

AFTER YOU TURN 70...

Your Harvester emerges from the skies
to take you away.



RIPE

If you manage to kill your Harvester it comes back even stronger next year. You can't do this alone.

Luckily you have other Elders by your side supporting you and protecting you while you do the same for them.

At the Silver Keep there are even more Elders ready to fight, die, and live beside you.

Champions patrol the ramparts and prepare for close combat against all threats.

Hunters gather food, scout the surrounding lands, and rain down projectiles.

Sages develop powerful spells and study ancient records for clues about the Harvesters.

Tumblers draw upon resources from the underbelly of society, brewing poisons and striking from shadows.

Travelers go to distant lands to drum up support and trade for much-needed supplies.

You have lived a full life; you know a bit of everything. Whatever you may lack in energy you more than make up for in wisdom and experience.

This is your life now. You will fight and struggle and survive. Or you will die trying. No matter what...

You will not be taken!



**AN RPG ABOUT
ELDER ADVENTURERS
FIGHTING AGAINST THE HARVEST**

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 careers below: **d10, d8, d6, d6, d4**.
3. Mark the **10** on the right by filling the box.
4. Create 1 Memento, 1 Spell, 1 Burden. Then write down anything else you're carrying with you.

Your dice are your energy.








Spend your energy by rolling VS Obstacles and Dangers.

If you roll higher, you succeed! Downgrade your die.








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

If you roll a Marked Number, suffer the consequences.




Brute Force, 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"/>	








Tracking, Physical Senses, Instincts, Creature Lore, 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, Sneaking, Tinkering, Street Smarts, Organized Crime

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

Survival Skills, Navigation, Trade, Diplomacy, 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.

1 ☐ Cruel Fate. If you rolled a 1 and this is Marked...
A horrible mistake or twist of fate causes failure; no matter what you rolled or who else was helping you.

2 ☐ Sudden Fall. If you rolled 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.

3 ☐ Exhaustion. If you rolled a 3 and this is Marked...
Decrease your die even if you failed. If you succeeded, you must instead decrease your die twice!

4 ☐ Dizziness. If you rolled a 4 and this is Marked...
Until you next make camp you cannot use items to assist your rolls.

5 ☐ Cramps. If you rolled 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 ☐ Depression. If you rolled a 6 and this is Marked...
Create a new Burden and carry it with you. You can remove it with time and effort (see other page).

7 ☐ Frustration. If you rolled a 7 and this is Marked...
Take out your frustration on an ally. You each create a new Burden related to your conflict. Neither burden can be removed until BOTH of you have completed working on their own.

8 ☐ Dementia. If you rolled 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. If you rolled a 9 and this is Marked...
Set all dice to d4 and permanently reduce the Starting size of a die.

10 ☐ Harvest Time. If you rolled 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. One item may be used per roll.

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

Ex: Breathe underwater, cut metal, draw a map, 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.

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

Mementos, Spells, and Burdens

While mundane items can be used just like you'd expect, some items grant access to powerful memories, magical spells, and heartbreaking burdens.

Mementos are physical representations of past experiences. They can be used for any action relating to those memories or skills. Mementos are flexible but can't be used to do anything you haven't done before.

Spells can also be stored in an item. All spells are named in an ADJECTIVE NOUN format. The spell can be cast to do anything related to its name.

Burdens are dark Mementos that are carried with you. Negative memories, habits, and ideas that weigh you down. Just like you work on 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 fail, decrease the size of the item's die. There are no other consequences for failure.

3. **When you succeed**, the item is complete! Mementos and Spells can now be used, and the Burden can be removed.

Making Camp

Rest comes easy in the keep (usually). During an adventure Rest is much more difficult. First the group must decide how much work they want to put into their campsite. After they've decided, they all roll:

► Roll VS **d6**, pick **one** Benefit.

► Roll VS **d8**, pick **two** Benefits.

► Roll VS **d10**, pick **three** Benefits.

► Roll VS **d12**, pick **four** Benefits

► Roll VS **d20**, pick **six** Benefits

Benefits can be chosen individually and in any order, but can't choose one twice.

◆ **Campfire.** Cook food, stay warm, keep off bugs. Set one die to Starting size.

◆ **Nearby Stream.** Bathe, wash clothes, fresh water. Set one die to Starting size.

◆ **Tents.** Comfortable sleeping bags, quiet rest. Set one die to Starting size.

◆ **Quick Nap.** Upgrade all dice by one size (even above Starting).

◆ **Deep Sleep.** Roll a d10. Unmark any number equal to or below the result.

◆ **Train / Study / Meditate.** Work on a Memento, Spell, or Burden (one roll only).

◆ **Repair / Forage / Restock.** Repair a broken item or forage for something new.

◆ **Support an Ally.** An ally may pick one additional benefit.

◆ **Something Else?** Negotiate with your GM.

How to GM RIPE

RIPE is a role playing game about older characters who have the experience to accomplish anything, but must carefully manage their energy and resources.

The main mechanic of the game involves the players rolling their dice to overcome Obstacles and avoid Dangers (also represented by dice).

Example: Luong wants to use his Hunter die (d8) to track the Stonebear (d12). He rolls a d8 and gets a 6. The GM rolls a d12 and gets a 3.

Since Luong's die was higher than the difficulty of tracking the Stonebear, Luong succeeds!

Obstacles and Dangers

The more difficult and complex the Obstacle or Danger, the larger its die.

If the players roll higher than the opposing dice, they succeed! Afterward, players must reduce the size of their die (since that energy was spent).

If the players roll equal to or below the opposing dice, they fail. Afterward, They must Mark a Number. You can think of Marked Numbers as representing injuries or bad luck.

If a player rolls a Marked Number exactly, then its listed consequence immediately affects them.

Obstacles drain resources.

Obstacles are narrative blockers that the players must overcome to pursue their goals. They can be worked on for as long as the players think it's worth the energy investment.

Obstacles get easier every time they are attempted.

After the players fail to overcome an Obstacle, the Obstacle's die is reduced in size.

Some example Obstacles:

- ▶ A locked door that can be picked or broken down (d8).
- ▶ Enemy combatants that must be defeated or avoided (d6).
- ▶ Political games of the upper class (d20).
- ▶ An angry crowd that wants a scapegoat (d10).

If this Obstacle has an immediate consequence or is time-sensitive, perhaps it should be a Danger instead?

Dangers have story consequences.

Dangers are immediate narrative threats that have dire consequences. If the players don't succeed with a single attempt, then the narrative takes a different direction as a result.

Players only get ONE chance to avoid a Danger.

It's important that the players understand the consequences of a Danger so they can decide if it's worth spending the energy to avoid.

Some example Dangers:

- ▶ The King's marauders will capture the players on sight. (d8)
- ▶ The dragon will destroy their favorite tavern. (d20)
- ▶ A snowstorm will forever bury an ancient treasure. (d12)

If you can't think of an obvious and direct consequence, perhaps this should be an Obstacle instead?

Why the difference?

Because Elders are so experienced and capable, they can do pretty much anything. The question is not "Can they do it?" but rather "Is this worth spending energy on?"

It's important to be honest with your motivations while GMing a game of RIPE. What's the purpose of this situation?

- ▶ If it has an obvious and immediate consequence, it's a **Danger**.
- ▶ If it is impeding progress, then it's an **Obstacle**.

Make it clear to the players which one it is, and what their other choices may be.

Mix them together!

Combine these categories to craft unique and engaging scenarios (see the intro adventure for examples of this in action). A good scene will force the players to choose between making further progress on an Obstacle, avoiding multiple Dangers, or deciding to do something else entirely!

Items

Items provide most of the character building and advancement for Elders. It's important that players feel that their items are effective.

Be generous with creative item use. You want your players to engage with the world and think critically, even if TECHNICALLY a fishing pull wouldn't be strong enough to stop a bear.

Let them get away with as much nonsense as they can. This goes double for Spells and Mementos.

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!

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.

Examples of Mundane Items

Face Paint & Makeup.

Incense. 1 use.
Overwhelming smell.

Spyglass.

Magnifying Glass.

Fake jewels. Traveler roll to convince people of value.

Lantern. Requires Oil.
Resistant to water and wind.

Bottle of Oil. 3 Uses.
Each use burns 1 round.

Cooking pot.

Fishing rod.

Bear trap. Acts like a delayed ranged attack.

Lock Picks.

Grappling hook.
Does not include rope.

Rope. 50ft.

Cracked Compass.
Still works perfectly.

Quill + Ink + notebook.

Hand Mirror. Fits in your palm, gives clear reflection.

Padlock. Includes key.

Card deck & dice set.

Chain. 10ft.

Metal file. Can slowly wear down most metals.

Marbles. 1 use. Each use is about 20 marbles.

Torch. 2 Uses.
Each use burns 1 round.

Bucket of Grease. 1 use. Very flammable.

Tinderbox.

Net. 5ftx5ft of thin rope.

Waterskin. Can hold a gallon of liquid, even acidic ones.

Strong Pulley.

Spool of Twine. 100ft.

Pickaxe / Shovel.
Or any other simple tool.

Glue. 3 uses. Dries slowly.

Pole, Collapsible. 10ft long, made of thin metal.

Drill.

Box of Nails.

Whistle.

Manacles.

Chalk.

Sponge.

Child's Toy.

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!