard—he stands before the new T-Rex fossil regaling his audience with the tale of how he stole it from Congolese natives who worshipped it as a god. Getting Dr Mitchell's attention is fairly simple; all they have to do is play up to his ego. He listens to their opening pitch and then invites them to his office, found at the back of the entomology hall.

Surprisingly, Dr Mitchell accepts the Ripper's tales of conspiracies and monsters almost immediately. He has seen things out in the wilderness that would give the ordinary man sleepless nights for weeks. It makes sense to him that there is a controlling organization behind these disparate horrors. Just as the Rippers and the good doctor are coming to an agreement, the ritual outside is completed.

The museum starts shaking, as if it is located at the epicenter of a powerful earthquake. Screams and the distinctive sound of smashing display cases are heard from the main hall. Dr Mitchell is struck on the head by a large lamp and is knocked unconscious. A successful Healing roll determines he is in no risk of dying, but will spend several hours unconscious.

The shaking stops as quickly as it started, and is followed by a wave of black energy, originating somewhere outside and to the east of the museum. It passes through the entire museum and all its inhabitants, who must all succeed at a Spirit roll or be Shaken.

Anyone looking out of the window must succeed at a Notice roll to spot Helios standing confused in the mist shrouded cemetery. The

sorcerous power that just blasted through the museum can still be seen rising from him like smoke.

UNDEAD INSECTS

The Rippers must first make their way through the entomology hall. All of the insects have been mounted in glass display cases. The energy wave has returned these skewered insects to a semblance of life. They flutter and hiss, unable to escape the pins that fix them to their boards. This is so unsettling, the Rippers must make a Guts roll or suffer a -1 to all rolls during the next encounter.

As the Rippers are making their way towards the hall, one of the display cases is knocked from its mountings. It shatters upon the floor releasing a swarm of undead beetles, which consume everything in their path. They cover an area equivalent to a Large Burst Template.

JURASSIC HALL

Once the undead beetles have been dealt with, the Rippers can make their way to the main exhibition hall. Helios's arcane misfire has animated the T-Rex skeleton seen earlier. It is too large to exit the hall, and has trapped a group of guests in its unthinking hunger for living flesh.

To make matters worse, the sorcerer Alexandros Helios investigates the disturbance, arriving as the dinosaur suffers its second wound. Unluckily for him, even though he animated it, the undead beast isn't listening to his commands.

AFTERMATH

The Ripper organization quickly covers up the mess. Survivors are hypnotized and made to believe the skeleton collapsed, injuring and killing several of the guests. Dr Mitchell joins the Rippers organization and proves to be a valuable asset. The botched ritual is still in the hands of the Cabal and may be cast successfully someday. But that is a tale for another time...





ALEXANDROS HELIOS

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Intimidation d6, Knowledge (Satanism) d6, Spellcasting d8

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Gear: Cursed Dagger (Str+3, wounds can only heal naturally)

Special Abilities

- **Arcane Background (Miracles):** *blast* (ball of hellfire), *bolt* (ray of black light), *obscure* (darkness). (30 Power Points.)
- **Weakness (Magic):** Helios takes +4 damage from magical attacks.

INNOCENTS

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Guts d4

Status: 5

Charisma: +1; **Pace:** 6; **Parry:** 2; **Reason:** +0; **Toughness:** 5

DR. MITCHELL

Attributes: Agility d6, Smarts d10, Spirit d4, Strength d6, Vigor d6

Skills: Guts d4, Investigation d10, Knowledge (Archaeology) d12, Knowledge (History) d12, Survival d6

Status: 15

Charisma: 0; **Pace:** 6; **Parry:** 2; **Reason:** +0; **Toughness:** 5

UNDEAD BEETLE SWARM

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 9

Special Abilities

- **Bite:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template.
- **Swarm:** Parry +2; Because the swarm is composed of scores of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.
- **Undead:** +2 Toughness, +2 to recover from being Shaken.



UNDEAD T-REX

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 12(2)

Special Abilities:

- **Armor +2:** Petrified.
- **Bite:** Str+3
- **Large:** Creatures add +2 when attacking a T-Rex due to their great size.
- **Size +4:** T-Rex is 20' tall.
- **Undead:** +2 Toughness, +2 to recover from being shaken. Called shots do no extra damage, bullets, and other piercing attacks do half-damage. Never suffers from Wound Penalties.
- **Weakness (Brittle):** The bones of the T-Rex are brittle, suffering +2 damage from blunt weapons.

TAKE BACK THE NIGHT!



OUT NOW!

Want to get started right away? Well you can. All you have to do is get online and download some of the sample characters we've provided for you at:

www.peginc.com

Want to check out the game before you drop your dough on the book? No problem. Download the Test Drive rules.

With a One Sheet, the Test Drive rules, and a few heroes, you can get a Flavor Rippers. We think you'll get a taste for it!

And keep checking back for more One Sheets for our savage worlds settings.