

# RIPPERS RESURRECTED CONVERSION

CONVERT THE RIPPERS RESURRECTED RPG TO THE SAVAGE WORLDS ADVENTURE EDITION  
BY SHANE HENSLEY

*Rippers Resurrected*<sup>™</sup> was written for *Savage Worlds Deluxe*, but it's easy to update for the *Savage Worlds Adventure Edition*. Most of the rules can be used as-is. Those that require a little more work are detailed below.

Where core rules differ, the Game Master can use whichever version she prefers. Both versions will work just fine in your game, though those presented in SWADE are a bit more structured and streamlined.

**Note:** This is a living document. If you see something we missed, please tell us on the [Pinnacle forums!](#)

## GENERAL NOTES

Racial abilities, skills, Edges, Hindrances, and gear should be converted to their SWADE equivalents. Knowledge (Rippertech) becomes Rippertech, for example, and Tracking is Survival. If a character has two skills that have been merged into one in SWADE (such as Survival and Tracking), use the higher of the two values for the new skill.

If a being has an Edge or Hindrance without an obvious equivalent in SWADE, you can either ignore it or give it a new one you feel has the same general theme.

Unless otherwise stated, intelligent beings have Common Knowledge and Persuasion at d6, and all beings have Athletics, Notice, and Stealth at d6. The GM should increase this to the linked attribute (or higher) if she feels it's appropriate.

Charisma is ignored.

Ignore all instances of Climb for flying creatures and vehicles.

Special Abilities such as Construct or Undead, or those that mimic Edges such as Frenzy, should use the updated versions presented in SWADE.

## MAKING HEROES

### NEW HINDRANCES

- **P14 JINGOISTIC:** The hero subtracts 2 or 4 from Persuasion rolls when dealing with those of other cultures, and he may not use Leadership Edges on them (the text mistakenly calls them "Command Edges").

### NEW EDGES

- **P16 CHARMS & WARDS:** Ignore the Backlash benefit (Backlash occurs only on a Critical Failure.)
- **P17 MYSTIC PACT:** Use the rules for the Soul Drain Edge from SWADE.
- **P17 ALIENIST:** Ignore the Knowledge (Psychology) Requirement.
- **P17 ARCANECHEMIST:** Ignore the Knowledge (Chemistry) and Knowledge (Rippertech) Requirements and replace with Science d6+ and Rippertech d6+.
- **P17 GONE NATIVE:** The character ignores one point of penalties when resisting *natural* Fatigue from environmental effects.
- **P18 TECHNICAL JOURNALS:** The Edge now applies to *all* the character's powers. When he rolls a Critical Failure on an arcane skill roll, roll a die. Odd, it malfunctions as usual. Even, it simply fails to work. Either way, only 1 Power Point is spent.
- **P19 ALTERNATE IDENTITY:** Replace Persuasion Requirement with Performance d6.
- **P19 MASTER OF DISGUISE:** Replace Persuasion Requirement with Performance d6.
- **P19 FACTION LUMINARY:** The character adds +2 to Persuasion rolls with friendly Rippers and their allies.
- **P19 WORLD TRAVELER:** The hero ignores the Outsider penalty when dealing with locals (see **Setting Rules, Outsiders**, in the *Rippers Resurrected Player's Guide*).

## EQUIPMENT

### ARMOR

All of the armor except the Boilerplate is lighter than that presented in SWADE so its weight and protection remain unchanged unless listed otherwise below.

- **P22 BOILERPLATE:** Increase protection to Armor +4. Min Str is d10, and weight is 30 pounds.
- **P22 CHAINMAIL VEST:** The chain shirt is lighter than the one presented in SWADE and doesn't cover the arms. It's Min Str is d6.
- **P22 HEAVY COAT:** Min Str is d4.
- **P22 LEATHER ARMOR:** The light leather armor listed here has a Min Str of d4.



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- **P22 LEATHER COSTUME:** Min Str d4.

## WEAPONS

All melee weapons have a Min Str equal to their damage die.

- **P22 FLAMETHROWER:** The weapon explodes on a Critical Failure (not a roll of 1 on the Shooting die). It may be Evaded.
- **P22 GATLING PISTOL:** The weapon jams on a Critical Failure (not a roll of 1).
- **P23 NET:** A successful hit with a net Entangles the victim (Bound with a raise). The net listed here with fishhooks and weights subtracts 2 from the victim's attempts to escape.
- **P24 WHIP:** A raise on the Fighting roll means the victim takes damage and is Entangled. Whips do *not* get Bonus Damage on a raise.
- **P24 TRICK BOLT (Binding):** Anyone hit by the bolt doesn't take damage but is Entangled (Bound with a raise).

## VEHICLES

- **P29 ARMORED WAGON:** Handling -2, Top Speed 12 MPH.
- **P29 BICYCLE:** Handling 0 (for this time period). Top Speed is 12.
- **P29 CARRIAGE:** Handling -2, Top Speed 14 MPH.
- **P29 HANSOM CAB:** Handling -1, Top Speed 16.
- **P29 STEAM LAUNCH:** Handling -2, Top Speed 9 MPH.

## SETTING RULES

### LODGES

- **P37 TRAINING ROOM:** When a Ripper at a lodge with a Training Room uses an Advance to buy new skills, one of the new skills starts at d6 instead of d4.
- **P39 SPECIALIST RESEARCH EDGE:** Choose one skill from this list each time this Edge is taken: Battle, Language, Occult, Science. The room provides a bonus to the skill roll equal to the lodge's modifier.

## RIPPERTECH

- **P47 GILLS:** The character's Athletics skill is treated as one die type higher when swimming.
- **P49 MESMERIC EYES:** If the Ripper is Shaken or Stunned and the player does not immediately spend a Benny to negate it, the power drops automatically.
- **P51 PHEROMONES:** The recipient adds +2 to Persuasion rolls.
- **P52 SINNER'S SPINE:** The ripper gains the Combat Reflexes Edge.

## THE GAME MASTER'S HANDBOOK

## RIPPERS

### RELICS

- **P6 FLYING CARPET:** The carpet's Handling is 0.

## FRIGHTFUL EXPEDITIONS

- **NONE**