



RIPE

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

WHEN YOU TURN 60...

Your Harvester emerges from beneath the earth to take you away.

If you manage to kill your Harvester it comes back next year even stronger than before. 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.

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

Hunters gather food, follow trails, and scout the surrounding lands for signs of the next attack.

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

Rogues brew deadly poisons and draw upon resources from the underbelly of society.

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. What you lack in energy you 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!

Name: _____ Birth-Month: _____

Age: _____ Home: _____








1. Give your Elder a name, birth-month, and country/town/region.
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 Pack Slots with anything from the item list. Leave a few Slots blank so you can fill them in when needed during the adventure.
6. Roll your two highest dice to determine your permanent starting injury. Fill in the three circles next to it. Describe how you got it.

Experience: _____

	Warrior							Starting d _____
		○	○	○	○	○	○	








Melee Attacks, Physical Strength, Warfare, Tactics, Smithing

Experience: _____

	Hunter							Starting d _____
		○	○	○	○	○	○	








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

Experience: _____

	Mage							Starting d _____
		○	○	○	○	○	○	








Magic, Alchemy, Language, History, Arcane Secrets

Experience: _____

	Rogue							Starting d _____
		○	○	○	○	○	○	

Sneaking, Acrobatics, Tinkering, Poisons, Street Smarts, Organized Crime

Experience: _____

	Traveler							Starting d _____
		○	○	○	○	○	○	

Survival Skills, Inventory, Navigation, Trade, Diplomacy, Entertainment

Dice Are Your Energy

You only get one roll per round.
Simple Actions don't require rolls.

Work Together

To complete difficult tasks by
rolling dice and applying effort.

Whenever you roll...

1	2	3	4	5	6	7
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Apply that much effort
and suffer a Consequence.

Apply that much effort and
downgrade that die.

When you get hit..

Downgrade a die of your choice (explain how that career saved you)
OR roll your two highest and fill in that injury circle. ●●● is permanent!

2 ○○○ Internal Bleeding

Death Countdown (3).
5 Effort to delay 1 round.

3 ○○○ Scratched Eyes

Can't see well; just blurred
shadows and lights.

4 ○○○ Fractured Hip

Whenever you move
quickly, downgrade a die.

5 ○○○ Old Fears

It takes 2 shifts to heal
one Injury circle.

6 ○○○ Sprained Ankle

You can only carry 6 Slots
maximum in your pack.

7 ○○○ Broken Wrist

One hand unusable (pick).

8 ○○○ Tight Chest

Downgrade dice
on a 4 or higher.

9 ○○○ Bent Collarbone

Can't Train while camping.

10 ○○○ Concussion

Can't sleep while camping.

11 ○○○ Back Spasms

Lower the starting size of
two different careers.

12 ○○○ Dizziness

When you downgrade a die,
downgrade another one.

13 ○○○ Faded Memory

You cannot fill blank slots
using your Traveler roll.

14 ○○○ Blown Eardrum

You cannot hear.

15 ○○○ Broken Nose

You cannot smell.

16 No Injury. Only pain.

You can deal with pain.

17+ Fury! Immediately

upgrade all dice.

Making Camp Recovers Energy

Find a safe space and eat a ration to make camp. Each round is 2-hours.
You can camp as long as you like. During each round you may choose:

Restore all uses of an item.

Train. Upgrade a Die.

Heal an Injury circle.

Sleep. Set one Die to starting.

Keep Watch to avoid ambush.

Requires Effort every round.

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

Third: **5** Fourth and beyond: **7**

Something else. Negotiate with
the GM about details and impact.

Pack Slots

Each Slot fits 5lbs or anything the size of a human head. Blank Slots can be filled during the adventure.
Items can grant Advantage on certain actions.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____

Always Downgrade

Filling Blank Slots

Your Elder packed everything they would need for this adventure (even if the player didn't know it). During the Adventure make a Traveler Roll and fill any blank slot with an item listed below your roll.

10. _____
Small Weapon: 3 per Slot. 1 Hand. May be thrown using Rogue. Back-stab for 2x dmg.
Medium Weapon: 1 Slot; 1 Hand. Upgrade your Warrior die when combat starts.
Large Weapon: 2 Slots, 2 Hands. Upgrade your Warrior die when combat + Advantage.
Exotic Weapon: 1 Slot; 2 Hands. Melee attacks may be made with the die of your choice.
Ranged Weapon: 2 Slots, 2 Hands. 10 Uses. Consequence is use that much ammo.
Shield: 1 Slot; 1 hand. 1 Use. Prevent a hit.
Armor: Prevent a hit. (**Leather** 2 Slots, 1 Use) (**Chain** 3 Slots, 2 Uses) (**Plate** 5, 3)
8. _____
Magic Scroll. 1 Slot, 2 Hands. 3 Uses. 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. Roll Mage. No matter what the result, one use of this scroll is expended.
7. _____
Poison. Rogue roll to use, deals 1 damage the first round, 2 the second, etc.
Hourglass.
Fake jewels. Rogue roll to convince people of it's value.
Card deck and dice set. Rogue roll to cheat.
Compass.
Incense. 3 uses.
Spyglass.
6. _____
Hand Mirror.
Marbles. 3 uses. Each use is about 20 marbles.
Quill & Ink. 5 uses.
Fishing rod. Traveler roll to catch 4 Rations.
Caltrops. Roll Rogue when you lay these; deals that much Effort.
Bear trap. Roll Hunt when you deploy it; deals that much Effort.
Magnifying Glass.
Lockpicks. For mundane locks.
5. _____
Grappling hook. Does not include rope.
Metal file.
Padlock. Includes key.
Pole. Collapsible, 10ft long, thin metal.
Pulleys. 3 uses.
Drill. Make holes in stone or metal.
Face Paint/Makeup.
Lantern. Requires Oil. Resistant to water and wind. Directional.
Bottle of Oil. 3 Uses. Each use burns for 5 rounds.
4. _____
Ration. 1 use. For Camping.
Torch. Burns for 5 rounds.
Chain. 10ft.
Grease. 5 uses. Flammable.
Rope. 50ft in length.
Net. 10ftx10ft.
Bellows.
Bladder. Can hold most liquids and gases, even acidic.
Pickaxe. 1 Hand.
Saw. 1 Hand.
Shovel. 2 Hands.
Nails. 5 uses.
Copper Bucket.
Twine. 100ft.
Whistle.
Hammer.
Manacles.
Chalk. 5 uses.
Glue. 5 uses. 1 round to dry.
Cooking pot.

GM Play Procedures

A simple procedure to fall back on when you're stuck:

1. Describe the current situation.

- Mention potential dangers.
- List any 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?"

- Give them time to think and plan.
- Answer any questions they have.

3. Simple? If there is no obstacle or danger than things occur just as the players described. Rolls are a big deal; they should only happen where there is an obstacle or a danger.

4. Danger? Obstacle? Then a roll is required. Tell the players how much effort is required to complete the task, avoid the danger, or overcome the obstacle.

5 effort --> A skilled person could do it alone.
Open a locked door, climb a rocky cliff, defeat a goblin

10 effort --> A few untrained people could do it.
Open a barred door, win a bar fight, hunt a bear

20 effort --> Would required a few skilled people.
Carving a new doorway, defend a small room, assassinate a noble

30 effort --> Would require many skilled people.
Defeat a Harvester, win an outmatched battle, cure a plague

Note: Don't consider HOW a task is accomplished. Leave that up to the players. Simply set the effort required and let them decide how best to tackle it. Particularly clever solutions can grant them Advantage on their Rolls.

4. Tell what happened in response to their actions. If they rolled a 1,2, or 3 then they suffer some kind of Consequence.

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

- Each player only gets one roll per round.
- Players can make their rolls in any order they want.

6. 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.

Sample Consequences

Take a Hit. The obvious choice to any dangerous situation. Don't let everything be a hit, though. Drive home the other ways they are vulnerable.

Disadvantage on their next roll, or for the next round, or until they make camp.

Lose a Resource. Could be an item in their inventory, or simply one use of it.

Lose this Opportunity. They won't be able to contribute more Effort and must find another way to accomplish their goals.

Introduce a new threat. Create or advance a Countdown.

Waste this Roll. If nothing else the PC has still lost their roll for this round.

Countdowns

There should always be at least one countdown going. They add pressure and motivation to the game. Countdowns are introduced and updated on the GMs turn. Some example Countdowns:

Random Encounter (1 round): Pick a random encounter. 5 effort to delay for one more round.

Cave-in (3 rounds): The ceiling will collapse and block the exits. 10 effort to delay for 3 more rounds.

Reinforcements (3 turns): d6 more goblins will arrive.

Latent Magic (4 rounds): A powerful spell has been building and will be unleashed. Can be prevented by finding the artifact.

Enemy Agenda (5 rounds): Villains plans get further along.

Terrible Weather (3 rounds): A storm approaches. 20 effort to prepare a safe shelter.

Torches Go Out (2 rounds): The haunted winds douse any lights.

A good countdown is hinted to the players and requires some kind of preparation on their part. Make the countdown visible and ominous.

Combat

Combat is taken just like other turns. 5 effort to determine the HP of a creature. Make sure that combat is ABOUT something. Maybe the Elders can accomplish their goals by avoiding or subverting violence.

On the GMs turn NPCs can use their special abilities. A good creature ability breaks the rules of the game. Some examples of powerful monster abilities:

Trap Them: Warrior roll to escape.

Repel Them: Shove back to far distance.

Area of Effect: Roll to avoid/diminish.

Steal Gear: Can be retrieved on victory.

Vanish/Flee: Must be chased down.

Statuses: Can be a countdown or Hit.

Create Terrain: Fire, poison, walls.

Immune: 10 effort to discover weakness.

Regenerate/Enrage: Increase health and/or power midway through a fight.

Summon/Multiply into more foes.

Destroy Terrain or rearrange participants.