After you turn 60...

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

If you manage to kill your Harvester it comes back 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.

> <u>Warriors</u> patrol the ramparts and prepare for close combat against all threats.

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

> <u>Mages</u> develop powerful defensive spells and study ancient records for clues about the Harvesters.

> <u>Rogues</u> brew deadly poisons and draw upon resources from the underbelly of society.

> <u>Travelers</u> 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!

RIPE

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 after 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 later as needed.
6. Mark a <u>permanent</u> weakness from the list on the right. It can never be removed. Describe how you got it.

Experience: _____

![Warrior icon] **Warrior**	⚠4	6	8	10	12	20	**Starting** d _____

Melee Attacks, Physical Strength, Warfare, Tactics

Experience: _____

![Hunter icon] **Hunter**	⚠4	6	8	10	12	20	**Starting** d _____

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

Experience: _____

![Mage icon] **Mage**	⚠4	6	8	10	12	20	**Starting** d _____

Magic, Alchemy, Language, History, Arcane Secrets

Experience: _____

![Rogue icon] **Rogue**	⚠4	6	8	10	12	20	**Starting** d _____

Sneaking, Acrobatics, Tinkering, Street Smarts, Organized Crime

Experience: _____

![Traveler icon] **Traveler**	⚠4	6	8	10	12	20	**Starting** d _____

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

Dice Are Your Energy

You only get one roll per round. Players 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 8

Apply effort and suffer a consequence.

Apply effort and Downgrade that die.

If you roll a <u>marked</u> weakness, it affects you at the end of your turn.

Mark a weakness...

When you get hit or when you must downgrade a d4. Higher numbers are difficult to remove but happen less often.

3 ○ **Shortness of Breath**. Downgrade another die.

4 ○ **Back Spasm**. Fill 2 Pack Slots with "Back Spasm". Clear all "Back Spasm" Slots when you un-mark this weakness.

5 ○ **Bad Omen**. All Countdowns advance or a new one is created.

6 ○ **Clumsy**. Add d10 effort to the task you were working on.

7 ○ **Distracting**. Until the end of your next turn all allied rolls including yours have Disadvantage.

8 ○ **Nausea**. If you don't eat a ration next turn then you must vomit and downgrade all career dice.

9 ○ **Cramp**. You can't roll again until others help you (10 effort).

10 ○ **Dementia**. You ruin this task; all progress made is lost. You must start over and/or find some other way to complete it.

11 ○ **Heart Attack**. Lose next turn, empty all your Slots onto the ground, downgrade all career dice.

12 ○ **Harvest Time**. GM makes a secret countdown: in d20 rounds (unknown to players) someone's Harvester arrives.

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 grants <u>Advantage</u> (roll 2x, pick one)

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Make Camp to Rest

Find a safe space and eat a ration to make camp. Each round is 2 hours. You may camp up to 3 rounds. Weaknesses and Countdowns are still in effect. During each round choose:

Sleep. Set one Die to its starting value.

Train. Upgrade one Die. Can be upgraded above starting.

Meditate. Roll your highest die and un-mark a weakness equal to or lower than your roll. 1 *or* 2 *wastes round*.

Restore all uses of an item.

Fill a blank slot. Roll with <u>Advantage</u>. 1 *or* 2 *wastes round*.

Brew an Elixir if you have Alchemy Kit.

Something else. Negotiate with your GM.

Filling Blank Slots

Your Elder packed everything they would need (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. Can throw using Rogue. Backstab for 2x dmg.

Medium Weapon: 1 Slot; 1 Hand. Always deal at least 2 damage in combat.

Large Weapon: 2 Slots, 2 Hands. Attacks have <u>Advantage</u> in combat.

Exotic Weapon: 2 Slots, 2 Hands. Attacks can be made using ANY career die.

Ranged Weapon: 2 Slots, 2 Hands. 10 Uses.

Shield: 1 Slot; 1 hand. 1 Use. Prevent a weakness.

Armor: Prevent a weakness. (Leather: 2 Slots, 1 Use) (Chain: 3 , 2) (Plate: 5 , 3)

8

Alchemy Kit. 2 Slots, 1 Use. Includes 1 Elixir per kit. Choose a starting Elixir.
When you use an Elixir roll Mage. The Elixir lasts that many rounds.
Consequences are often weird and terrible.

Spell Book. 1 Slot, 2 Hands. When you pick a book name it like *Adjective Noun*:
Corrosive Blades, Exploding Hands, Warding Waterfall, Sleeping Boulders, Dying Breath
To cast from a book describe to the GM what you want your spell to do. It should relate to the name. Then roll Mage. Any Consequences are often weird and terrible.

6 --

Compass.	**Fake jewels.** Traveler roll to convince people of it's value.	**Incense**. 3 uses.
Pack of 3 Rations. 1 use, 1 Slot each.	**Card deck and dice set**. Rogue roll to cheat.	**Spyglass**.

5

Lantern. Requires Oil. Resistant to water and wind. Directional.	**Fishing rod**. Hunter roll to catch 4 Rations from water.	**Bear trap**. Roll Hunt, it deals that much Effort.
Bottle of Oil. 3 Uses. Each use burns 3 rounds.	**Caltrops**. Roll Rogue, it deals that much Effort.	**Magnifying Glass**.
		Lockpicks.

4

Grappling hook. Does not include rope.	**Pole**. Collapsible, 10ft long, thin metal.	**Hand Mirror**.
Metal file.	**Drill**. Make holes in stone or metal.	**Marbles**. 3 uses. Each use is about 20 marbles.
Pulleys. 3 uses.		**Quill & Ink**. 5 uses.
Padlock. Includes key.	**Face Paint/Makeup**.	

3

Ration. 1 use. For Camping.	**Rope**. 50ft.	**Saw**.	**Hammer**.
Torch. Burns for 3 rounds.	**Net**. 5ftx5ft.	**Shovel**.	**Manacles**.
Chain. 10ft.	**Bladder**. Can hold most liquids and gases, even acidic.	**Nails**. 3 uses.	**Chalk**. 3 uses.
Grease. 1 use. Flammable.	**Pickaxe**.	**Copper Bucket**.	**Glue**. 3 uses. 1 round to dry.
		Twine. 100ft.	**Cooking pot**.
		Whistle.	

Alchemy & Poisons

Elixirs are potent mixtures that mutate whatever they contact. They can be drank or applied to a weapon like poison. Nothing can be affected by two Elixirs at once; the new effect simply replaces the old.

If effects differ when used on NPCs they are listed in italics.

Poison Blood. The victim's blood becomes toxic to others. Toxic blood deals 1 damage the first round, 2 the second, etc.

Lightning Speed. You may make any number of rolls during a round. *NPC moves incredibly quickly on the GMs turn, but falls unconscious after the Elixir runs out.*

Extra Arm. A fully functional arm grows out of the victim's back. Not compatible with armor. Gain Advantage to any roll where an extra arm might be useful. *NPC loses any armor they are wearing.*

Rotting Wings/Fins/Digging Claws. The victim can fly/swim/dig at the same speed they can run. When Elixir runs out the victim may be in danger depending on their environment and situation.

Rib Cage. Anything smaller than a tavern can be shrunk down and stored within the victim's chest cavity. Returns to normal size when the Elixir runs out.

Invisi-Blind. The victim becomes totally invisible and is utterly blind.

Heavily Armed. One or more of the victim's limbs form into a weapon of their choosing. They drop anything they are carrying.

Telescopic Eyes. The victim can see far in great detail, but anything within 20 feet is blurry (cannot roll above a 4 when interacting with nearby objects). *NPC cannot attack nearby enemies on their turn but can still deal damage from a bad roll.*

Tongue of Flame. The victim's tongue burns like a bright flame, but does not injure the victim.

Screaming Lungs. Any sound the victim makes is ear-piercing and deafens all nearby (including the victim). Even their breathing rumbles like lightening.

Heavy Stone Skin. The victim cannot be injured, moves slowly, and must downgrade dice at the end of each round. *NPC takes 3 damage at the end of each round, otherwise invulnerable and moves very slowly.*

Ghostly. The victim becomes incorporeal and can pass through solid objects at will. They immediately drop all equipment on the ground.

Stasis. The victim is completely frozen in time. They cannot be act or be affected in any way until the Elixir runs out.

Sonic Mapping. The victim can't make audible sounds and their echolocation allows them to sense terrain and walls within 50ft.

Unpredictable Insight. As soon as you take the Elixir upgrade all dice. At the end of each turn you must downgrade a die or take a hit. *NPC gains an extra action each round, but doesn't deal damage on low rolls.*

Heart of Truth. The victim can tell when any kind of deception is occurring. They cannot engage in any kind of deception themselves.

Finger Knives. The victim's fingers turn into sharp knives and can be thrown 2 at a time. After the Elixir ends, one finger regrows per round.

Smelting Hands. The victim's hands glow bright red with incredible heat; can melt stone and lesser metals. Can injure self. *NPC melts their own armor or weapons.*

Philosopher's Touch. Anything the victim touches becomes solid gold. Larger objects might required longer exposure to transform. Objects revert to normal when the Elixir ends.

Lesser Empathy. The victim can understand the desires of all nearby creatures. They cannot act against those desires until the Elixir ends.

Matter Swap. On their turn the victim may switch places with any target they can see. If this would harm the target then it requires a roll.

Elixir of Youth. All dice are set to d10s and cannot be lowered. When the Elixir ends, set all dice to d4s and act as normal. *NPC effort is doubled. When Elixir ends effort is reduced to 1/3.*

Comprehend Elements. The victim can speak to fire (answers yes/no), water (constant stream of random info), stone (long memory, forgetful), and wind (knows much but speaks in broken fragments).

Example of Play

RIPE is a game of Teamwork and Difficult choices. You will never have enough energy or enough time to do all the things you want to do. The core structure of RIPE is focused around completing Tasks by rolling dice and applying effort. Here's an example:

Angela, Lauren, Joseph, and Stan want to find their way through a confusing forest:. The GM creates a Task "*Escape Forest:* 10 *effort*"

Angela and Stan have already rolled this round. They can still talk and walk around, but they can't make any rolls until the next round.

Lauren decides to climb a tree and use her spyglass to see if she can spot the edge of the woods. The GM thinks this is a Traveler roll, but Lauren explains that the hard part is actually climbing the trees; once she's up there the looking around isn't as important. The GM agrees and Lauren rolls her Rogue die, which is currently a d10.

She gets an 8. The GM describes how she sees the edge of the woods and knows they're going in the right direction, but is still unsure how to navigate from the ground level. Lauren downgrades her die to a d6 (since she rolled above a 3). Just 2 effort left to complete this Task and escape the forest.

Since Joseph is the only one with a roll this round he decides he's going to cast a spell to lead them from the forest. His spell-book is named "Thinking Breath" and he describes how the forest can "breathe out" and leave a trail for them to follow. The GM admires the creativity and allows it. Joseph rolls his Mage die which is currently a d8.

He gets a 2. Since Joseph rolled a 2 he must suffer a Consequence. The GM declares that his spell goes wild; the breathe of the forest turns into a dangerous gale. The GM makes a new Countdown: "*In 2 rounds, everyone will take* 2 *hits from the wind.* 15 *effort to avoid.*"

However Joseph's 2 effort is still applied to the Task. That's enough to complete it! The group follows the winds and walks out of the forest onto a dirt road.

Now the round ends, and the GM takes their turn. They create another Countdown "*In 5 rounds, the warriors pursuing them will find them on the road.* 10 *to delay* 2 *rounds.*"

The next round begins, and all 4 players have their Rolls back. They can choose a new Task to start working on, or focus on avoiding/delaying the Countdowns.

How to GM a game of RIPE

1. **Describe** the current situation and environment.
   - ☐ Threats, Exits/Connections, Tasks, Countdowns
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 describe their plans determine if...

   This is a simple action. No roll required.

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

   Is there a danger? Create a Countdown for that danger. It will impact the players if they don't deal with it somehow. *Passive dangers like a lava pits are just tasks with big consequences.*
4. **Let** them roll. Turns can be taken in any order, and multiple players can contribute to a task as long as it makes sense.
   - ☐ If they rolled a 1 or 2 or then they suffer a Consequence.
   - ☐ If they roll a 3 or higher, then they downgrade that die.
   - ☐ If they rolled a marked weakness, they suffer from it.
   - ☐ If they completed a task, describe how things have changed and what new opportunities or threats arise.
5. **Repeat** steps 1-4 until all the players have made a roll.
6. **GMs Turn**. On your turn you should...
   - ☐ Update any countdowns, and add a new countdown if there are none.
   - ☐ Control NPCs. They make decisions, mistakes, and plans. Any consequences from those NPCs happen immediately or become Countdowns for the players to deal with.

Combat

Players go first unless ambushed. Take turns in any order. On your turn you can move a short distance and take an action. **During combat even Simple Actions may require a roll.**

Death and Dying

An Elder dies when they must mark a weakness but all weaknesses are already marked. Or whenever a player decides their time has come.

When the time comes all of the Elder's dice are set to d20, and an unavoidable Death Countdown of 3 rounds begins.

Consequences

Consequences are an important part of RIPE. They force caution and careful decision making. Example Consequences listed in order of severity:

Disadvantage on the next roll made. They get in each others way; slowing things down. *If a big mistake the disadvantage can apply to multiple rolls/rounds.*

Create (or advance) a Countdown. Alert a sleeping threat, trigger a trap, reinforcements on the way, etc. *See the Countdown section.*

Take a Hit. A slip or stumble results in injury or weakness. *This is the default consequence, useful for physical dangers.*

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.*

Make things Worse. Clumsy or rushed mistake ruins the hard work of others. *Add d6, d10, or even d20 effort to the task they were working on.*

Lose this Opportunity. Accidentally sealing a door shut, tunnel cave-in, or insulting a noble. *The task is abandoned; they must find another way to achieve their goals.*

Creating Tasks

Tasks are about the end result; not the method used. Leave the methods up 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.

5 effort --> A skilled person could do it alone.
Get past 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, discredit a noble

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

+5 effort --> Must be done in a particular way; can stack multiple.
Must be done safely, quietly, without spilling wine, while distracting someone

Making Countdowns

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

Sudden Dangers have short countdowns and can be avoided:
Arrow Trap: End of this round everyone takes 2 hits. 7 effort to avoid.
Reinforcements: In 4 turns d6 more goblins arrive. Kill leader to avoid.
Gust of Wind: End of next round empty two Slots. 15 effort to avoid.

Unavoidable Threats have longer countdowns that can be delayed:
Sleeping Dragon: Awaken in 4 rounds. 10 effort to delay 2 rounds.
Ancient Ritual: Complete in 12 turns. Steal artifact to delay 5 rounds.
Zombie Army: arrive in 5 rounds. Retreat to delay 2 rounds.

Annoying Hindrances are minor but can't be avoided or delayed:
The torch will go out in 3 rounds.
The blizzard will keep us from camping for the next 12 turns.
The city quarantine will last for 15 rounds.

Saves?

RIPE doesn't have any kind of "save or suffer" mechanic. The PCs only roll on their turn. Consequences come from three sources:

- □ Rolling a 1 or 2 on their turn.
- □ A Countdown the PCs didn't avoid/delay.
- □ An NPC acting on their turn.

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.*

Creatures & NPCs

NPCs are obstacles. They stand in the way (an enemy, a source of information, an annoyance, etc). Like tasks they have effort associated with them. When you want something from an NPC the effort cost must be met. 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)

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.

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 higher.

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

Incapacitated - You cannot take any action until 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.

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 effort 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.
Add d10 to the effort required; 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, 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 threat. *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. 10 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 pass to leave the Keep, people will be nervous about the potential for Harvester attacks. While in a town this Countdown happens:

Feared: For every day you have been in the city, reduce ALL rolls by an equal amount. So after your first day in the city, all roll are -1. After your second day -2, etc.

Shopping: 8 effort to find what you're seeking before markets close.
+10 effort to find it cheaper 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 sets all dice to starting and clears all weaknesses.

Example of Play

Intro Adventure

Bestiary & Harvesters

Coming soon!