



# WHEN YOU TURN 60...

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



## RIPE

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!










AN RPG ABOUT  
ELDER ADVENTURERS  
FIGHTING AGAINST THE HARVEST

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, d8, d10, d12.
5. Fill your Pack Slots with anything from the item list. Leave a few Slots blank so you can fill them in later as needed.
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: \_\_\_\_\_

 <b>Warrior</b>	     	Starting d _____
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Melee Attacks, Physical Strength, Warfare, Tactics, Smithing

Experience: \_\_\_\_\_

 <b>Hunter</b>	     	Starting d _____
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Ranged Attacks, Tracking, Physical Senses, Instinct, Monster Knowledge

Experience: \_\_\_\_\_

 <b>Mage</b>	     	Starting d _____
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Magic, Alchemy, Language, History, Arcane Secrets

Experience: \_\_\_\_\_

 <b>Rogue</b>	     	Starting d _____
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Sneaking, Acrobatics, Tinkering, Poisons, Street Smarts, Organized Crime

Experience: \_\_\_\_\_

 <b>Traveler</b>	     	Starting d _____
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Survival Skills, Inventory, Navigation, Trade, Diplomacy, Entertainment

## Dice Are Your Energy

You only get one roll per round.  
Take turns in any order.  
Simple Actions don't require rolls.

## Work Together

Complete difficult tasks by  
rolling dice and applying effort.

### Whenever you roll...

1 2 3 4 5 6 7

Apply that much effort  
and suffer a Consequence.

Apply that much effort  
and downgrade that die.

## Combat

Players go first unless ambushed. Take turns in any order.  
On your turn you can move a short distance and...

**Melee attack.** Consequences  
usually involve getting hit.

**Ranged attack.** Consequences  
usually involve using up ammo.

**Cast a spell.** Consequences vary  
depending on the spell.

**Use** an item from your pack.

**Fill** a blank slot in your pack.

**Move further safely.** 4 effort.

**Study a creature.** 5 effort, reveals  
the health and some abilities.

**Something else.** Talk with GM.

### When you get hit...

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

2 ○○○ **Internal Bleeding**

Death Countdown: 3 rnds  
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.

## Pack Slots

Each Slot fits 5lbs or anything the size of a human head.  
Blank Slots can be filled during the adventure.  
Clever use of items gives Advantage (roll twice, take best)

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_

## Making Camp Recovers Energy

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

**Sleep.** Set one Die to starting.

**Train.** Upgrade a Die.

**Restore** all uses of an item or fill blank slot in your pack.  
Roll as usual, but no consequences.

**Heal** an Injury circle.

**Keep Watch** every round to avoid ambush; roll without consequences.  
First: **1**    Second: **3**  
Third: **6**    Fourth+: **10**

**Something else.**  
Talk with GM.

## Filling Blank Slots

Your Elder packed everything they would need for this adventure  
(even if the player didn't know it).

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: lose ammo equal to roll.  
**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 .....  
**Spell Book.** 1 Slot, 2 Hands. 3 Uses. When you grab a book name it like *Adjective Noun*.  
*Corrosive Blades, Exploding Hands, Warding Waterfall, Sleeping Boulders, Dying Breath, etc.*  
To cast from a book:  
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 book is expended.
- 7 .....

<b>Poison.</b> Rogue roll to use, deals 1 damage the first round, 2 the second, etc. <b>Hourglass.</b>	<b>Fake jewels.</b> Rogue roll to convince people of it's value. <b>Card deck and dice set.</b> Rogue roll to cheat.	<b>Compass.</b> <b>Incense.</b> 3 uses. <b>Spyglass.</b>
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- 6 .....

<b>Hand Mirror.</b> <b>Marbles.</b> 3 uses. Each use is about 20 marbles. <b>Quill &amp; Ink.</b> 5 uses.	<b>Fishing rod.</b> Traveler roll to catch 4 Rations. <b>Caltrops.</b> Roll Rogue when you lay these; deals that much Effort.	<b>Bear trap.</b> Roll Hunt when you deploy it; deals that much Effort. <b>Magnifying Glass.</b> <b>Lockpicks.</b> For mundane locks.
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- 5 .....

<b>Grappling hook.</b> Does not include rope. <b>Metal file.</b> <b>Padlock.</b> Includes key.	<b>Pole.</b> Collapsible, 10ft long, thin metal. <b>Pulleys.</b> 3 uses. <b>Drill.</b> Make holes in stone or metal.	<b>Face Paint/Makeup.</b> <b>Lantern.</b> Requires Oil. Resistant to water and wind. Directional. <b>Bottle of Oil.</b> 3 Uses. Each use burns for 5 rounds.
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- 4 .....

<b>Ration.</b> 1 use. For Camping. <b>Torch.</b> Burns for 5 rounds. <b>Chain.</b> 10ft. <b>Grease.</b> 5 uses. Flammable. <b>Rope.</b> 50ft in length. <b>Net.</b> 10ftx10ft. <b>Bellows.</b>	<b>Bladder.</b> Can hold most liquids and gases, even acidic. <b>Pickaxe.</b> 1 Hand. <b>Saw.</b> 1 Hand. <b>Shovel.</b> 2 Hands. <b>Nails.</b> 5 uses. <b>Copper Bucket.</b>	<b>Twine.</b> 100ft. <b>Whistle.</b> <b>Hammer.</b> <b>Manacles.</b> <b>Chalk.</b> 5 uses. <b>Glue.</b> 5 uses. 1 round to dry. <b>Cooking pot.</b>
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# GM Play Procedures

## 1. Describe the current situation and environment.

- Mention potential dangers.
- List any exits or connections to other areas.
- Remind the group of tasks that the PCs know about.

## 2. Ask the players: "What do you want to do?"

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

## 3. After they tell you what they want to do, decide if...

**A. This is a simple action.** No roll required. If there is no obstacle or danger than things simply happen as described.

**B. Is there an obstacle?** Create a task and tell the players how much effort will be required to complete it.

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 require a few skilled people.

*Carving a new doorway, defend a small room, discredit 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 to the players. Clever use of items may grant Advantage on rolls. Any PC can contribute to any task, as long as it makes sense.

**C. Is there a danger?** Create a countdown for that danger. It will impact the players if they don't deal with it somehow.

## 4. Tell what happened in response to their actions.

- Announce how much effort is left for this task. If they completed it, describe the outcome.
- If they rolled a 1,2, or 3 then they suffer a Consequence.
- If they roll above a 4, then they downgrade that die.

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

## 6. End the Round. Now it's your turn! Review your notes. Manage your Countdowns. Describe the actions of any NPCs.

# Consequences

Consequences are an important part of RIPE. They force caution and careful decision making. Sometimes the consequence to an action can be difficult to come up with on the spot. So here's a handy list of examples:

**Take a Hit.** A mistake or moment of weakness results in injury. *This is the obvious one, and useful for lots of big dangers. Hidden traps, ferocious enemies, dangerous stunts.*

**Disadvantage** on the next roll made. They get in each others way; slowing things down. *If it is a big mistake the disadvantage can apply to all rolls made until their next turn.*

**Lose a Resource.** An item is used up or broken, a friendship lost, a promise abandoned. The resource should be related to the task being attempted.

**Lose this Opportunity.** Accidentally sealing a door shut, tunnel cave-in, or insulting a noble. *They must find another way to achieve their goals.*

**Create (or advance) a Countdown.** Alert a sleeping threat, break a dangerous machine. *If you don't have any existing countdowns make a new one.*

**Effort Wasted.** Utterly ineffective, no real progress was made, beyond their skill. *No effort was applied at all; the turn was wasted.*

**No Consequence.** *If you don't think any of the above apply, or you just can't think of a consequence then nothing happens. The player still spent their turn for the round.*

# Countdowns

Countdowns are tasks with a time limit. If a certain amount of effort isn't applied by the deadline, something happens. Some guidelines for Countdowns:

**Immediate Dangers** have short countdowns that can be avoided:

- Arrow Trap: at the end of the round everyone takes 2 hits. 7 effort to avoid.
- Reinforcements: after 4 turns d6 more goblins arrive. Kill the leader to avoid.
- Sudden Sandstorm: at the end of the round lose the bottom two items from your inventory. 15 effort to avoid.

**Unavoidable Threats** have longer countdowns that can be delayed:

- Sleeping Dragon: will awake and pursue the party in 5 rounds. 10 effort to delay 2 rounds.
- Ancient Ritual will complete in 12 turns. Steal the artifact to delay 5 rounds.
- The zombie army will arrive in 5 rounds. Retreat to delay 2 rounds.

**Annoying Hindrances** have lesser effects that can't be avoided or delayed:

- The torch will go out in 5 rounds.
- The blizzard will keep us from camping for the next 3 rounds.
- The city quarantine will last for 15 rounds, and we can't leave until it's over.



## Creatures & NPCs

Creatures and NPCs act on the GMs turn. Like tasks they have effort associated with them. Common interactions are listed as well as any powers or abilities that may have.

**Laura the Sage (10)** - bright eyes, soothing voice, long quiet pauses. Travels all over the land. She wants to finish her current journey quickly.

- Get information about her previous journeys (10 effort)
- Convince Laura to lead you to the Tomb of Antidle (20 effort)
- Hire Laura to be your guide for the next week (300 gold, 15 effort to halve the price)
- Laura hires you to protect her on her journey (rewards 100 gold each + useful info)

The number in parenthesis is the average effort required to accomplish tasks related to that person. Increase or decrease it depending on the details of the task. Hostile NPCs can have special attacks and weapons:

**Gilded Dragon (30)** - 4 golden wings, one along each limb. Its tail has a flanged mace-like protrusion on it. It wants to defend its stockpile of treasure.

- Molten Gold Spray: In 4 turns the red eyes turn to a bright gold shade and the dragon expels hot molten gold across half the room. 10 effort to suffer 1 hit instead of 3.
- Tail Smash: Suffer 2 hits and get knocked across the room.
- Wind Gust: In 1 round the dragon's wings start generating intense gusts. 10 effort to avoid getting blown away into another room.

NPC attacks either happen as a consequence of a failed roll, or they happen during the NPCs turn. Stronger attacks or status affects are countdowns. Some example special abilities:

- **Trap Them:** Effort required to escape.
- **Area of Effect:** A countdown that affects everyone unless avoided.
- **Vanish/Flee:** Countdown or task that players must complete.
- **Create Terrain:** Fire, poison, walls. Effort to safely overcome.
- **Immune:** 10 effort to discover its weakness.
- **Regenerate/Enrage:** Increase health and/or power.
- **Summon/Multiply** into more foes.

## Saves?

RIPE doesn't have any kind of "save or suffer" mechanic. The PCs always get the chance to react to new situations. They only roll on their turn. Consequences come from a low roll or from a Countdown.

If there is a sudden threat it should be a countdown. Even a short countdown gives PCs the chance to react and plan. Something like this:

Save: at the end of your turn something happens. 4 effort to avoid.

This still gives a PC the choice on how they spend their roll. If there is a passive threat then it's simply a task with effort required to overcome it safely. *Pool of lava, large chasm, sleeping dragon, etc.*

## Status Effects

Most common statuses can be converted to a countdown or simply enforced in the fiction of the game.

**Blinded** - You cannot target enemies and must move slowly and carefully. Unaware of threats.

**Charmed** - Any action you take must be approved by the GM as aiding the Charmer.

**Deafened** - Disadvantage on rolls related to awareness.

**Fatigued** - Downgrade dice on a 4 or lower.

**Frightened** - Any action that isn't fleeing or hiding is at a disadvantage.

**Incapacitated** - You cannot take any action until the it wears off.

**Invisible** - You cannot be targeted or spotted.

**Petrified** - like incapacitated, but also includes a countdown until you're completely stone.

**Poisoned** - End of every round take a hit until cured.

**Prone** - Spend your turn crawling or getting back up.

**Restrained/Grappled** - Can't act until enough effort applied.

**Exhaustion** - Always downgrade the die after a roll, no matter the result.

## Death and Dying

An Elder doesn't die until the player chooses. When the time comes all of the Elder's dice are set to 20, and a Death Countdown of 3 rounds begins that cannot be avoided. Do not go gentle into that good night.

## Delving Tasks

Rules and advice for exploring cramped, dangerous spaces. Turns are shorter, making camp is more common, and resources are severely limited. Delving rounds are 10 minutes or so.

*Example consequences are in italics.*

**Discover traps:** 10 effort per room. The cost to disarm depends on the trap. *Countdown: a trap will go off when the round ends.*

**Discover hidden** secrets/treasure/doors: 20 effort per room. *No effort applied; you were rushing and missed something.*

**Open locked door:** 5 effort. 10 if barred. 20 if completely sealed. *A tool is broken while opening the door or you make a lot of noise, advance encounter countdown.*

**Peek into a room/area:** 4 effort. *You are seen.*

**Prepare an Ambush:** 10 effort to act first and gain advantage on first round. *Countdown: the group is ambushed instead at the end of the round.*

**Decipher magic runes:** 9 effort. *Countdown: magical backlash at the end of next round, 2 hits to everyone in the room, 10 effort to avoid.*

**Climb** a difficult surface: 10 effort for a difficult climb, 15 if there is an active thread. A rope reduces the effort required. *Fall, taking a hit.*

**Navigate a maze:** 15 effort to get where you're trying to go. *Lose progress or trigger an encounter.*

**Scavenge a large treasure:** 12 effort to retrieve 1 slot of treasure.  
+15 effort to avoid destroying the rest of the treasure.  
+10 effort to retrieve 1 more slot of treasure (can be stacked)

## Encounter Checks

Use this countdown for Random Encounters:

A Random Encounter happens after 3 rounds. 5 effort to delay another round (by moving slowly, being careful, etc).

If you prefer to "check" for random encounters then make it 1 round long and use your normal check method (1 in 6, d100 table, etc etc).

Either way keep this countdown visible and remind the players about it regularly. Keep the pressure on.

## Expedition Tasks

While journeying through dangerous wilderness rounds are about 4 hours, if not longer. These rules assume the environment is divided into connected hexes or locations.

*Example consequences are in italics.*

**Travel to next location:** 5 effort to avoid getting lost along the way.  
+5 effort to avoid encounter,  
+5 effort to move more quickly than usual.  
*No progress is made, an encounter occurs, or a resource is lost.*

**Forage/Hunt:** 7 effort to find a ration.  
+5 effort to avoid encounter  
+10 effort to find something else useful (item, information, etc)  
+5 effort to find d4 rations (can be stacked)  
+5 effort to hunt more quickly than usual.  
*An encounter occurs, no progress is made, bad weather approaches.*

**Scavenge:** See the "Delving Scavenging" rules and adapt them for whatever creature/plant/ore you're trying to retrieve.

**Chases/Tracking:** Make a Countdown for it.  
*The target gets away, the target summons more support.*

## Urban Tasks

In towns you will be unwanted and feared. Even if you have official proof of your birth-month, people will be nervous about the potential for Harvester attacks. While in a town this Countdown happens:

FEARED; increases every round spend in the city.

**Shopping:** 8 effort to find what you're seeking before markets close.  
+10 effort to find it cheap than usual.  
+10 effort if it's particularly rare.  
*Gain a bad reputation in the city, disadvantage to future shopping rolls.*

A night at an inn cures 1/2 your injury circles & sets 3 dice to starting.

# **Bestiary**

## **Coming Soon!**

