









Name: _____ Birth-Month: _____

Age: _____ Home: _____









1. Pick a Name, birth-month, and homeland/country/town.
2. You are 59 years old. Your Harvester will come when you turn 60.
3. Briefly describe your Elder's experience in each career below.
4. Assign these starting dice to your five Careers: d4, d6, d6, d8, d10.
5. Fill your Slots with anything you like (see back); but the more you carry the faster your energy drains! Pick from the list on other page.
6. Start with a Permanent Injury (roll two highest dice). Fill in the two circles next to it. Describe how you got it.

Experience: _____

| | | | | | | | | | |
|--|----------------|---|---|---|---|---|---|---|----------|
|  | Warrior |  |  |  |  |  |  |  | Starting |
|--|----------------|---|---|---|---|---|---|---|----------|

Melee Attacks, Physical Strength, Warfare, Tactics

Experience: _____

| | | | | | | | | | |
|--|---------------|---|---|---|---|---|---|---|----------|
|  | Hunter |  |  |  |  |  |  |  | Starting |
|--|---------------|---|---|---|---|---|---|---|----------|








Ranged Attacks, Tracking, Physical Senses, Instinct, Monster Knowledge

Experience: _____

| | | | | | | | | | |
|---|--------------|--|--|--|--|--|--|--|----------|
|  | Rogue |  |  |  |  |  |  |  | Starting |
|---|--------------|--|--|--|--|--|--|--|----------|

Sneaking, Acrobatics, Tinkering, Street Smarts, Organized Crime

Experience: _____

| | | | | | | | | | |
|--|-------------|---|---|---|---|---|---|---|----------|
|  | Mage |  |  |  |  |  |  |  | Starting |
|--|-------------|---|---|---|---|---|---|---|----------|

Magic, Language, History, Arcane Secrets.

Experience: _____

| | | | | | | | | | |
|--|-----------------|---|---|---|---|---|---|---|----------|
|  | Traveler |  |  |  |  |  |  |  | Starting |
|--|-----------------|---|---|---|---|---|---|---|----------|

Survival Skills, Inventory, Navigation, Interacting with People

Your Dice Are Your Energy

And you only get one roll per round. Use it wisely!

Simple Actions don't require rolls.

Dangers

Roll a 4+...or else.

Challenges

Require Σ (effort applied by rolls).

Whenever you roll [X] or lower...

You must Downgrade that die.

The more Slots you carry (see Inventory),
the lower [X] is and the faster your energy runs out.

Making Camp Recovers Energy

Find a safe space. Everyone must eat a ration. Rounds are a 2-hours.
During each round your may choose:

Restore all uses of an item.

Nap. Set one Career Die to starting.

Train. Upgrade a Career Die.

Keep Watch. If not completed, risk
encounter! Requires Σ every shift.

Heal an Injury for 10Σ .

Progress carries over.

First: **1** Second: **3**

Third: **5** Fourth: **8**

Fifth and beyond: **10**

When you get Hit...

Downgrade a die. Explain how
that career experience helped you.
Or choose to Suffer.

Suffer an Injury.

Roll two highest dice. If you get
the same 2x it becomes permanent.

2 00 **Bleeding Out.**
Death Countdown (3).

7 00 **Dislocated Knee.**
Rogue Danger required
to move quickly.

13 00 **Dizziness.**
After you Downgrade a
die, lose next turn.

3 00 **Internal Bleeding.**
Death Countdown (5).
Can be healed.

8 00 **Sprained Ankle.**
Can't jump.

14 00 **Back Spasms.**
Can't crouch or bend over.

4 00 **Fractured Hip.**
Traveler Danger required to
move unassisted.

9 00 **Wrist Dislocation.**
One hand unusable (pick).

15 00 **Ruptured
Eardrum.** You cannot
hear.

5 00 **Scratched Eyes.**
Can't see.

10 00 **Tight Chest.**
[X] is one lower.

11 00 **Bruised Collarbone.**
Must walk with a cane.

16 00 **Broken Nose.**
Can't smell.

6 00 **Old Fears.**
Lower the Starting value of
a die of your choice.

12 00 **Concussion.**
Can't nap while camping.

17+ **No Injury.** Only pain.
You can deal with pain.

Inventory Slots

Each slot fits 5lbs
or anything the size of a human head.

[5]

[4]

[3]

[2]

Grabbing Items from your Pack

Your Elder packed what they would need (even if the player didn't know it).
Make a Traveler Roll. Pick any item under that number and add it to your Slots (left).

10

Small Weapon: 1 Slot; 1 Hand. Attacks may be made with Rogue dice. 2x dmg stealth.

Medium Weapon: 1 Slot; 1 Hand. Upgrade your Warrior die when combat starts.

Large Weapon: 2 Slots, 2 Hands. Upgrade your Warrior die twice when combat starts.

Ranged Weapon: 2 Slots, 2 Hands. 10 Uses. Upgrade Hunter die when combat starts.

Shield: 1 Slot; 1 hand. 1 Use. Prevent a hit.

8

Armor: Prevent a hit. (**Leather** 1 Slot, 1 Use) (**Chain** 3, 2) (**Plate** 5, 3)

Magic Scroll. 3 Uses, 1 Slot, 2 Hands. When you grab a scroll name it. Example names:

Corrosive Blades, Exploding Hands, Warding Waterfall, Sleeping Boulders, Dying Breath, etc.

To cast from a Scroll:

1. Describe to the GM what you want your spell to do. It should be related to the name.

2. The GM will describe any potential consequences. There may be more than one.

3. Make a Mage roll. The spell happens as described. If below [X], consequence occurs.

7

Poison. Deals 1 damage the first round, 2 the second, etc.

Fake jewels. Rogue Danger to convince people of it's value.

Card deck and dice set.
Rogue Danger to cheat.

Compass.

Incense. 3 uses.

Spyglass.

Hourglass.

Face paint.

6

Mirror.

Marbles. 3 uses. Each use is about 20 marbles.

Quill & Ink. 5 uses.

Fishing rod. Traveler Danger to catch 4 Rations.

Caltrops. Roll Rogue when you lay these; deals that much Σ .

Bear trap. Roll Hunt when you deploy it; deals that much Σ .

Magnifying Glass.

Lockpicks. 3 uses.

5

Grappling hook.

Does not include rope.

Glue. 5 uses. 1 round to dry.

Padlock. Includes key.

Pole. Collapsible, 10ft long, thin metal.

Pulleys. 3 uses.

Drill. Make thin holes in stone or metal.

4

Metal file.

Chain. 10ft.

Grease. 5 uses. Flammable.

Rope. 50ft in length.

Cooking pot.

Net. 10ftx10ft.

Bladder. Can hold most liquids and gases, even acidic.

Bellows.

Shovel. 2 Hands.

Pickaxe. 1 Hand.

Saw. 1 Hand.

Sponge.

3

Ration. 1 use. For Camping.

Nails. 5 uses.

Copper Bucket.

Twine. 100ft.

Whistle.

Hammer.

Manacles.

Chalk. 5 uses.

Glass Bottle.

How to GM a game of Ripe

Being the GM is the most fun part of roleplaying games.
A simple procedure to fall back on when you're stuck:

1. Describe the current situation.

Mention potential dangers.

List an exits or connections to other areas.

Describe a few things that could be interacted with.

2. Ask the players: "What do you want to do?"

Wait for them to decide on something.

Answer any questions they have.

3. Determine if there is an obstacle.

No obstacle. It is a Simple action and happens as the players describe. No roll required.

Dangerous! Someone could be hurt, something could be lost, or some other threat. Be sure to hint at the potential consequences. Dangers require the PC to roll a 4+.

There is an obstacle; a Challenge. Challenges require teamwork and effort (Σ) to overcome. Just state the obstacle and the effort required; let the players decide how they want to overcome that obstacle.

5 Σ --> A skilled person could do it alone.

10 Σ --> A few untrained people could do it.

20 Σ --> Would require a few skilled people.

30 Σ --> Would require many skilled people.

4. Tell what happened in response to their actions.

4. Repeat steps 1-4 until all the players have made a roll.

Players can make their rolls in any order they want.

5. End the Round. Now it's your turn to act!

Take a moment to review your notes.

Manage your Countdowns.

Describe the actions of any NPCs or creatures.

Start a new round back at Step 1.

Some sample names

Countdowns, ideas, etc.

Danger Consequences

Challenge examples.

Combat

Creatures

