

Name: _____ Birth-Month: _____ Age: _____








1. Give your Elder a name and a birth-month. You are 70 years old.
2. Assign these dice to your five backgrounds below: **d10, d8, d6, d6, d4**.
3. Mark the **10** on the right by filling the box.
4. Create 1 Memento, 1 Spell, and 1 Burden (see other sheet). Then write down anything else you're carrying with you.

Your dice represent your energy.








If you roll higher, you succeed! Energy is spent. Downgrade your die.

If you roll equal to or below, you fail. Mark a Number.








Brute Strength, Warfare, Tactics, Leadership, Competitions, Fame

 Champion	     	Starting d _____
	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	








Physical Senses, Tracking, Instincts, Creatures, Keen Observation

 Hunter	     	Starting d _____
	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	








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

 Sage	     	Starting d _____
	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	

Acrobatics, Finesse, Sneaking, Street Smarts, Organized Crime

 Outlaw	     	Starting d _____
	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	

Diplomacy, Trade, Cultures, Survival Skills, Navigation, Entertainment

 Traveler	     	Starting d _____
	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	

Marked Numbers

Trigger painful consequences when rolled, but they don't trigger until marked. After ALL your Numbers are marked, then your Elder dies.

Unless stated otherwise, these consequences happen **AFTER** your action is resolved; they are bad, but they don't (usually) undo success.

1 ☐ Terrible Luck. When you roll a 1 and this is Marked... Whatever task you are attempting is an utter 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 accidentally damage something you're carrying. Cross it out. You can repair it later while Camping, or drop it permanently.

3 ☐ Nausea. When you roll a 3 and this is Marked... Decrease a die of your choice; no matter the result of this roll.

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 roll VS d8 to get you back on your feet.

6 ☐ Weary Souvenir. When you roll a 6 and this is Marked... A bad memory, old scar, or ancient curse distracts and weighs you down. Create a new Burden and carry it with you. (See next page)

7 ☐ Group Conflict. When you roll a 7 and this is Marked... A petty argument, misunderstanding, or civil disagreement. You and another Elder each create a new Burden related to your conflict. Neither burden can be removed until BOTH burdens are complete.

8 ☐ Dementia. When you roll a 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 Attack. 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.

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

Ex: Breathe underwater, cut metal, write a letter, tie up an enemy, shoot a fireball.

OR they **grant** an Advantage to your action (roll twice, pick one).

Ex: Dig a hole, climb a tree, attack an enemy, navigate the ocean, heal quickly.

One item may be used per roll; per Elder.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Mementos, Spells, and Burdens

Mementos represent past experiences. They can be used for any action relating to those memories. Mementos are flexible but only help with things you've done before.

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.

Burdens are negative memories, habits, and ideas that weigh you down. Just like a Spell or a Memento, you must spend time and effort to get rid of a Burden.

1. **Craft, purchase, or discover** a physical item that will become your Memento, Spell, or Burden. Carry it with you, and write "d20" next to it.
2. When you have time, you can **roll VS** the item's die to work on it. If you succeed, decrease the size of the item's die. There are no consequences for failure.
3. **After you reduce the item below a d4**, the item is complete! Mementos and Spells can now be used, and the Burden can be removed.

Making Camp

First the group must decide how much work they want to put into their campsite:

- ▶ Roll VS **d4** to gain **one** Benefits.
- ▶ Roll VS **d12** to gain **three** Benefits.
- ▶ Roll VS **d8** to gain **two** Benefits.
- ▶ Roll VS **d20** to gain **five** Benefits.

Benefits can be chosen per person in any order, but can't choose same one twice.

- ◆ **Build a Roaring Campfire.** Set one die to Starting size.
- ◆ **Share Tales.** Roll a d10. Unmark a number equal or below the result.
- ◆ **Assemble Tents.** Set one die to Starting size.
- ◆ **Work on a Memento, Spell, or Burden** (one roll). Describe how.
- ◆ **Assemble Tents.** Set one die to Starting size.
- ◆ **Repair / Restock** a broken item or forage for something new.
- ◆ **Take a Quick Nap.** Upgrade all dice by one size (even above Starting).
- ◆ **Sacrifice.** An ally may pick one more benefit; even one they've already picked.
- ◆ **Deep Sleep.** Roll a d10. Unmark a number equal to or below the result.
- ◆ **Something Else?** Ask the GM.

Elder Chances VS Dice Sizes	Elders rolling d6s (tired)	Elders rolling d10s (rested)
VS 1d4	60% chance to succeed alone.	74% chance to succeed alone.
VS 1d8	2 Elders have a 70% chance.	2 Elders have 90% chance.
VS 1d12	3 Elders have a 75% chance.	3 Elders have 95% chance.
VS 1d20	4 Elders have a 65% chance.	4 Elders have a 91% chance.

Welcome, Elders!

With the arrival of your 70th year of life comes a blend of hope and dread unlike any you've experienced before (and you've done just about everything!).

Your Dread

Your Harvester is coming. Sometime in the next year a horrible creature will descend from the skies to drag you away to...somewhere.

When it arrives it will destroy everything and anyone in its path. Walls, houses, and loved ones are all in danger so long as they are near you. You must leave your home, say goodbye to your friends, and abandon your old life.

Even if you manage to fight it off, it will just come back next year even stronger! You are a ticking time bomb of destructive malice. This is your constant dread.

But there is hope.

Our Hope

You are not the first to go down this path. And you will not walk it alone.

At the Silver Keep is a community of Elders all working against the Harvester threat. They are Builders, teachers, blacksmiths, traders, scholars, physicians, and yes, even warriors.

We all fight against the Harvesters until death takes us; but more importantly we LIVE. The Keep offers community, growth, joy, and some measure of peace. A new life to build and experience.

Welcome, Elders, to the next chapter of existence.

What you need to play

- ▶ A complete set of polyhedral dice: a **d4**, **d6**, **d8**, **d10**, **d12**, and **d20**. *Each player will probably want their own set; but the table can also share a set together. Dice-roller apps also work just fine.*
- ▶ Printed characters sheets & pencils.

RIPE is a game for three or more players. One player takes on the mantle of GM. They are responsible for portraying the world, creating obstacles, and controlling the NPCs and creatures. The other players each create and Elder to portray on their adventures.

What it means to be an Elder

You have done a little of everything and learned all the tricks of life.

How to fire a bow without needing to pull the string all the way back. How to stop a bar fight with a simple joint lock. How to move slowly and quietly in a dark city. You've crafted ingenious spells in a moment of desperation. Or traveled to lands where life is completely different. You have a broad view of life, and a wide range of experiences to draw from.

You also know your limitations.

How to jog without twisting your weak ankle. How to lift objects using your arms and not your back. How to prepare a meal that won't give you heartburn. You've learned the stretches and exercises needed to get the most from your aging body.

As an Elder you can do just about anything. But you don't have the energy to do EVERYTHING. Choose when and how to invest your limited energy. Put your trust in your experiences and preparation rather than trusting in luck.

What's so fun about being old?

Elders have learned and experienced so much that they no longer make the dumb mistakes of youth.

A newbie might just climb the cliff and trust their strength to save them, but Elders will rig backup lines, take things slow, and be careful. They MAY run out of energy and suffer health problems, but they won't make dangerous mistakes.

And Elder is capable in any situation, and can overcome almost anything with teamwork and a good night's sleep.

Gold, power, knowledge; these things have less value to you. You get more from investing in community, hobbies, relaxation, etc.

"When time is perceived as open-ended, as it typically is in youth, people are strongly motivated to pursue information. They attempt to expand their horizons, gain knowledge, and pursue new relationships.

In contrast, when time is perceived as constrained, as it typically is in later life, people are motivated to pursue emotional satisfaction. They are more likely to invest in sure things, deepen existing relationships, and savor life.

We see what matters to us."

- Professor Laura L. Carstensen of Stanford

How do I play?

To create your Elder you divide your energy dice among 5 different backgrounds. Your more experienced backgrounds have higher dice; those kinds of things take less energy to do.

Spend your energy by rolling your dice against opposing dice. Enemies, obstacles, dangers, and trials are all represented by a dice of various sizes. Elders can work together by rolling their dice together and adding them.

If the Elders roll **higher** than the opposing die, then they succeed! Everyone involved in the roll downgrades their die to the next lowest size. The obstacle/enemy is overcome!

If the Elders roll **equal to or below** the opposing die, then they fail. Everyone involved must Mark a Number to represent weaknesses. The obstacle/enemy remains; and could have drastic consequences.

If an Elder rolls a **Marked Number** they immediately suffer the consequences listed; no matter if they succeeded or failed. Marked Numbers represent your frailty and weakness. If all of your Numbers are Marked, your Elder perishes.

Working together is extremely effective, but drains energy quickly! Some quick napkin math:

	Elders are tired (rolling d6s)	Elders are rested (d10s)
Rolling VS 1d4	60% chance to succeed alone.	74% chance to succeed alone.
Rolling VS 1d8	2 Elders have a 70% chance.	2 Elders have 90% chance.
VS 1d12	3 Elders have a 75% chance.	3 Elders have 95% chance.
VS 1d20	4 Elders have a 65% chance.	4 Elders have a 91% chance.

Those odds go up even more if you have useful items and equipment to help you out!

Items and Equipment

No one leaves their home empty-handed; and Elders rely on their equipment more than most. Elders can carry 10 Slots worth of items. Anything larger or heavier than a gallon (4 litres) of milk takes up two Slots.

Elders may use one item per roll to either:

Allow them to do something they normally couldn't do.

Ex: Breathe underwater, cut metal, write a letter, tie up an enemy, shoot a fireball.

OR Grant an advantage for that action. The Elder may roll twice and choose which result to use.

Ex: Dig a hole, climb a tree, attack an enemy, navigate the ocean, heal quickly.

Elders can (and should) get creative with their items. 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 be effective against an armored soldier, but a torch is a formidable weapon against a barkbeast!

Mementos, Spells, and Burdens

A detailed explanation is found on the character sheet. Some examples:

Memento Example:

Yirish was a talented sailor in their youth. As she grew older she sailed less and less; those skills faded over time. Yirish finds a broken compass and decides to make it an Asset to remind her of her sailing days.

Over the next few weeks she takes the compass apart, repairs the needle, replaces the glass, and polishes the metal. She studies the stars and tries to remember the sounds of the ocean.

When complete, Yirish could use her compass to navigate just like a normal compass. But she could also use it to tie better knots, repair a ship, read the weather, survive on a deserted island, or any other activity related to her past experiences.

Spell Example:

Lauren never had the patience for books; and even less for dusty classrooms. But she knows magic, and wants to create a new spell. She purchases a fine pair of golden spectacles and wants to make some magic to help her read people.

Over the next few weeks she watches people through the glasses, studying their needs, desires, and secrets; all while channeling her magic.

When complete, Lauren has a pair of spectacles with the spell "ATTENTIVE EYES". She can use this spell to try and detect if someone is lying, or see what they're worried about, or to try and know what they want.

Burden Example:

Grent left on bad terms with her wife, Yola. A stickler for tradition, Grent didn't want the younger Yola to follow her to the Keep. Grent wants to remove this burden by preparing a home and a place for her when she arrives next year. Grent buys a journal as a physical representation of this burden.

She spends time writing letters and saving up for a deluxe apartment to house them both. When complete, Grent will smuggle the Journal to Yola, thus completing this burden and clearing up space for her to carry other things!

How to GM a game of RIPE

RIPE tries to keep things simple for the GM. Your primary job is to present the players with obstacles and opportunities while describing the world and its denizens.

Obstacles

This game uses the term “obstacle” to describe anything that stands in the way of what the players want. An obstacle is anything that follows the word “But!” in a sentence.

Desire	Obstacle
An Elder wants to buy a gold sword...	BUT! They don't have enough money.
They need to escape a flooding pit...	BUT! The walls are tall and slick.
Someone is missing their child...	BUT! The Elders don't know where to look.
This Harvester must be defeated...	BUT! It is fast and well armed.

All obstacles are represented by a single die. This is the die that Elders roll against when attempting to overcome the obstacle.

- **1d4** - Everyday problems.
- **1d8** - Difficult challenges. The default die size for most Obstacles.
- **1d12** - Dangerous or Complex.
- **1d20** - Deadly or Daunting.

You can, of course, use other die sizes than the ones listed, but these are the main categories of obstacles. This keeps things simple and focused.

Complex scenarios might have several obstacles at the same time:

- A sheer cliff (d8)
- Rushing winds (d6)
- A pursuing rock-stalker (d12)

Elders can choose to divide the obstacles between them, or try to overcome them all at once with one big roll.

Stubborn Obstacles

Some Obstacles are not particularly difficult, but they require persistence to overcome. When a Stubborn Obstacle is overcome successfully, you reduce the size of its die. Once you've reduced it below a d4, it's complete. It remains an obstacle, but gets easier and easier over time.

Obstacle Consequences Are Narrative, not numbers.

Some obstacles might have additional narrative consequences if failed.

If a dragon is attacking the town [d20], failing to subdue it could result in your favorite tavern being burned down, or losing a trusted ally to the flames.

But the health of an Elder is never in danger from a failed roll. An Elder would never put themselves in a situation where death or serious injury is a possible outcome. Remember, they are extremely capable and well-prepared.

Elders already struggle against their own frailty; don't add more to that.

Anyway, most Obstacles don't even need additional consequences. The Cliff is still an obstacle even if an Elder fails to overcome it the first time. And now they must decide if it's worth the energy to try it again.

All Obstacles are Optional

Elders are always in control.

Since the game is about resource management and careful decision making, Elders must always be able to choose where and how to spend their energy.

In many other games it's common to throw dangers at players; testing their luck and draining resources: “The dragon attacks you! Roll DEX to avoid the gaping maw!”

That isn't a thing in RIPE. The GM is more reactive.

Instead, present the situation, obstacles, and dangers; but let the players decide what to do.

GM: “The dragon chases after you, rearing back for a blast of fire. Halting the blast is a d12 task, otherwise it will melt the exit.”

Elder: “Let it melt the exit, we're better equipped to scale the walls and escape through the top of the volcano anyway. You said that's a d10 task, right? Can it be a little lower since the dragon is distracted with the obvious exit?”

GM: “Sure! Climbing is a d8 while the dragon is distracted. If you fail this climb though, the dragon will see you, and it will be more difficult next time.”