



RIPPERS PRE-GENERATED CHARACTERS

A selection of Novice rank characters suitable for use as PCs
in your Rippers Game

Also available online at the Savagepedia



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Gideon Simms aka 'The Black Swami'

Rank: Novice **XP:** 0

Attributes: Agility D6, Smarts D8, Spirit D8, Strength D4, Vigour D4

Skills: Fighting D4, Guts D6, Healing D6, Knowledge – Psychology D6, Notice D6, Persuasion D6, Psionics D8, Taunt D4

Languages: English, German, Hindustani, Tibetan

Charisma: 0; **Pace:** 6"; **Parry:** 4; **Toughness:** 4

Status: 5; **Reason:** 0

Hindrances: Vow (minor) – Bring Singh to justice, Pacifist (minor)

Edges: Alienist, Arcane Background (Psionics)

Gear: £2, Reading Spectacles, Walking Stick, Fine Clothing

Powers: Mesmeric Suggestion (boost/lower trait), Deep Concentration: (detect/conceal arcane), Mental Shield (deflection)

Description

A restrained, youngish Englishman; thin and pale with dark hair, moustache, and cool, penetrating eyes.

Background

Plagued since childhood by strange nightmares and visions of horror, the intelligent, bookish Simms grew up to become a reclusive introverted man. In an effort to relieve the visions that bombarded him he sought out the finest doctors in the field of the mind in hopes of finding a cure. He learnt much in his travels across Europe, but he was still unable to find the remedy for his condition, so in desperation he sought further a field for an answer. Consulting with mystics and holy men he eventually arrived in India. From an old hermit he learned of the Temple of Shendoo, located high in the Himalayas; there he was told he might find those who could help him.

After an arduous journey of many months he finally reached the hidden temple and became a student of the mystics there. From them he learned to control and use his gift and with their discipline and training he was able to quell his troubled mind. They also instilled in him their beliefs of responsibility and goodness. When he left them he was a changed man, determined to use both his learning and his gifts to aid mankind. He became an alienist by day, helping the troubled and the sick and by night The Black Swami, using his amazing talents to confront evil. When his own investigations crossed that of a team of Rippers he accepted the invitation to join their organisation.

Notes

On a recent return to the Temple to seek deeper training he found it destroyed and holy men killed. He later discovered a former student; Kalif Singh had betrayed the Temple. Singh had been studying with him during his time at there, but was expelled after it became apparent that he sought to abuse his gifts. He now seeks to bring Kalif Singh to justice and thwart his plans, whatever they may be.

By day he dresses as any normal successful Victorian professional. As The Black Swami he wears a black suit and waistcoat and a small black turban with an opal at its centre, red domino mask and a red carnation in his lapel.

Quote: "I suggest you look into my eyes..."

Likeness: Jeffrey Combs

Father Randor

Rank: Novice **XP:** 0

Attributes: Agility D6, Smarts D6, Spirit D8, Strength D6, Vigour D6

Skills: Fighting D6, Shooting D6, Guts D8, Faith D6, Intimidation D8, Notice D6, Riding D4

Languages: English, Latin, Romanian

Charisma: 0; **Pace:** 6"; **Parry:** 5; **Toughness:** 6

Status: 2; **Reason:** 0

Hindrances: Cautious, Code of Honour, Disowned

Edges: Brawny, Arcane Background - Miracles

Gear: £0.5, Monk's Robles, Crucifix, Good Boots, Sword (Str+3), Rifle (+50 rounds)

Powers: Armour, Smite

Description

A large, burly man with a weather-beaten (though not unkindly) face; greying beard and hair further add to his gruff exterior.

Background

Father Randor was a Christian monk. He had taken his holy orders at a young age, knowing even as a boy that he wished to serve God. However as the years passed he came to believe more in confronting evil than in turning the other cheek. Whilst staying at a monastery in deepest, darkest Romania he learned first hand that there were things far more terrible than mere human evil - Evil that had to be confronted and destroyed. Attempting to learn more about these creatures of the night, he began delving into folklore and the occult. However his studies into magic and demonology alienated him from his Holy Order and brother monks. Refusing to end the studies that he felt so vital he was eventually forced to leave his monastery and was later disowned by the Church.

His continued studies and adventures led him to join the Order of St George. Now as a Knight of St George, Randor travels the world, still dressed in his monk's habit, taking the holy might of God against the forces of the night. Although he knows that his actions make him a poor Christian in some eyes, he is nevertheless a pious and devout man who feels that it is his duty to protect mankind from evil - even if the cost might mean his immortal soul. He has since returned to his native England as member of the Rippers.

Notes

Randor habitually wears his heavy monks robes, finding they not only protect him from the elements on his travels, but that they are also useful for gaining entry into places a less pious appearing man would not permitted – and are extremely handy for concealing his weapons.

Quote: "Back to the Pit with you hell fiend!"

Likeness: Andrew Keir

Furlough Bristor aka 'Joe Curse'

Rank: Novice **XP:** 0

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D8, Vigour D4

Skills: Fighting D6, Shooting D6, Gambling D6, Guts D6, Notice D6, Riding D6, Streetwise D6, Throwing D4

Languages: English, French, Latin

Charisma: 0; **Pace:** 4"; **Parry:** 5; **Toughness:** 5(+1)

Status: 5; **Reason:** 0

Hindrances: Lamé, Supernatural Weakness - Silver

Edges: Quick, Righteous Fury

Gear: £1.5; Heavy Coat (Armour +1), Fine Clothing, Pistol (+50 rounds), Gun Belt, Sword Cane (instead of a rapier this conceals a Dirk; Str+1), Comb, Pocket Watch, Travel Bag, Deck of Cards

Description

Tall, well dressed American 'gentleman' with clear blue eyes, dark, oiled hair and a rugged refinement to his features.

Background

Furlough Bristor; gambler, gunman and gentleman adventurer stumbled across a coven of witches as he journeyed alone through the darker parts of Massachusetts. Attempting to rescue the cult's sacrificial victim, he was able to ruin the ritual and drive off the rest of the coven. His impetuous assault also led to the death of the head warlock, but not before he managed to wound Bristor in the leg with a silver sacrificial knife. With his dying breath he cursed his attacker hoping dark magic would succeed where the blade had failed.

Whether it was the wound, or the warlock's blood curdling words, Bristor nearly died for his troubles. Help was on hand however and the cult's would-be victim, Elizabeth Masbeth was able to get her unconscious rescuer back to her home and over many weeks nursed him back to health. Although he survived, he was left not only lame in his left leg but with a fatal weakness to silver. However the formally feckless Bristor found new purpose from his brush with death and the supernatural (as well as the limitless compassion of Elizabeth). When he had recovered, Bristor (adopting the identity Joe Curse) set about pursuing the other members of the coven as they scattered across America. From New England to New Orleans, his encounters with witches, warlocks and voodoo priests made him aware of others involved in the same fight and he became a member of the Witch Hunters.

Whilst tracking down one of his enemies his quest led him from his native land to England, where his boisterous adventurers soon brought him to the attention of the rest of the Rippers' organisation. Although he now shares their fight, he intends to return to his homeland (and the women he loves) once his work in England is finished.

Notes

Bristor dresses like a riverboat gambler and enjoys the finer things in life. He is fond of good living and good times, but at heart he is now a virtuous man. His brash exterior conceals a caring soul whose new purpose has transformed him from rogue to righteous warrior. Although his wound still ails him, he carries a walking stick largely for appearance sake (and to conceal his blade). When trouble is coming he straps on his trusty six-shooter.

Quote: "How about this, you don't try any funny business and I don't make that face any uglier?"

Likeness: Bruce Campbell

Gravner Stone

Rank: Novice **XP:** 0

Attributes: Agility D6, Smarts D8, Spirit D6, Strength D4, Vigour D6

Skills: Fighting D6, Shooting D4, Guts D6, Investigation D8, Intimidation D6, Notice D8, Streetwise D8

Languages: English, French, German, Italian

Charisma: +2; **Pace:** 6"; **Parry:** 5; **Toughness:** 5

Status: 7; **Reason:** 0

Hindrances: Code of Honour, Quirk – acts like a fop

Edges: Handsome, Rich

Gear: £11.75; Pistol, (+50 rounds), Fine Clothing

Description

A handsome and coolly sardonic individual, prominent sideburns and curly hair (that is slightly too long for respectable society) he is always well mannered and finely dressed.

Background

Gravner Stone is a notorious 'man about town' and consulting detective. Sole inheritor of the Stone fortune, he found the endless cycle of social events and parties did little to quench his adventuresome spirit. Indeed his innately rebellious nature had threatened to see him removed from his father's will on a number of occasions in the past. Caring little for the morays of 'modern' society his thrill seeking temperament would often draw him into perilous and mysterious circumstances. Thriving on the danger of these escapades and finding he had no small talent in the new field of criminology he became a consulting detective (his fees are largely a formality; it is the thrill of danger and adventure that drives him).

His often outrageous lifestyle both shocks and entertains London's classes, as does his much publicised cases and adventures. Stone takes as much delight from the slightly disreputable nature of his chosen profession as he does satisfaction from being able to aid those in trouble and bring wrongdoers to justice.

When his latest case saw him delving into series of strange murders in Blackheath, Stone stumbled across the vampire behind the killings. Luckily for him a group of Rippers were also investigating the same case and Stone lived to fight another day. He has since turned his keen mind and sardonic wit to fighting 'the true evil of the world'.

Notes

Although thought of as dilettante by many Stone possesses a formidable detective's mind. He almost always seems to be just slightly drunk and acts like a bit of a fop (to throw off his enemies and fool them into underestimating him). He is always immaculately dressed, but in fashions that are slightly outlandish for respectable Victorian society. He favours brains over brawn, but is not afraid of bloodying his knuckles if warranted.

Quote: "If you must insist on pointing that gun in my direction, perhaps you would care to join me in a glass of sherry?"

Likeness: Peter Wyngarde

Grecko Zantini aka 'Zondo the Acrobat'

Rank: Novice **XP:** 0

Attributes: Agility D8, Smarts D4, Spirit D6, Strength D6, Vigour D6

Skills: Fighting D8, Shooting D4, Throwing D6, Climbing D8, Guts D6, Intimidation D6, Notice D6

Languages: Italian, English

Charisma: 0; **Pace:** 6"; **Parry:** 7 (6 when encumbered); **Toughness:** 7(+1)

Status: 0; **Reason:** 0

Hindrances: All Thumbs, Heroic, Poverty

Edges: Acrobat, Quick

Gear: £0.75, Leather Armour (+1), Brass Knuckles, Cheap Clothing

Description

A slight, dark Italian looking gent with a lean, honed body.

Background

Zantini used to work for the Circus Stupefacente elle Emozioni as an acrobat clown. Although only a small troupe they travelled all over Europe. However the circus started to fall upon hard times; countless mishaps and accidents seem to plague the travelling show. Zantini had been one of the troupe who had stayed loyal to the circus and its owner, but many others had left the travelling show.

Attempting to change their fortunes the company travelled east. In the dead of night, as they made camp in a lonely clearing in some woods, they were attacked. Their assailants were almost demonic in their fury and cruelty. The full moon did little to reveal their attacker's form, only providing fleeting glimpses of fangs and claws. Zantini was the only one to escape with his life that terrible night. Knocked unconscious and left for dead under a pile of clown costumes he regained consciousness to discover the terrible carnage. He buried his friends in the clearing.

Determined to hunt down the killers of his friends and fight all those who preyed on the defenceless, Zantini adopted a masked alter ego; Zondo the Acrobat and now uses his skills to fight the forces of evil and injustice. It was these endeavours that brought him to the attention of the Rippers. He knows the dark forces that walk the Earth because he has seen them first hand. He is determined that the fate of his friends will not be repeated while he is still able to draw breath.

Notes

As Zantini he appears as a small wiry man; his street cloths are clean (though a little thread-bear). As Zondo he wears a patchwork costume in the style of an Italian clown under which he wears his armour. His gloved hands conceal the brass knuckles. To hide his identity he wears clown makeup - his 'face' a slightly sinister, smiling aspect of black and white. A quiet man by day, in his Zondo persona he rarely speaks at all (not wanting his thick Italian accent to reveal his identity), this has lead many of his enemies to believe he is a mute.

Quote: "..."

Likeness: Nick Cravat

Doktor Georgi Abromovitch Krasne

Rank: Novice **XP:** 0

Attributes: Agility D4, Smarts D8, Spirit D10, Strength D4, Vigour D4

Skills: Fighting D4, Guts D10, Healing D8, Investigation D6, Knowledge – Rippertech D8, Notice D6

Languages: Russian, English, Polish, German

Charisma: -2; **Pace:** 6"; **Parry:** 4; **Toughness:** 4

Status: 0; **Reason:** -2

Hindrances: Ripping Psychosis, Mean

Edges: Berserk, Down to Earth

Gear: £2.5; Lab Coat, Pocket Watch, Surgeon's Toolkit, Morphine (10 doses), Cheap Clothing

Rippertech: Fiend's Blood

Description

A short, broad, middle aged man with an unkempt, greasy appearance; his complexion is that of a sweaty mushroom, but his eyes burn with a fierce gleam that almost borders on madness.

Background

Russian born Georgi Abromovitch Krasne studied medicine in Prague. An excellent student quickly became an excellent surgeon and he would practice his craft for many years before he came to the attention of the Cabal. Naturally driven to excel in his chosen profession, his willingness to embrace new ideas made him the perfect tool for the Cabal's plans. They discretely guided the good doctor towards areas of forbidden knowledge, including the work of Doctor Frankenstein. Krasne immediately saw its potential to improve medical science and studied deeply into this dark knowledge.

At that point it was easy for the Cabal to bring to public attention this dabbling with questionable knowledge. His professional career ruined by the scandal, the Cabal - through its human agents - brought him into their fold. They had initially hoped that he would find a way of neutralising the Rippertech of their sworn adversaries. They provided Krasne with facilities and funding, whilst at the same time concealing their true nature from him. When he finally discovered the truth, the horrified Doctor tried to escape from the clutches of his 'benefactors'. He was caught and once it became apparent that he would no longer aid them in their plans, his captors decided to make use of him another way. Turning his own research against him, they transfused his body with demon blood.

However they had not reckoned with his strength of will. Before they were able to condition him properly, he escaped again - and thanks to the new power the Cabal had given him, this time he succeeded. He sought refuge with the only people who might help or understand him; the Rippers. His medical skills and knowledge of both Rippertech and the Cabal made him a useful addition to that organisation; however he had been fundamentally changed by his experiences. Whether he will ultimately prove to be an asset or a liability remains to be seen.

Notes

Krasne is mostly found in the lab in his dirty lab coat. Once a good and caring man he now finds it harder and harder to maintain his grip on reality and fight his demonic urges - in fact he is starting to relish the power it gives him. It may be that one day he will fully embrace his new nature. When under the berserker possession of his demonic blood his usually white, pasty complexion changes to a flushed red and his eyes burn like embers. Some refer to him as The Red Doctor.

Quote: "Trust me when I say I know all about monsters..."

Likeness: Jon Lithgow

'Caspian Joe' Oxley

Rank: Novice **XP:** 0

Attributes: Agility D6, Smarts D8, Spirit D6, Strength D6, Vigour D6

Skills: Fighting D6, Shooting D6, Guts D6, Notice D6, Riding D4, Stealth D6, Survival D8, Tracking D8

Languages: English, Greek, Swahili, Arabic

Charisma: 0; **Pace:** 6"; **Parry:** 5; **Toughness:** 5

Status: 0; **Reason:** 0

Hindrances: Code of Honour, Loyal, Quirk - will only curse in Swahili

Edges: Woodsman

Gear: £3; Dagger (Str+1), Common Clothing, Compass, Field Glasses, Matches, Travel Bag

Description

A young, vigorous man, skin tanned to a deep bronze by foreign suns, sandy haired and clean featured - he speaks with a slight Australian accent.

Background

Virgil Davenport Vivian Oxley was born aboard his father's yacht in the middle of a storm tossed Caspian Sea. His mother (Vivian Oxley) died in childbirth that night leaving her son to be raised by the lad's father; the eccentric and renowned explorer and world traveller Virgil Davenport Oxley (Snr). His father was an often a distant figure during his only child's formative years. Frequently absent on his explorations around the world, young Virgil was brought up by his grandparents in Lisbon, Australia. However the elder Oxley's influence was still present and he made sure that his son was educated by a series of excellent tutors and instructors.

His father also knew the value of practical, as well as academic learning and when he was old enough Virgil would often be allowed to accompany him on his father's expeditions. These factors, together with the companionship of his father's unusual friends, gave Virgil Oxley Jnr a distinctly unique upbringing - which was almost certainly his father's intention. It was no great surprise then that he followed in his father's footsteps, becoming a world traveller, renowned big game hunter and adventurer.

With their lifestyles taking them all around the globe (though rarely in the same place at the same time) it has only recently become apparent that his father has gone missing. The last word that he received was that his Oxley Snr had been seeking to discover a legendary 'inner world' beneath the surface of the Earth. His search to discover his father's whereabouts and ultimate fate brought him to the Rippers - in the course of his many travels, the elder Oxley had encountered things that creep from the shadows of the world and had been a stalwart ally of the Rippers. Still searching for clues to his father's fate, Virgil 'Caspian Joe' Oxley continues to travel the world, but now he hunts the most dangerous creatures on Earth.

Notes

'Caspian Joe' Oxley (as he is known) is brash and reckless, but also possesses a self sufficiency and singular maturity for his age. He loves adventure (being weaned on the stories of his father and friends) and the thrill of the hunt. He possesses a broad education in numerous subjects - his erudition is often surprising to those that don't know him. He will always come to the assistance of those in trouble.

Quote: "The task is not so much to hit the heart, but to do so before your throat is ripped out."

Likeness: Ron Ely

Alabaster Warren

Rank: Novice **XP:** 0

Attributes: Agility D4, Smarts D10, Spirit D8, Strength D4, Vigour D4

Skills: Shooting D4, Guts D6, Intimidation D6, Investigation D8, Notice D6, Streetwise D8, Taunt D6

Languages: English, Latin, Greek, German, Criminal Cant

Charisma: 0; **Pace:** 6"; **Parry:** 4; **Toughness:** 4

Status: 5; **Reason:** 0

Hindrances: Bad Eyes, Orders - Scotland Yard

Edges: Investigator, Strong Willed

Gear: £1.25; Derringer (+50 rounds), Pocket Watch, Notepad, Fountain Pen (engraved), Spyglass, Pipe, Matches, Tobacco, Tinted Spectacles, Common Clothing

Description

White skin, a long delicate nose and a small, precise mouth, rose-tinted spectacles habitually cover rose-tinted eyes and the head is crowned with conservatively cut, bone coloured hair.

Background

Inspector Alabaster Warren is one of Scotland Yard's most singular (and striking) talents. Born to wealthy middleclass parents he was a sickly child with the albino condition - his skin and eyes lacking any pigmentation. He was to spend most of his early life confined to a sick bed – where a succession of doctors would tell his parents he would not see out the year. Despite his bodies frailness his mind was sharp and clever and he exercised it constantly, both with the help of the tutors his parents hired to educate him, and through reading anything and everything he could.

When he was fit enough, he like his brothers and sister was packed off to boarding school where his early years of isolation and odd appearance made him more enemies than friends. Realising that he did not have the brawn to defend himself, he instead chose to use his brain to outfox his would-be tormentors. It was these early encounters and his studies into the behaviour of his persecutors that would lead him to pursue his eventual career.

Defying his father's wishes to follow him into the Civil Service, he instead chose to join the police. After much bitter argument his father eventually relented (and in fact used his influence to secure his son a position at Scotland Yard). He soon rose to the rank of inspector, developing a reputation for solving the most perplexing and peculiar cases (the Hobbs Lane Murders and the affair of the Peking Homunculus to name but two). Any cases that would defy logic or reason would be routinely (and gladly) be handed over the Inspector Warren of the Yard and it was through these investigations that he came into contact with the Rippers. Although not as yet a fully fledged member, he is well aware of the sorts of affairs in which they become embroiled. He has aided them in the past, recognising the evil they resist, but for the time being he feels his duty is still first and foremost as an officer of the law.

Notes

Warren has a mind that can turn on a sixpence and believes strongly in the law and justice for the innocent. Although an outsider he is able to operate in both cultured society and the dingiest corners of London's criminal underworld. He is used to the jibes his appearance provokes and knows better than to let them rile him. He uses his intellect and will to their fullest and keeps both razor sharp. Although no coward, when the 'rough stuff' is required he is quite happy to step back out of the way, light up his pipe and let half a dozen stout bobbies pile in when needed.

Quote: "The first principle is that you must not fool yourself - and you are the easiest person to fool."

Likeness: Alan Cummings