



# 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...



AN RPG ABOUT  
ELDER ADVENTURERS  
FIGHTING AGAINST THE HARVEST








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, 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. Mark a permanent weakness from the list on the right. It can never be removed. Describe how you got it.

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

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

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.  
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.			
Then check to see if you rolled a marked weakness.							

### When you get hit...

Mark a weakness of your choice. If you ever roll a weakness that has been marked then it immediately affects you. Higher numbers are more difficult to remove but happen less often.

- 3 ☐ **Vertigo.** No effort is applied from this roll.
- 4 ☐ **Distracting.** Anyone's next roll has Disadvantage.
- 5 ☐ **Back Spasm.** Replace 2 Slots with "Back Spasm".
- 6 ☐ **Shortness of Breath.** Downgrade another career die.
- 7 ☐ **Cramp.** You can't roll again until others help you (10 effort).
- 8 ☐ **Nausea.** If you don't eat a ration next turn then you vomit and downgrade all dice.
- 9 ☐ **Migraine.** Your next roll is automatically a 1.
- 10 ☐ **Dementia.** You ruin this task; all progress made is lost and you must start over or find some other way to complete it.
- 11 ☐ **Heart Spasm.** No effort applied, lose next turn, empty all your Slots onto the ground, downgrade all career dice.
- 12 ☐ **Heart Attack.** Like a Heart Spasm, also your Elder is dying. See Death on the group sheet.

## 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 Advantage (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 can camp for up to 3 rounds. During each round you may choose:

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

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

**Meditate.** Roll highest die and unmark a weakness equal to or lower than your roll.

**Restore** all uses of an item or fill a blank slot (Advantage). If you roll below a 3, then this round is wasted.

**Brew an Elixir** if you have Alchemy Kit. See group sheet.

**Something else.** Negotiate with your 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. Can throw using Rogue. Backstab for 2x dmg.  
**Medium Weapon:** 1 Slot; 1 Hand. Always deals at least 2 damage in combat.  
**Large Weapon:** 2 Slots, 2 Hands. Attacks have Advantage in combat.  
**Ranged Weapon:** 2 Slots, 2 Hands. 10 Uses. Consequence: use 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 .....  
**Alchemy Kit.** 2 Slots. 1 Elixir at a time. Taking an Elixir does not require a roll.  
**Spell Book.** 1 Slot, 2 Hands. 3 Uses. Name it like *Adjective Noun: Corrosive Blades, Exploding Hands, Warding Waterfall, Sleeping Boulders, Dying Breath, and so on...*  
To cast from a book:  
1. Describe to the GM what you want your spell to do. It should relate 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 .....  
**Poison.** Rogue roll to use, deals 1 damage the first round, 2 the second, etc.      **Pack of Rations.** 3 uses, 3 Slots.  
**Fake jewels.** Traveler roll to convince people of it's value.      **Card deck and dice set.** Rogue roll to cheat.  
**Incense.** 3 uses.
- 6 .....  
**Compass.**      **Fishing rod.** Hunter roll to catch 4 Rations.  
**Magnifying Glass.**  
**Hand Mirror.**      **Caltrops.** Roll Rogue, it deals that much Effort.  
**Lockpicks.**
- 5 .....  
**Quill & Ink.** 5 uses.      **Grappling hook.** Does not include rope.      **Pole.** Collapsible, 10ft long, thin metal.  
**Lantern.** Requires Oil. Resistant to water and wind. Directional.  
**Bottle of Oil.** 3 Uses. Each use burns 5ft rounds.
- 4 .....  
**Metal file.**      **Drill.** Make holes in stone or metal.  
**Face Paint/Makeup.**  
**Pulleys.** 3 uses.      **Padlock.** Includes key.
- .....  
**Ration.** 1 use. For Camping.      **Rope.** 50ft.      **Saw.**      **Hammer.**  
**Net.** 5ftx5ft.      **Shovel.**      **Manacles.**  
**Torch.** Burns for 3 rounds.      **Nails.** 3 uses.      **Chalk.** 3 uses.  
**Bladder.** Can hold most liquids and gases, even acidic.      **Copper Bucket.**      **Glue.** 3 uses. 1 round to dry.  
**Chain.** 10ft.      **Twine.** 100ft.      **Cooking pot.**  
**Grease.** 1 use. Flammable.      **Pickaxe.**      **Whistle.**

# Group Sheet

## Combat

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

**Melee attack.**

**Fill** a blank slot in pack.

**Ranged attack.**

**Move further safely.** 4 effort.

**Cast a spell.**

**Something else.** Talk with GM.

**Use** an item from pack.

## Death and Dying

Your Elder can die of a Heart Attack.

Or when they must mark a weakness but they are all marked.

Or whenever the player chooses.

**When the time comes** all of the Elder's dice are set to 20, and a Death Countdown of 5 rounds begins that cannot be avoided.  
*Do not go gentle into that good night.*

## Alchemy

Elixirs mutate whoever consumes them. While camping, make a Mage roll and brew any Elixir listed below. Its effects last for a number of rounds equal to your roll. While Elixirs can have negative effects, none of them harm the victim unless specified.

**Poison Blood.** The victim is immune to poisons and their blood becomes highly toxic and highly flammable.

**Extra Arm.** A fully functional arm grows out of the victim's back. Not compatible with armor.

**Rotting Wings/Fins/Digging Claws.** The victim can fly/swim/dig at the same speed they can run.

**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.

**Telescopic Eyes.** The victim can see far in great detail, but anything within 20 feet is blurry.

**Tongue of Flame.** The victim's tongue burns like a bright flame.

**Screaming Lungs.** Any sound the victim makes is ear-piercing. 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.

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

**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 cannot make any audible sound, but their echolocation allows them to sense terrain and walls within soft.

**Impossible Insight.** You can upgrade any die at the cost of downgrading another die. Can be done at any time, repeatedly.

**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 grows per round.

**Smelting Hands.** The victim's hands glow bright red with incredible heat; can melt stone and lesser metals. Is possible to injure self.

**Philosopher's Touch.** Anything the victim touches becomes solid gold. Reverts to it's normal material when the Elixir ends.

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

**Matter Swap.** On your turn the victim may switch places with any target. On the target's turn they may choose to switch back.

**Elixir of Youth.** All dice are set to d10s and cannot be lowered. When the Elixir ends, set all dice to d6s and lower as usual.

**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 sentences).

# 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 weakness. *This is the default consequence, useful for physical dangers. It lets players choose their weakness.*

**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 multiple rolls.*

**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.

## 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!**