



PREGENERATED CHARACTERS: RIPPERS HEROES

The following characters are for use with the *Rippers™* *Savage Worlds™* setting. Use them as-is, change their names and backgrounds, or tweak their traits and gear however you desire. To use, cut along the dotted line and hand out to each of your players. If they'd like, they can copy their character onto a *Savage Worlds* character sheet found at www.peginc.com.

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ALBION

Victor was born as Prince Albert Victor, Duke of Clarence and Avondale, grandson of Queen Victoria and heir to the throne of England. He's a good person, but has a slight weakness for women of ill-repute. This is a poor hobby for a royal heir—especially in 1889. During the infamous “Jack the Ripper” killing spree, the young prince became a suspect of Scotland Yard for his frequent midnight visits to Whitechapel. He was innocent, of course, but there are a few who still believe him guilty, especially after his mother used her influence to end the investigation.

Albert is a man of strong will, but his Achilles Heel continues to plague him. In 1892 he was seduced by a beautiful vampiress that almost killed him. It would have had it not been the target of a timely Ripper hunt. Jonathan and Abraham Van Helsing dragged the young prince out of her lair and saved Albert the only way they knew how—with Rippertech.

Albert now has the blood of some terrible fiend in his veins, countering his anemia while giving him a feral edge in combat. The grateful prince found new purpose in the Rippers and joined them in their hunt immediately after his recovery. Albert cannot show his famous face so he hunts as Albion, masked crusader and avenger of the night.

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

Skills: Climbing d4, Fighting d6, Guts d6, Intimidation d6, Lockpicking d4, Notice d4, Shooting d6, Stealth d6, Throwing d6

Charisma: 0; **Pace:** 6 ; **Parry:** 6; **Reason:** -3; **Status:** 7; **Toughness:** 6 (1)

Hindrances: Anemic, Quirk (likes women of ill-repute), Ripping Psychosis (Albion starts with one Rippertech implant - Fiend's Blood – gains the Frenzy Edge , but also gains the Supernatural Weakness (Cold Iron) Hindrance)

Edges: Frenzy, Quick, Rich

Languages: German, English, French

Gear: Rapier (Str+d4, Parry +1), 2 throwing knives (Str+d4, -1 Fighting, +1 Throwing, 1 normal and 1 silver), mini-crossbow (10/20/40, Damage 2d6, RoF 1, shots 1, 5 normal bolts, 3 binding bolts, 3 explosive bolts, 3 knockout bolts, 1 grappling line), leather costume (Armor +1), fine clothing.

Faction: Masked Crusaders



MACX THE BLAW (MACX MESSER)

Mack was a petty thug, stalking the streets of London in search of easy money. One dark night in Whitechapel, Mack attacked what he thought was easy prey—a gentleman hiding in a twisted alley. The “gentleman” turned out to be a Hyde evading a team of Rippers hot on his trail. The thing burst from its hiding place and smashed in Mack’s skull—along with his left eye—before bolting off into the night.

Fortunately for Mack, the Hyde’s pursuers found him and gave him a choice. They would save his life if he would serve their cause. The snivelling wretch agreed and slowly tried to assimilate among people of far better character.

Mack wrestles with his dark side constantly. He aspires to be as good as those around him, but is at heart still a thug. The claws he “won” in one of his earliest fights are literally double-edged. They give him a great advantage in combat, but also remind him that he is the “savage” among these noble souls.

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

Skills: Fighting d10, Gambling d4, Guts d6, Intimidation d6, Notice d4, Streetwise d4, Taunt d6

Charisma: -1; **Pace:** 6 ; **Parry:** 8; **Reason:** 0; **Status:** 5; **Toughness:** 7/9

Hindrances: Habit (Minor—alcohol), One Eye, Quirk (aspires to be a hero or gentleman of breeding)

Edges: Brawny, Trademark Weapon (Ripper Claws)

Languages: Cockney, English

Gear: Ripper claws (Str+d8, Parry +1), knife (Str+d4), heavy coat (Armor +1), boilerplate (Armor +3), cheap clothes.

Faction: Slayers

SISTER ELISABETH O'CONNOR

Elisabeth was raised in an orphanage in Ireland. Though she doesn’t know for sure, she believes—or perhaps falsely hopes—her parents were running from some horror when they abandoned her. In the orphanage, Elisabeth was always the toughest of the lot, protecting the smaller children from bullies—both male and female. Eventually, her crusading nature brought her into conflict with an abusive nun. She was expelled for a time, but the local bishop had been watching this young “Joan of Arc,” as he called her, and took her under his wing. In Dublin she combined her fists with faith—and truly found God. Though Elisabeth is still a bit rough around the edges, she is one of the Rippers’ most enlightened and promising stars.

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

Skills: Faith d8, Fighting d10, Guts d6, Healing d6, Intimidation d6

Charisma: -2; **Pace:** 6 ; **Parry:** 7; **Reason:** 0; **Status:** 5; **Toughness:** 7 (1)

Hindrances: Arrogant, Vow (Minor, to her faith), Ugly (she has a few scars, but is actually quite pretty otherwise)

Edges: Arcane Background: Miracles, Champion

Languages: English, Latin

Gear: Sword (Str+d6) , 4 knives (Str+d4, silver, cold iron and two steel), habit, leather armor (+1 torso, under robes), rosary (Holy symbol).

Powers: *Healing* (whispered prayer); *smite* (glowing weapon)

Faction: Order of St. George



SIR JONATHAN DENNIS BRAUN OF LATIN-OVER-HEYWOODS, LIFE BARON

Jonathan was a weird child. He loved his Grandpa's books. Especially the ones about John Dee and his kind. Granpa David (Sir David for others) had a lot of those. Some had a strange sign on their covers—a cross composed from roses.

As young Jonathan matured, he shunned sports and hunting parties in favor of musty libraries and forgotten ruins. "Knowledge is power," he is fond of saying. On his grandfather's death bed, Sir David passed on his books—and his knowledge—to his inquisitive grandson.

Since that day, Jonathan has learned of the Rippers and joined them in their crusade against evil. He is driven equally by his constant curiosity, and his pledge to his dying grandfather.

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

Skills: Fighting d4, Guts d6, Knowledge (Occult) d6, Knowledge (Ancient Greek) d6, Persuasion d6, Streetwise d6, Spellcasting d8, Stealth d4

Charisma: +1; **Pace:** 6; **Parry:** 5; **Reason:** 0; **Status:** 10; **Toughness:** 5

Hindrances: Cautious, Curious, Quirk (does nothing to disappoint his family)

Edges: Arcane Background: Magic, Noble, Power Points

Languages: English, French, Greek, Latin

Gear: Sword cane, (silver blade inside, Str+d4, Parry +1), candles (in Lodge), occult paraphernalia, occult books (1 always near him, on his heart; at least 10 other at his home), fine clothing, mirror, pocket watch, travel bag, umbrella, diary.

Powers: *Bolt* (bolt of lightning), *detect/conceal arcana* (glowing white light), *stun* (thunderclap); 15 Power Points

Faction: Rosicrucians



MACIEJ KURSA - WITOWSKI

Maciej pretends to be a simple peasant hunter, but those who get to know him quickly realize he is a man of breeding. Only Albion knows the truth, but "Witowski," as the others call him, fled his native Poland after a terrible incident. The people of his village were infected by some terrible plague that was making them rise as the living dead. Witowski and his men purged them all—men, women, and children.

Afterwards, the Tsar would not believe his mad story and sentenced him to death for murdering his own serfs. Witowski fled and made his way across Europe before finally meeting the Rippers as they hunted a werewolf in northern France. He joined their cause and now resides in England where he poses as a simple hunter and tracker.

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

Skills: Fighting d6, Guts d4, Notice d6, Persuasion d6, Shooting d8, Stealth d4, Streetwise d6, Taunt d4

Charisma: 0; **Pace:** 6; **Parry:** 6; **Reason:** 0; **Status:** 10; **Toughness:** 5

Hindrances: Code of Honor, Enemy (Minor—the powerful but distant Tsar), Vengeful (Minor)

Edges: Beast Bond, Filthy Rich

Languages: English, Polish, Russian

Gear: Sword cane (Str+d4, Parry +1), pistol (Range 12/24/48, Damage 2d6, ROF 1, 6 Shots, AP 1), elephant gun (Range 30/60/120, Damage 2d10, ROF 1, 1 Shot, AP 2), shotgun (Range 12/24/48, Damage 1-3d6, ROF 1, 1 Shots), 3 boxes (50) of bullets for elephant gun (normal, silver, cold iron,), 3 boxes of bullets for revolver (normal, silver, cold iron), 3 boxes of shotgun shells (pellets, slugs and rock salt), common clothing, pocket watch, heavy coat (Armor +1), travel bag, Eli (hunting dog).

Faction: Old Worlders





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

Skills: Fighting d4, Guts d6, Knowledge (Occult) d6, Knowledge (Ancient Greek) d6, Persuasion d6, Streetwise d6, Spellcasting d8, Stealth d4

Charisma: +1; **Pace:** 6; **Parry:** 5; **Reason:** 0; **Status:** 10; **Toughness:** 5

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Skills: Fighting d6, Guts d4, Notice d6, Persuasion d6, Shooting d8, Stealth d4, Streetwise d6, Taunt d4

Charisma: 0; **Pace:** 6; **Parry:** 6; **Reason:** 0; **Status:** 10; **Toughness:** 5

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