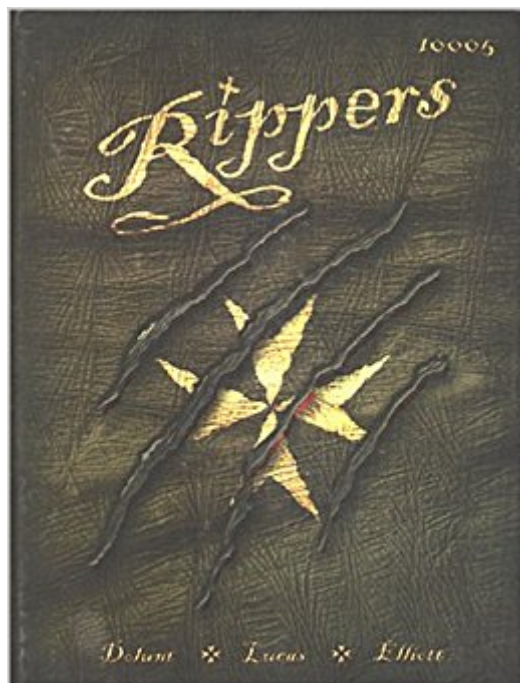


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Rippers (Savage Worlds; S2P10005)



Synopsis

Everybody knows there are no such things as monsters. You know better. To the ordinary people of Victorian society, monsters are but silly superstitions or the cheap fiction of the penny books sold on the streets. But you are far from ordinary. You have seen horrors fearsome enough to stop a brave man's heart, and you have lived to tell the tale. You are a Ripper—one of a secret band of monster hunters dedicated to saving humanity and the horrors that stalk the night are your prey. To aid you, Rippers extract the essence of these monsters powers and use them to enhance your abilities. But be warned, by taking such horrific measures you risk losing your mind or worse. Torn between the need for greater power and the threat of terrifying insanity, you must choose how best to fight the creatures of the night. Choose well; for if the Rippers fail, humanity is lost! Rippers is a 144 page full-color Plot Point setting for the Savage Worlds Roleplaying Game.

Book Information

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Customer Reviews

Jack the Ripper's backstory explained. Good believable ruleset for how the police react to gunfire, balanced stock enemies, good character options. Grab a "Savage Worlds Explorer's Edition" and you've got all the rules you need. None of that WotC pressure to buy 20 books every year.

I recommend it to people who like literary horror.

I'm reviewing the content here, not the physical book, as I don't own one and won't, at these prices.[EDIT 11/9/15] There is a new edition of the Rippers title in print, recently Kickstarted.

Available in paperback and PDF to my knowledge. [/EDIT]The usual high standard of Savage

Worlds publications prevails with atmospheric artwork strewn about and graphical design on each and every one of the 146 pages (most of which bear a disturbing "old blood-stained parchment document" background for the text.). The only exception in my DIGITAL copy was the opening letter which seems to have been sampled at too low a pixel count and is mostly blurred and unreadable at my normal 100% magnification. The content is the usual for a setting book - character build notes specific for the background, new hindrances and edges The mechanics of the Rippers-introduced "Reason" stat that tracks how stable a character is, and the Rippers version of the Status stat. Equipment lists. Background history. Adventures. Monster Manual. There's a world gazetteer too, with keys in it to pertinent Adventures. There is no plot point campaign in this setting book. So, what is it about? Briefly, the setting suggests that in Victorian England there is a loose-knit network of people who are fighting supernatural threats for the good of all. Furthermore, they have learned how to use pieces of their enemies as the basis for "Rippertech" implants and elixirs with which to boost their own abilities at the cost of their reason. It is all very dark, and possibly too much so for some since the concept has the danger of "torture porn" oozing from it in places. Not for the young at heart I think, or the juvenile GM. I have been asked to put this up in the rotation in my game group, and I think I will though the appeal may diminish with time. I'm always in the market to run or play Savage Worlds based games and the chance to spin this as Gothic Horror already has me planning scenes. You'll need a copy of Savage Worlds in order to play because Rippers is not a complete game as it stands. Rippers was written for the older edition but will work fine with the Savage Worlds Deluxe too. I recommend the explorer edition if you can source one as the price point is attractive. Useful Resources: Bicycle Karnival Dead Eyes Playing Cards - when the horror kicks in switch out your Savage Worlds playing cards for this blood-spattered extremely disturbing deck and watch your players wig out. Savage Worlds Deluxe: Explorer's Edition (S2P10016) - the base rules for the game. You must have these. The Rippers Companion - expanding the material in "Rippers". Apparently not in print. I can't find a link to it here. Horror Companion (Savage Worlds, S2P10502) - a manual for rethinking and retooling general horror games. Kerberos Club Savage Worlds Edition *OP - an alternate setting for Victorian Horror that shares some of the over-arching ideas and could be a very neat addition to a Rippers campaign as it stands. Realms of Cthulhu (REB20001, Savage Worlds) - The inevitable Lovecraftian Horror Setting. Space 1889: Red Sands (Savage Worlds, S2P10012) - A steampunk Victorian Setting of a lighter nature RPGNow and DriveThruRPG - webstores that deal in Savage World PDF products and that I can recommend for when I can't help you.

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