



RIPE

AN RPG OF ELDERS
FIGHTING AGAINST THE HARVEST

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 meet 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!

Designed by David Schirduan

Worldbuilding by Kathleen Rowen

Cover art from Unsplash

Elder Consultation from Meguey Baker

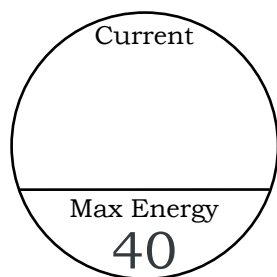
Inspired by The Black Hack, The Index
Card RPG, Terminator: Dark Fate,

Icons from game-icons.net

Thanks to the playtesters:
Robin, Jessica, Ian, Josh, Andrew, Gini,
Rachel, Lindsay, Cameron

Name: _____

Birth-Month: _____ Age: _____



SPEND YOUR ENERGY TO ROLL DICE

6 energy to roll a 6-sided die, 20 to roll a d20, etc.

Opportunities can only be attempted once.

Dangers grow worse with each failure.

Projects get easier with each success.

If you roll higher, you succeed!

Elders can roll together sharing success/failure.

CARRIED THINGS

Anything larger or heavier than a gallon of milk takes up two slots.

Start with 2 Mementos, 1 Spell, and 1 Burden [d10 Project].

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

Breathe underwater, fly, outrun a tiger, cut through metal, shoot fireballs

OR they **assist** you in your attempt. Half energy costs (d10 only costs 5)

Climb a mountain, injure a foe, dig a hole, start a fire, resist poison, etc.

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

FAKE MATH

If rolling the same size die, you have a 45% chance to succeed. Each die upgrade gives you +10% chance. Two dice double your chances.

MARK NUMBERS TO RECOVER ENERGY

Your memories are sharp as ever...your body not so much. At any time you can Mark a Number to gain **(4 x that number)** energy.

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

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

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

You fall and damage something you're carrying. Erase it.

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

[d6 Danger]. If you fail, you vomit: destroy an item and lose 10 energy.

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

Whatever energy you spent on this die, spend it again.

5 ☐ **Cramps.** *If 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 Project].

6 ☐ **Heavy Burden.** *If 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 [d10 Project].

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

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

8 ☐ **Dementia.** *If 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 Attack.** *If you roll a 9 and this is Marked...*

Immediately set current energy to 4 and reduce Max Energy by 10.

10 ☒ **Harvest Time.** *If 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 (Or an NPC's).

CAMP TO UN-MARK NUMBERS

When you make camp in a safe place roll a d10 and unmark any number below the result. You can also work on Projects.

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 d10 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 d10 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 d10 Project.

Charred wallet

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

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?

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

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?