

Rippers

Resurrected



Archetypes



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ARCHETYPES

by Norm Hensley

Art Director: Aaron Acevedo

Graphic Design & Layout: Aaron Acevedo,
Alida Saxon, Thomas Shook

Editors: Jodi Black

Cover Illustration: Johnny Morrow

Interior Illustrations: James Denton, Irina Kovalova,
Johnny Morrow, Claudio Pozas, Steve Wood

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CLERGY

Frederick Hartell

Frederick is a vicar, or agent for the Church of England. While he does not hold position in a specific diocese, he has authoritative power directly given from the Archbishop of Canterbury. As such, he is able to travel across the British Empire visiting local bishops as a type of apostolic missionary vicar thanks to the Lambeth Conferences. He is secretly a member of the Order of St. George and uses his travels to battle against the Cabal. Frederick wrestles with the fact that the Order was founded by knights of the Roman Catholic faith but believes that all Christians should let their light shine in the darkness. He prefers to fight that darkness up close and personal.

Novice

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d6
Skills: Faith d8, Fighting d10, Healing d4, Intimidation d8, Notice d4, Stealth d6
Status: 2; **Reason:** 6
Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5
Hindrances: Bad Eyes, Heroic, Obligations (Minor — Church of England)
Edges: Arcane Background (Miracles)
Languages: English, Latin
Powers: *Arcane Background (Miracles)*
Power Points: 10
Gear: Sword (Str+d8), holy water (5 vials), holy symbol, Bible, £0.50.



COWBOY

James Denton

Growing up in the American West gives a man a unique perspective on life. James was born to an infamous outlaw father and a Louisiana French creole mother. He followed in his father's footsteps and spent most of his early years learning to use a gun. When his father was killed during a failed robbery attempt, James was given his father's pistol. He treasures this more than any other possession he has. After a misunderstanding with the law and a particularly nasty train full of vampires, James left his home and joined the Rippers abroad. His ability to speak French and his experience in the Wild West has helped him become an important member of the team. He is hard working, loyal, and always rushes to help others in need. These days, James fancies himself a gunfighter and practices his art constantly. He faces the darkness with grit and determination.

Novice

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d6, Survival d6, Tracking d4

Status: 2; **Reason:** 5

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Heroic, Loyal, Quirk (Cowboy attitude)

Edges: Quick, Quick Draw

Languages: English, French, Spanish

Gear: Pistol (Range 12/24/48, Damage 2d6, AP 1, RoF 1), Rifle (Range 24/48/95, Damage 2d8, AP 2, RoF1), knife (Str+d4), pistol bullets (50), rifle bullets (50), £1.



EXPLORER

Irina Capello

Irina comes from a long line of Italian adventurers and explorers. She claims that her family can trace their line back to Marco Polo, although most scoff at this. Some would call her family grave robbers and looters but she chooses to believe they were just uncovering the past for profit. Irina refers to herself as a procurement specialist with a knack for retrieving hard to find objects. She also has a great sense of the outdoors and is an accomplished tracker. Unfortunately, in social circles she has lost favor due to her somewhat tarred reputation. Also, her curiosity has occasionally caused problems for herself and her team mates but it has also led to valuable rewards. She has spent much of her time with Frazier's Fighters and is learning to speak Egyptian.

Novice

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

Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d6, Shooting d6, Stealth d8, Survival d6, Tracking d6

Status: 2; **Reason:** 5

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Curious, Greedy (Minor), Notorious

Edges: Thief

Languages: English, French, Italian

Gear: Leather armor (+1), pistol (Range 12/24/48, Damage 2d6, AP 1, RoF 1), knife (Str+d4), whip (Str+d4, Reach 2, Parry -1), bullets (50), bedroll, climbing gear, compass, flint & steel, grappling hook, silk rope (50'), torches (3), £.25.



SLAYER

Akshara Rathat

Akshara has lived a most unusual life. Raised as a princess in the Ajmer-Merwara province of British India, she spent her nights training with her father to slay the creatures of myth and legend. Her first experience was with a were-tiger that took her eye. Since then, she has cultivated both her life as royalty and as a slayer. She uses her wealth and fame to travel and finance operations for the Rippers as long as she can be in the field with them. She is a planner and prefers to fight on her own terms. Akshara uses one of the newest weapons of the slayers, the repeating crossbow.

Novice

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

Skills: Fighting d8, Notice d4, Persuasion d6, Riding d4, Shooting d10, Stealth d6, Survival d4

Status: 4; **Reason:** 5

Cha: +1; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Cautious, One Eye, Vengeful (Minor)

Edges: Filthy Rich, Noble, Quick

Languages: English, Hindi

Gear: Leather armor (+1), repeating crossbow (10/20/40, Damage 2d6, RoF 3, AP2), repeating crossbow magazine, short sword (str+d6), £6.



SLAYER

Jacob Whitlock

Jacob was orphaned at a young age from a Cabal attack in the heart of London. The Rippers raised him as one of their own. He didn't take well to book learning but loved the thrill of physical training. He has an unusual allergy to salt and must eat a special diet because of it. Some of the veteran Rippers think he gained this weakness during the attack that claimed his parent's lives. Jacob suspects they were both Rippers themselves although none of the veterans will talk about his heritage. He is a full time Ripper and lives in the Van Helsing mansion in London. He is ready and willing to fight the Cabal at a moment's notice.

Novice

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

Skills: Fighting d8, Healing d4, Intimidation d6, Notice d4, Shooting d8, Stealth d8, Streetwise d4, Tracking d4

Status: 2; **Reason:** 5

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Heroic, Obligations (Minor — Rippers), Supernatural Weakness (Salt)

Edges: Rippertech (Retinal graft)

Languages: English, Latin

Gear: Leather armor (+1), ripper claws (Str+d6, Parry +1), mini-crossbow (Range 6/12/24, Damage 2d4, RoF 1, AP 1), £0.



OLD WORLDER

Esmeralda Dalca

The Rosicrucians are not the only ones who have mastered the art of magic. Many Old Worlders remember the mystical traditions of their ancestors and still practice the art. Esmeralda was raised by her parents to use these powers for good. Her heritage has taught her much about the creatures and legends of the Cabal. Her first encounter with the darkness left her forever marked by its tainted touch. She joined the Rippers to find a way to remove the curse that has plagued her for so long. Thus far, she has been unable to break its hold over her. As a Ripper, she is careful and thoughtful. She doesn't act without thinking first but her stubborn streak has recently upset some of the other Rippers.

Novice

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

Skills: Fighting d6, Healing d6, Knowledge (Occult) d6, Notice d6, Persuasion d6, Spellcasting d8, Stealth d6

Status: 2; **Reason:** 6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Cautious, Cursed, Stubborn

Edges: Arcane Background (Magic), Grim Fatalism

Languages: English, French, Italian, Romanian

Powers: Bolt, boost/lower Trait, deflection. **Power Points:** 10

Gear: Knife (Str+d4), mirror, travel bag, £4.45.



SCHOLAR

Mustapha El-Amin

Mustapha is a collector of rare antiquities. His knowledge of Middle Eastern archeology and occult practices has been very valuable to the Rippers. He is also well known for his family name and uses his minor fame to his advantage in his dealings. While he carries a ceremonial saber allegedly belonging to the great Genghis Khan, it's mostly for show. Mustapha detests violence, preferring to use his charm and his wits to get him out of sticky situations. Unfortunately, he also has a bad habit of talking too much. This has gotten him and his fellow Rippers into trouble more times than not.

Novice

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

Skills: Fighting d4, Investigation d6, Knowledge (Archeology) d8, Knowledge (Occult) d8, Notice d6, Persuasion d6, Streetwise d6

Status: 4; **Reason:** 5

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Big Mouth, Curious, Pacifist (Minor)

Edges: Noble, Scholar

Languages: Arabic, English, Farsi, Hebrew, Turkish

Gear: Ceremonial saber (Str+d6), £13.



EL-AMIN'S ASSOCIATE

NOTE: The following details only apply if using the Seasoned version of Mustapha El-Amin

El-Amin's Ammended History

Later in Mustapha's career, he saved the life of a digger on one of his excursions. The man, known only as Abdul, pledged his life and his service to Mustapha. Perhaps he is sent from above as an aid against the darkness, or perhaps the Cabal brings Abdul as a spy into Mustapha's life. Only Allah knows for sure.

Abdul (Extra)

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d8, Streetwise d4, Tracking d4

Status: 2; **Reason:** 5

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: —

Edges: Brave, Brawny

Gear: Heavy coat (+1), pistol (Range 12/24/48, Damage 2d6, AP 1), 20× bullets.



WITCH HUNTER

Jonathan Williams

The life of a witch hunter is one of emotion and turmoil. While hunting down witches and evil magicians gives purpose to these lonely men and women, it does not soothe the angst of killing fellow humans. Jonathan's life is one of sorrow and isolation. He feels in his heart the desire to destroy these evil creatures but wrestles with the order to kill human beings who use magic for a good purpose. He has taken an oath and intends to carry it out, no matter the cost, even if it costs him his humanity.



Novice

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

Skills: Fighting d8, Intimidation d6, Notice d6, Stealth d6, Survival d6, Throwing d6, Tracking d6

Status: 2; **Reason:** 6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Quirk (No sense of humor), Vengeful (Minor), Vow (Major — destroy all witches)

Edges: Charms & Wards, Down-to-Earth

Languages: English, French, Latin

Gear: Heavy coat (+1), ripper claws (Str+d6, Parry +1), short sword (Str+d6), holy water (5), £0.