

Rippers

Resurrected



Rippers

GM Screen Inserts

Artwork & Tables for the Savage Worlds
Customizable Game Master's Screen,
available at WWW.PEGINC.COM!

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Customizable Game Master's Screen

Your Screen, Your Choice!

This file was designed to work with the *Savage Worlds Customizable Game Master's Screen*, available at www.peginc.com or through your local game store. This awesome three-panel, tri-fold, vinyl screen can be used for any of our many settings quickly and easily just by changing the inserts on the front player's side or the back Game Master's side.

Inserts and artwork for specific settings are sold separately, allowing you to choose the look and feel of your screen.

Printing Tips

We recommend a color laserjet at your local copy center. Home inkjet-style printers tend to make the paper wet, and you'll have a hard time getting the paper inside your screen's transparent pockets. You'll also find it much easier to insert your sheets if you have them printed on glossy cardstock. If you do use an inkjet printer, you can also avoid any wet ink issues by laminating the sheets before inserting them.

The screens are created with "full bleeds," meaning they go all the way to the edge of the paper. Most printers can't do that, so you may want to set it to "Fit" when printing from Adobe Reader.

Permission

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Combat Options

Situation	Rule
Aim	+2 Shooting / Throwing if the character doesn't move or take other actions
Area of Effect	Targets touching template suffer damage; Ignore non-sealed armor, treat cover as Armor; Missed attack rolls deviate 1d6" for thrown weapons or 1d10" for launched weapons (×2 for Medium Range, ×3 for Long Range)
Automatic Fire	Roll Shooting dice equal to RoF (plus Wild Die if Wild Card); Attack is made at -2 for recoil
Breaking Things	See Obstacle Toughness Table; Parry 2; No bonus damage or Aces
Called Shots	Limb -2; Head -4 (+4 Damage); Small Target -4; Tiny Target -6
Cover	Light -1; Medium -2; Heavy -4; Near Total -6
Darkness	Dim -1; Dark -2 (targets not visible beyond 10"); Pitch Dark targets must be detected to be attacked with a -4
Defend	+2 Parry; Character may take no other actions but may move
Disarm	-2 Attack; defender makes Str roll vs. damage or drops weapon
Double Tap	+1 Shooting / +1 Damage; May not be combined with Autofire or Three Round Burst
Drop	+4 to attack and damage
Finishing Move	Instant kill to helpless foe with a lethal weapon
Full Defense	Fighting roll +2; replaces Parry if higher; cannot move
Ganging Up	+1 Fighting per additional adjacent attacker; maximum +4
Grappling	Opposed Fighting roll grapples. Raise = opponent Shaken, Defender makes opposed Strength or Agility roll to break free (any other action made at -4); Attacker can make an opposed Strength or Agility roll to cause damage (Damage = Strength)

Situation	Rule
Improvised Weapons	-1 to attack and Parry; RoF 1 only <i>Small Weapons</i>: Range 3/6/12, Damage Str+d4, Min Str d4 <i>Medium Weapons</i>: Range 2/4/8, Damage Str+d6, Min Str d6 <i>Large Weapons</i>: Range 1/2/4, Damage Str+d8, Min Str d8
Innocent Bystanders	Missed Shooting / Throwing roll with a 1 (1 or 2 for shotgun or automatic fire) on the skill die hits a random adjacent target
Mounted Combat	Mount and rider act on same card; Rider attacks with lower of Fighting or Riding; Shooting incurs -2 Unstable Platform penalty; Charging is +4 Damage but requires 6" of straight movement
Nonlethal Damage	Declare prior to making an attack roll; Targets are knocked out for 1d6 hours instead of potentially killed when Incapacitated
Obstacles	If the attack misses due to the Cover penalty, the obstacle adds to Armor
Off Hand Attack	-2 to attack rolls with off hand
Prone	As Medium Cover, prone defenders are -2 Fighting and -2 Parry; Ranged attacks within 3" ignore cover
Push	Attacker chooses option below and makes opposed Strength roll (add +2 if attacker moved more than 3" toward target): <i>Bash</i>: Push target 1" on a success, 2" on a raise. If the target hits an obstacle he also takes 1d6 per 1" pushed. <i>Shield Bash</i>: As above but causes Strength damage; +1 for small shield, +2 for medium shield, and +3 for large shield <i>Knock Prone</i>: The defender is knocked prone

Situation	Rule
Range Modifiers	Short: 0, Medium: -2, Long: -4
Ranged attacks in Close Combat	Attacker may use no weapon larger than a pistol; Target Number is defender's Parry
Rapid Attack	-2 Parry; Make up to 3 Fighting Attacks (+Wild Die) at -4, or fire up to 6 shots from a semi-automatic weapon or revolver at -4 penalty to each die
Suppressive Fire	With a successful Shooting roll, targets in a Medium Burst Template make a Spirit roll or are Shaken, those who roll a 1 are hit
Tests of Will	Contest of Taunt vs. Smarts or Intimidation vs. Spirit; If successful +2 on next action against target; With a raise the target is Shaken as well
Three Round Burst	+2 Shooting / +2 Damage; May not be combined with Autofire or Double Tap
Touch Attack	+2 to Fighting roll
Tricks	Describe action; Make opposed Agility or Smarts roll; Opponent is -2 Parry until his next action; With a raise, foe is -2 Parry and Shaken
Two Weapons	-2 attack; Additional -2 for off-hand if not Ambidextrous
Unarmed Defender	Armed attackers gain +2 Fighting versus this defender
Unstable Platform	-2 Shooting from a moving vehicle, animal, or other unstable surface
Wild Attack	+2 Fighting, +2 Damage, -2 Parry until the attacker's next action
Withdrawing from Combat	Non-Shaken adjacent foes get one free attack at retreating character

Dramatic Tasks, Social Conflicts, Interludes, & Chases

Dramatic Tasks

- Determine the skill to be used. Most are difficult and inflict a –2 penalty.
- A standard Dramatic Task takes five actions and requires the same number of successes.
- Each action, the hero draws an Action Card (even if not in combat) and acts on that card. Edges such as Level Headed or Quick work as usual.
- If the character nets five successes before time runs out, he's accomplished his goal.
- If time runs out, the task fails.

Complications

- If the character's Action Card is a Club, he suffers a Complication. He must make his roll at an additional –2 or fail the task (usually with the worst possible results).

Interludes

Interludes should occur during down time in an adventure, such as on a long voyage or while waiting on something to happen. The Game Master selects a player and has her draw a card. She then tells a story based on the general topic outlined below:

- **Clubs:** Tragedy
- **Spades:** Victory
- **Hearts:** Love
- **Diamonds:** Desire

Social Conflicts

The conflict is broken down into three rounds of conversation, each focusing on a particular point (or a few connected points).

Each round, the player character roleplays her argument and makes a Persuasion roll (or an opposed Persuasion roll if a rival argues against her).

The speaker accumulates a success for each success and raise on the Persuasion roll.

At the end of the third round, the side with the most successes wins the argument. The more successes, the more convinced the target to be persuaded is, as shown on the table below:

- **Tie:** The issue is unsettled and no action is taken until new evidence can be presented.
- **1–2 Successes:** The target isn't truly convinced but decides it's better safe than sorry. He provides the minimum amount of help possible.
- **3–4 Successes:** The target is reasonably convinced. He grants the request but may ask for something in return.
- **5+ Successes:** The target is convinced or persuaded. He agrees to the request and provides as much support as he is able.

Chases

Each participant makes the appropriate Trait roll and draws an Action Card for each success. A character may attack any target with an equal or lower Action Card (he is said to have **Advantage**). The Action Card determines the penalty to any ranged attacks. If the Action Card is a Club, there's a Complication as well. Most Chases last five rounds (extended Chases last up to 10 rounds). At the end of the last round, actors who haven't been stopped escape.

Action Card	Penalty	Complication (If the Action Card is a Club)
Two	Out of Range, no attack possible	Disaster: Make a Trait roll at –4. If the roll is failed, the character suffers a disaster, and is out of the chase
3–10	Long Range (–4 penalty)	Major Obstacle: Objects of some sort get in the way. Make a Trait roll at –2 to avoid them or suffer damage appropriate to half Top Speed if in a vehicle, or a Fatigue level if on foot
Jack–Queen	Medium Range (–2 penalty)	Minor Obstacle: Objects of some sort get in the way. Make a Trait roll to avoid them or suffer damage appropriate to half Top Speed if in a vehicle, or a Fatigue level if on foot
King–Joker	No penalty; melee attacks may be possible	Distraction: Something obscures the character's vision or path so that he cannot attack this round

Damage, Injuries, Fear, and Reactions

Damage

If an attack's damage equals or exceeds a target's Toughness, use this table. Otherwise there is no appreciable effect.

Result	Target (not Shaken)	Target (Shaken)
0–3	Shaken	1 Wound
4–7	1 Wound & Shaken	1 Wound
Each +4	+1 Wound	+1 Wound

Incapacitated

Extras who suffer a wound are removed from play. If a Wild Card character suffers more than three wounds, he's Incapacitated and must make a Vigor roll:

- **1 or Less:** The character dies.
- **Failure:** Roll on the Injury Table; it's permanent and the victim is Bleeding Out
- **Success:** Roll on the Injury Table; it goes away when all wounds are healed
- **Raise:** Roll on the Injury Table; it goes away in 24 hours or when all wounds are healed

Injury Table

2d6	Wound
2	Unmentionables: If the injury is permanent, reproduction is out of the question without miracle surgery or magic. There is no other effect from this result.
3–4	Arm: Roll left or right arm randomly; it's unusable like the One Arm Hindrance (if the primary arm is affected, off-hand penalties still apply to the other).
5–9	Guts: A hit to the body. Roll 1d6: 1–2 <i>Broken:</i> Agility reduced a die type (minimum d4) 3–4 <i>Battered:</i> Vigor reduced a die type (minimum d4) 5–6 <i>Busted:</i> Strength reduced a die type (minimum d4)
10	Leg: The victim gains the Lamé Hindrance
11–12	Head: A grievous injury to the head. Roll 1d6: 1–2 <i>Hideous Scar:</i> Your hero now has the Ugly Hindrance 3–4 <i>Blinded:</i> An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye) 5–6 <i>Brain Damage:</i> Massive trauma to the head. Smarts reduced one die type (min d4)

Bleeding Out: An ally may make a Healing roll to stop the bleeding immediately. Otherwise the injured character must make a Vigor roll at the start of each round: Failure—the character dies from blood loss; Success—roll again next round (or every minute if not in combat); Raise—the victim stabilizes and no further rolls are required.

Fright Table

d20	Effect
1–4	Adrenaline Surge: The hero's "fight" response takes over. He adds +2 to all Trait and damage rolls on his next action.
5–8	Shaken: The character is Shaken.
9–12	Panicked: The hero immediately moves her full Pace plus running die away from the source of the fright, and is Shaken.
13–16	Paralyzed: The hero is Shaken and cannot move on his next action.
17–18	Unhinged: The character is Shaken and loses one point of Reason. Treat as Breakdown if the hero is already at 0 Reason.
19–20	Traumatized: The character is Shaken and loses two points of Reason. Treat as Snapped! if the hero is already at 0 Reason.
21–22	Breakdown: The hero is Shaken, loses two points of Reason, and gains a Minor Psychosis.*
23+	Snapped!: The hero is Shaken, loses two points of Reason, and gains a Major Psychosis.*

* Note: A character with rippertech makes a Spirit roll at –2, with a bonus equal to their current Reason. On a failure, the character gains ripping psychosis instead of rolling for Temporary Psychosis. If the psychosis is Major and the hero began with a Reason of 0 (before any loss due to the Table result), the character becomes a nonplayer character villain under the GM's control on a failed roll.

Reaction Table

2d6	Initial Reaction
2	Hostile: The target is openly hostile and does his best to stand in the hero's way. He won't help without an overwhelming reward or payment of some kind.
3–4	Uncooperative: The target isn't willing to help unless there's a significant advantage to himself.
5–9	Neutral: The target has no particular attitude and will help for little reward if the task at hand is very easy. If the task is difficult, he'll require substantial payment of some kind.
10–11	Friendly: The target will go out of his way for the hero. He'll likely do easy tasks for free (or very little), and is willing to do more dangerous tasks for fair pay or other favors.
12	Helpful: The target is anxious to help the hero, and will probably do so for little or no pay depending on the nature of the task.

Travel Diversions, Currency, & Favors

Travel Diversions

1	Delay	11	Malfunction
2	New Friends	12	Death
3	Fortuitous Find	13	Lend a Hand
4	Bad Weather	14	Diversion
5	Theft	15	Red Tape
6	Fine Conditions	16	Atrocious Conditions
7	Cancellation	17	Chance Meeting
8	Wild Animals	18	A Little Wager
9	Forced Friendliness	19	Important Passengers
10	Travel Sickness	20	Eventful Journey

Currency

Guinea	21 shillings
One pound (quid)	20 shillings
Shilling	12 pence
Coins	
Sovereign	20 shillings
Half-sovereign	10 shillings
Crown	5 shillings
Half-crown	2.5 shillings
Florin	2 shillings
Bob	12 pence
Sixpence	6 pence
Groat	4 pence
Threepence (thruppance)	3 pence
Penny	1 pence
Half Pence (haypenny)	.5 pence
Farthing=.25 pence	

Favors

Benefit	Favor Cost
Gain money or equipment equal to 2s or less.	1
Gain the assistance of a single Militia Extra for one game session.	1
Gain money or equipment equal to 10s or less.	2
Gain the assistance of a 1d4+1 Militia Extras for one game session.	2
Gain the assistance of two Irregular Extras for one game session.	2
Gain money or equipment equal to £1, 10s or less.	3
Gain the assistance of a 2d4+2 Irregular Extras and one Constable, for one game session.	3
Gain the assistance of a Hired Gun for one game session.	3
Gain invitation to "open" social event or club (e.g. a ball or dinner party).	3
Gain money or equipment equal to £5 or less.	4
Gain the assistance of a 10 Soldier Extras and one Officer, for one game session.	4
Gain the assistance of a 2d4+2 Constables, or the aid of a Wild Card Hired Gun, for one game session.	4
Gain invitation to "closed" social gathering or club (e.g. a society event or members' club).	4
Gain a monthly stipend of £5 for six months.	5
Gain the assistance of 20 Soldier Extras and one Officer, for one game session.	5
Gain the assistance of 2d6+1 Constables, or 2d4+1 Wild Card Hired Guns, for one game session.	5
Gain invitation to "restricted" social event or club	5