



# RIPE

AN RPG OF ELDERS  
FIGHTING AGAINST THE HARVEST

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## YOUR HARVESTER IS COMING TO TAKE YOU AWAY. AND YOU HOPE YOU'RE READY.

The past few years of training have been brutal. You underwent physical, mental, and magical therapies; how to lift objects without hurting your back, how to move quickly on weak ankles, how to keep your heart rate low while under extreme pressure, how to channel powerful magic through brittle bones.

It won't be enough. Harvesters descend from the skies and carry a murderous hatred for every living thing in its sight. Each one is a different horror; tailored specifically to find and capture you. You and everyone around you won't be safe until you reach The Keep.

Yesterday was your 70th birthday. It was also your funeral. You said goodbye to your family, packed your things, and left your old life behind you. If you're lucky then you will met up with the Caravan on it's yearly circuit. If you're unlucky then you made the perilous trip alone.

Either way, you eventually arrived at the Poineri Este, casually referred to as "The Silver Keep". It's a place for Elders to come together and battle their Harvesters.

- ▶ **Champions** defend the walls and lead the charges; always ready to confront any threat head-on.
- ▶ **Hunters** patrol the surrounding wilderness; acting as lookouts and bringing back food for the Keep.
- ▶ **Sages** spend their days in research and invention; on the lookout for new weapons, concoctions, or arcane secrets.
- ▶ **Rogues** are more secretive about what they do; their efforts occur under the cover of night and quite outside the laws of the world.
- ▶ **Travelers** do a little of everything; often leaving the Keep for months at a time to secure trade and diplomatic friendship.

WELCOME TO THE KEEP, ELDER  
TOGETHER WE FIGHT, WE LIVE, WE DIE...  
BUT WE SHALL NOT BE TAKEN!

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Name: \_\_\_\_\_

Birth-Month: \_\_\_\_\_ Age: \_\_\_\_\_

## YOUR DICE REPRESENT YOUR ENERGY

**If you roll higher, you succeed!**

Energy has been spent. Downgrade that die after each Success.

**If you roll equal to or below, you fail.**









Mark any Number after each Failure.

**Obstacles** can be attempted over and over.









**Dangers** grow worse with each failure.

**Projects** get easier with each success.









Brute Strength, Warfare, Strategy, Leadership, Competitions, Fame

 <b>Champion</b>								Starting
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	d_____









Physical Senses, Tracking, Instincts, Creatures, Awareness

 <b>Hunter</b>								Starting
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	d_____









Magic, Knowledge, Language, History, Logic, Study, Arcane

 <b>Sage</b>								Starting
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	d_____

Acrobatics, Finesse, Stealth, Balance, Speed, Street Smarts, Crime

 <b>Rogue</b>								Starting
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	d_____

Diplomacy, Trade, Survival, Navigation, Entertainment, Oddities

 <b>Traveler</b>								Starting
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	d_____

## CREATE YOUR ELDER

1. Give your Elder a name and a birth-month. You are 70 years old.
  2. Assign these starting dice to your backgrounds: **d10, d8, d6, d4**
  3. Mark the **10** on the bottom right by checking the box.
  4. Create 1 Memento, 1 Spell, and 1 Burden [d12 Project].
- Write down anything else you're carrying with you (suggestions on page 3).

## MARKED NUMBERS

Trigger painful consequences when rolled, but **ONLY** if marked.  
If **ALL** your Numbers have been marked, then your Elder perishes.

**1** ☐ **Terrible Luck.** *When you roll a 1 and this is Marked...*

This action was an abject failure. Even when rolling with a group, this failure overrides any and all other dice.

**2** ☐ **Bad Knee.** *When you roll a 2 and this is Marked...*

You fall and damage something you're carrying. Cross it out.

**3** ☐ **Nausea.** *When you roll a 3 and this is Marked...*

Decrease a die of your choice.

**4** ☐ **Dizziness.** *When you roll a 4 and this is Marked...*

Until you next make camp you cannot use items to modify your rolls.

**5** ☐ **Cramps.** *When you roll a 5 and this is Marked...*

Your muscles seize up and you need help. You can't take any actions until allies get you back on your feet [d8 Obstacle].

**6** ☐ **Heavy Burden.** *When you roll a 6 and this is Marked...*

A bad memory, old scar, or ancient curse weighs you down. Create a new Burden and carry it with you [d12 Project].

**7** ☐ **Group Conflict.** *When you roll a 7 and this is Marked...*

A petty argument, misunderstanding, or civil disagreement. You and another Elder both create a new Burden related to your conflict [d8 Project]. Neither Burden can be removed until **BOTH** are complete.

**8** ☐ **Dementia.** *When you roll an 8 and this is Marked...*

Destroy a Memento or a Spell permanently. You may attempt to re-create it later but must start from scratch.

**9** ☐ **Heart.** *When you roll a 9 and this is Marked...*

Set all dice to d4 and permanently reduce the Starting size of a die.

**10** ☐ **Harvest Time.** *When you roll a 10 and this is Marked...*

Your Harvester arrives. If you've already killed your Harvester this year, then an ally's Harvester arrives instead.

# CARRIED THINGS

You can carry 10 items with you. Anything larger or heavier than a gallon of milk takes up two slots. An Elder can use one item per roll.

Items **allow** you to do something you couldn't do on your own.

*Breathe Underwater, Cut Metal, Pick a Lock, Launch a Fireball, Outrun a Tiger*

OR grant **advantage** to your action (roll twice, pick one of the results)

*Climb a Mountain, Injure a foe, Dig a Hole, Start a Fire, Build a House*

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

9. \_\_\_\_\_

10. \_\_\_\_\_

# MAKE CAMP TO RECOVER ENERGY

Whenever Elders make camp in a safe place they gain the following benefits:

◆ **Rest and Relax.** All backgrounds at ☹ are restored back to starting size.

◆ **Self Care.** Roll a d10. Unmark any number below the result.

◆ **Choose one:**

➤ Train and Meditate. Upgrade all dice by one size (even above starting size).

➤ Work on a Memento, Spell, or Burden (one roll). Describe how you're working. You may instead assist someone else with their roll.

\_\_\_\_\_





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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

DICE CHANCES CHEATSHEET			Chance of success if Elders roll d6	Chance of success if Elders roll d10
	VS	d4	60%	74%
	VS	d8	70%	90%
	VS	d12	75%	95%
	VS	d20	65%	91%

# SAMPLE ITEMS FOR INSPIRATION

## WEAPONS

Mechanically there is little difference between attacking with a longsword and attacking with a stick. Rely on the fiction to provide nuance rather than the rules. A stick might not grant advantage against an armored soldier, but a torch is a formidable weapon against a barkbeast!

Sword	Knives	Throwing Knives
Hammer	Boomerang	Pistol
Axe	Knuckles	Musket
Shield	Nunchaku	Bladed Chains
Spear	Club	Guandao
Staff	Bow	Or anything else...

## CLOTHING & ARMOR

While it doesn't offer mechanical protection, different kinds of clothing can be useful in different situations.

Plain clothes	Camouflage	Loose, flowing robes
Fancy garb	Plate mail	Military uniform
Winter coat	Boiled leather	Loincloth
Sneak suit	Outrageous costume	Or anything else...

## SIMPLE TOOLS

Hammer	Spyglass	Lock Picks
Pickaxe	Fishing Rod	Grappling Hook
Shovel	Waterskin	Torch
Drill	Rope 50ft	Lantern and Oil
Metal File	Chain 10ft	Pulley or Tackle
Tinderbox	Spool of Twine 100ft	Padlock and Key
Cooking Pot	Fishing Net 5ftx5ft	Or anything else...

## MISCELLANEOUS ITEMS

Makeup	Card deck & dice set	Box of Nails
Incense	Bag of Marbles	Whistle
Fake jewels	Torch	Chalk
Bear trap	Bucket of Grease	Sponge
Quill + ink + book	Waterskin	Child's Toy
Hand Mirror	Bucket of Glue	Or anything else...

## MEMENTOS

Mementos are items imbued with past experiences and skills. They can be used for any action related to those memories (in addition to whatever uses the item itself has). Crafting a new Memento is a d12 Project.

### Busch's Uniform

Was the servant of a wicked ruler. *Servant manners, pickpocket, manipulate leaders, easily forgotten*

### Heather's Hat

Dozens of years as a Lady of the court. *Social cunning, form alliances, passive aggressive wordplay*

### Alexa's Deck

Ran a legal gambling den. *Handling finances, managing employees, catch cheaters, plan events*

### Josie's Poems

Author of many beloved stories. *Avoid or embrace fame, charm others, forge courtly papers, lie*

### Gruff's Compass

Sailed the 5 oceans. *Navigate by the stars, tie strong knots, ship repair, predict weather*

### Lauren's Makeup

Performed in troupes all across the land. *Alter appearance, entertain a crowd, dances/shows from different regions*

## SPELLS

Spells are stored in an item. All spells are named in the ADJECTIVE NOUN format. The spell can be cast to do anything related to its name. Crafting a new Spell is a d12 Project.

### HOWLING MOON

a small pendant of a white wolf. *Turn into a wolf, generate noise, provide light, emit a piercing howl*

### ANGRY GROWTH

a jar of seeds that shudder and shake. *Quickly grow a ladder of vines, entangle foes, infect a building with flesh-eating ivy*

### BURNT QUESTIONS

a charred book of ancient riddles. *Ignite flammable materials, confuse an enemy, entertain a dragon*

### COLORFUL BREATH

dull grey mask that covers the face. *Breathe underwater, change the color of an object, mark a path*

### STALKING EARTH

fossilized footprint of an ancient beast. *Track a target, summon golem, shake the ground*

### SLEEPING DEPTHS

a spyglass filled with inky liquid. *See through air or water at great distances, change the weather, taunt a leviathan*

## BURDENS

Burdens are memories, habits, and ideas that weigh you down. Yet you still carry them for some reason. Getting rid of a Burden is a d12 Project.

### Charred wallet

You lost everything in the fire, and your regret keeps you from building a new life.

### An unsent letter

Written to a lost love. Will you let it go?

### A broken clock

They broke it as they left. Perhaps old wounds can heal?

### Damp boarding pass

The trip you never took. Maybe there is still time?

### Half empty vial

You're running low. Can you get more?

### Ivory pipe

A smoke is the only way you can sleep. Is it time to drop this habit? Or simply accept it?