



# 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 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, often referred to as "The Silver Keep". It's a place for Elders to come together and battle their Harvesters.

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

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**THIS GAME IS STILL UNDER DEVELOPMENT.  
PLEASE ADDRESS QUESTIONS OR SUGGESTIONS TO  
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### **Thanks to the playtesters:**

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

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

## TO WORK ON A TASK...

Describe what you're doing, roll a d20. If that Number is Marked, then something terrible happens.

20	<b>Great Success!</b> Apply 10 effort to the task. <input checked="" type="checkbox"/> <b>If this is Marked</b> , then your Harvester is on its way... <i>If you've killed your Harvester this year then an ally's or NPC's Harvester arrives instead!</i>
19	<b>Great Success!</b> Apply 9 effort to the task. <input type="checkbox"/> <b>If Marked</b> , suffer a heart attack after your action is complete; <i>Other Elders must spend 10 effort to help you.</i>
18	<b>Great Success!</b> Apply 8 effort to the task. <input type="checkbox"/> <b>If Marked</b> , then your declining memory affects you; <i>Destroy a Memento or a Spell.</i>
17	<b>Success.</b> Apply 7 effort to the task. <input type="checkbox"/> <b>If Marked</b> , then you stumble and fall upon your pack. <i>Destroy all items that aren't Burdens, Mementos, Spells.</i>
16	<b>Success.</b> Apply 6 effort to the task. <input type="checkbox"/> <b>If Marked</b> , bad luck or twisted fate takes its toll; <i>Mark another Number.</i>
15	<b>Success.</b> Apply 5 effort to the task. <input type="checkbox"/> <b>If Marked</b> , a terrible mistake ruins this task; <i>it is failed and cannot be worked on any longer.</i>
14	<b>Success.</b> Apply 4 effort to the task. <input type="checkbox"/> <b>If Marked</b> , Create a Burden.
13	<b>Minor Success.</b> Apply 3 effort to the task. <input type="checkbox"/> <b>If Marked</b> , Create a Burden.
12	<b>Minor Success.</b> Apply 2 effort to the task. <input type="checkbox"/> <b>If Marked</b> , Create a Burden.
11	<b>Minor Success.</b> Apply 1 effort to the task. <input type="checkbox"/> <b>If Marked</b> , Create a Burden.
10	<b>Life takes its toll on you.</b> Mark a Number. <i>If all your Numbers are Marked, then your Elder is dying.</i>

## CARRY ITEMS IN YOUR PACK SLOTS

Elders start with 1 Memento, 1 Spell, and 1 Burden.

Large items (bigger than a gallon of milk) take up 2 Slots.

Items **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 (roll twice, choose one)  
*Climb a mountain, injure a foe, dig a hole, start a fire, resist poison, etc.*

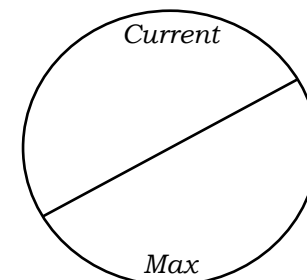
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## SPEND ENERGY TO IMPROVE ROLLS

Elders start with 10 Max energy.  
Every filled Slot reduces Max Energy by 1.

**Spend 1 Energy** to add +1 to your roll (up to +4 per roll). *Use this to avoid Marked Number or turn failure into success.*

**Spend 3 Energy** to discover a simple item in your Pack. *As long as the rest of the group agrees, you find it buried deep within your pack.*



## MAKE CAMP TO REST AND PLAN

When you take a few hours to relax gain the following benefits:

- **Meditate/Train:** Roll a d20 (If you rolled 10 or lower add +10 to that number.) Unmark a number below the result.
- **Nap:** Recover all Energy (up to Max).
- **Work on a Project:** Describe how you're working on this project. Make a single roll on any Memento/Spell/Burden/custom project (even someone else's).

## MEMENTOS

Mementos are items associated with past experiences and skills. They can be used for any action related to those memories.

To create a new Memento pick a mundane item in your pack. Describe what memories you'll associate with this Memento and write "20" next to it. This Project will require 20 effort to complete.

### **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.

To create a new Spell pick a mundane item in your pack. Name the Spell and write "20" next to it. This Project will require 20 effort to complete.

### **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 vines, tangle foes, infest an area with deadly 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 fog or water, change the weather, taunt a leviathan*

## BURDENS

Burdens are memories, habits, injuries, and ideas that weigh you down. Yet you still carry them for some reason. Burdens don't have detailed mechanical rules; but they should still influence the way you play.

To create a Burden, pick a mundane item in your pack. Describe this Burden and write "20" next to it. This Project will require 20 effort to get rid of.

### **Twisted Ankle**

You have to fight through the pain just to keep going.

### **Unsent Letter**

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

### **Damp Boarding Pass**

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

### **Half-empty Vial**

You're running low. Can you get more?

### **Familiar Nightmares**

Sleep is worse than just being tired.

### **Ivory Pipe**

A smoke is the only way you can truly relax. Is it time to drop this habit?

### **Blinded Eye**

You can still see, but the world's more dull than it used to be.

### **Old Fear**

How much longer you can keep avoiding it?

### **A Deep Lie**

Something false you believe about the world...or yourself.

### **Bad Memories**

Your Mementos remind you of the good times and the terrible times.

### **Elder Conflict**

You keep having the same fights.

### **Magical Curse**

Perhaps your Spells have been reckless...

# GM GUIDE

You didn't hear this from me, but being the GM is the best part of RIPE. Congratulations! And major kudos for taking on this responsibility; your gaming group is lucky to have you.

Luckily RIPE offers a lot of handy tools that simplify your job. Let's take a look at the basic structure of play:

## FLOW OF PLAY

1. The GM describes the current situation.
2. Ask the players what they want to do.
3. Create a Task from the players' ideas:
  - A. Assign it an energy cost.
    - > **Everyday** tasks require 2-3 effort.
    - > **Challenging** tasks require 5-6 effort.
    - > **Complex** tasks require 8-10 effort.
    - > **Projects** require 15-20 effort.
  - B. If time is a factor, limit the number of rolls that can be made. If they don't complete the task in time, things go badly and they must find another solution.
    - > **Immediate** tasks only get 1 roll.
    - > **Quick** tasks get up to 3 rolls.
    - > **Slow** tasks get up to 6 rolls.
    - > **Projects** have no roll limit.
4. The players roll and attempt to complete the Task. Describe how the world changes and start back to step 1.

## TASK EXAMPLES

- ▶ Track an animal through the forest (4 effort, 3 roll limit).
- ▶ Navigate a stormy sea (6 effort, no roll limit).
- ▶ Sneak through a battlefield (5 effort, 3 roll limit).
- ▶ Cook a meal for 100 people (3 effort, 3 roll limit).
- ▶

# THE KEEP

<Coming Soon>

## HARVESTERS

<Coming Soon>

## CAMPAIGN STRUCTURE

<Coming Soon>

## AUGMENTS

While mementos and spells are extremely useful, they don't change an Elder. These Augments will.

Augments permanently remove a Marked Number. This means you'll never suffer those consequences BUT you have one less Number to mark, one step closer to death.

**11 - Lucky Tattoo.** A magical enchantment that improves your odds. Add +1 to every roll you make.

**12 - Steel Pins.** You can lock your joints in place and as long as you do not move you have incredible strength.

**13 - Iron Stomach.** You may swallow an item and regurgitate it at will. You are also immune to poisons.

**14 - Inner Ear Gyroscope.** You are never disoriented or confused. Your balance is improved significantly.

**15 - Adrenaline Pouch.** Once a day you may improve a single roll by +10.

**16 - Silver Back.** All items take up a single slot.

**17 - Empathic Web.** You can sense the emotions and desires of others. The information gained this way can grant an advantage to rolls.

**18 - Perfect Memory.** You never forget anything after receiving this Augment. New Mementos and Spells can be worked on twice during Camp.

**19 - Crystal Pump.** A magical crystal replaces your heart. If you roll a 3 or lower, automatically re-roll.

**20 - ???** Finding a solution to the Harvester threat is an ongoing project that may take hundreds of years.