

# Rippers Example Archetypes

A Netbook by Pythagoras (<http://www.hardpoints.de>)

## Nobility & Middle Class

**Disowned French Noble:** Your family supported Napoleon III but with the rise of the 3<sup>rd</sup> Republic, you had to flee to England. You hate the Republicans for disowning you and the Germans for ousting Napoleon. For the time being, you have decided to build up connections with the Rippers to gain the power to topple the French government.

**Samurai Traveller:** The Daimyo of the Kyoto lodge sent you to England to learn more about the ways of the Gaijin. You are eager to work with others and are quite fascinated by the modern ways of the English.

**Swiss Doctor:** When your friend Henri Durant asked your help in founding an international organization dedicated to tending the wounded on the battlefield, you did not hesitate. For several years, you travelled the war zones around the world until you had an almost-deadly encounter with a werewolf. Saved by a Ripper, you have decided to join that organization and heal soldiers on that clandestine battlefield. Your humanistic ethos makes you a valuable anchor of sanity in any lodge.

**Scottish Alienist:** The human psyche has always fascinated you and when you heard that there are supernatural creatures, you jumped at the chance to have a look at that new phenomenon. A researcher to the heart, you are always willing to explore new things and to gain hidden knowledge.

## Men of Action

**Southern Plantation Owner:** You were 25, when the defeat of General Lee ended the Confederate lifestyle. Your family lost their ancestral home and you became a gunman in the slowly dying West. When an old friend of the family, the Scottish Lord Illingsworth offered you a chance to

use your old soldering skills for a worthy cause, it took you little time to sign up.

**Papal Soldier:** When Rome was finally invaded in 1870 by the Piedmont-led forces which had united the rest of Italy, your battalion fought to the last man to defend the pope. However, the war was lost and Italy finally united. Seeing no future in a secular state, you left Italy. Years later, a Jesuit approached you and asked you to join the Order of St. George to battle supernatural threats. As a loyal servant of the Pope, you accepted immediately.

**Young British Soldier:** You were there, at the Battle of Maiwand (1880). You were only 16 and full of vigor but the battle ended in a serious defeat of the British Army. Seriously wounded, you were discharged from the army due to your bad leg. As you are still young, you have pledged your saber to the service of Lord Illingsworth, a fatherly figure and also a veteran of Afghanistan (although of another war).

**Big Game Hunter:** Most of your life, you have traveled from one exotic country to the other, always hunting for bigger and more dangerous beasts. After years, you thought there was no new challenge. This opinion changed, when your father's old school friend Lord Illingsworth offered you an interesting employment opportunity...

## Victims of Fate

**Saucy Jack:** Jack the Ripper abducted you in the streets and implanted you with Ripper-tech as well as a tiny piece of his brain. This turned you into a monster until the London lodge was able to capture you and remove the brain tissue. You are now eager to get your revenge and track down Jack, who did all this to you. While the pathological hatred for women is gone, you still feel a bit uneasy around the fair sex.

**Occult Researcher:** All your life you have been fascinated by the occult. However, this hobby turned into serious business when you accidentally conjured a demon from Hell. You were able to flee but ever since you have heard tales of the foul monsters evil deeds. Driven by guilt, you have decided to join the Rippers in their fight against the supernatural always hoping to catch up with you botched experiment.

**Vampire Hunter:** You were a young and promising merchant in the company of your father. Everything looked great and you were about to marry, when business brought and your fiancée to Istanbul. There, entranced by the charms of a foreign nobleman, your loved one turned into a hedonistic woman of ill repute and finally into a Vampire Concubine. Ever since, you have hated the undead. You have learned everything you could about Vampires and your wooden stake is ready to destroy this menace once and for all.

**Naïve Monk:** For years you lived in a monastery near Prague. Your life consisted of prayer and study of the bible. It took you 30 years to realize that your brothers were not so pious. While you kept vigil in the scriptorium, others committed foul rites in the name of Satan, consorting with demons and women from the worst quarters of Prague. Driven into holy rage, you burnt the monastery to the ground and fled. However, even after a year, you still wonder why they had you in the same order and what the strange rune tattoo on the palm of your hand means.

**Haunted Dandy:** You had the good life of a dandy, until the dreams started. Dreams in which you committed unspeakable crimes. At first you thought they were horrible nightmares, but soon the papers told you differently. In your dreams, you experienced fragments of the waking life of a Vampire. You soon found out that apparently, the Count in turn experiences parts of your idle existence. Gifted and cursed at the same time, you joined up with a local Ripper lodge, always complaining about the exhausting lifestyle.

## *Warlocks and Holy Men*

**Yoga Master:** Out of boredom, you joined a circle of British Gentlemen in your club that took up the art of Yoga. Exploring more and more esoteric texts, you gained an impressive level of control over body and mind. One day, you even had a vision of a dark future, where man was the slave of foul creatures of darkness. As a patriot and upright Gentleman, you took it upon you to seek others that wish to prevent this future. After two years of searching, you joined a Ripper lodge.

**Reluctant Mage:** When your uncle, a Rosicrucian, approached you at the age of 15 and told you that you had a great gift for magic, you were scared. Even though you took up the family tradition, the use of magic has always been frightening for you. Unwilling to use it in the form of spells or relics, circumstances tend you force you to use it nevertheless, especially now that you have joined the Rippers.

**Rabbi:** Being a Jew has never been easy in Eastern Europe. Gifted with a great sense of responsibility, you took it upon you to act as a shepherd for your people. As a way to relax, you studied the Kabala and learned many supernatural secrets. It came as a great surprise to you, when, one day, a Jesuit knocked at your door and invited you to join the Order of St. George. Reluctant at first to throw your lot with the Gogim, you have come to appreciate your new friend and now put your skills at the service of the Rippers.