



# RIPE

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## You are an Elder

You have seen and accomplished much throughout your 70 years of life. You've done a little of everything, mastered a few skills, and have survived dozens of trials and dangers. You know what you're capable of.

More importantly, you know your limits; how to lift objects without hurting your back, how to fall without injuring yourself, how to shape magical forces with precision, and where and when to strike back at a foe.

You're not a young fool who bets on raw strength or blind luck. Rather, you rely on your teammates, items, and careful planning to achieve your goals.

## Your Harvester is coming

During your 70<sup>th</sup> year a Harvester will descend from the skies to hunt you down and take you away.

Even if you manage to vanquish it, your Harvester will return sometime during your 71<sup>st</sup> year. It will continue to hunt you, year after year, until it either succeeds in its grim task or you perish in some other fashion.

You can't do this alone!

## RIPE is a roleplaying game

You will need:

- ☞ Two to five players (one of whom agrees to be the Game Master).
- ☞ A twenty-sided die (or dice app).
- ☞ Printed character sheets for each player.
- ☞ 2-4 hours set aside for a game session.

## Why old folks?

Many stories are about young people saving the world or discovering who they are. There's not much media that empowers older folks and portrays them in an exciting, respectable manner.

There's also a unique appeal to being older. You know what you are capable of and what you want out of life.

For RIPE specifically, this is less a game of dice rolls and more about discovering the things your Elder has done in their past and how to leverage those experiences for the current situation.

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**This game is still in development.**  
For more resources and updates, visit  
[technicalgrimoire.com/ripe](http://technicalgrimoire.com/ripe)

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# RIPE



## Player Guide

### What makes an Elder?

To start, each player creates an Elder that they will guide by making difficult decisions and rolling dice. Here are the steps to create your Elder

1. Give your Elder a name, record their age as “70”.
2. In your first Item Slot, write down a Memento.
3. In your second Slot, write down a Spell.
4. In your third Slot, write down a Burden. This Burden will require 20 Energy to transform.
5. In the other Slots write down anything else your Elder is carrying. Just focus on the important stuff: tools, weapons, valuables, etc.
6. For every Slot you left empty, gain 1 Energy in your Energy Reserves.

### How to play

Tell the GM what you want your Elder to do. For simple actions, the GM will describe how the world changes as a result, no rolls required.

If your Elder wants to accomplish something risky or difficult, the GM will make a Task related to your goals. Any Elder can work on a Task so long as it makes sense.

### Working on Tasks

Tasks require teamwork and Energy to complete. They must be completed within their Roll Limit, otherwise the group will suffer consequences.

Roll a d20 to work on a Task:

- ☞ If you rolled **1-10**, no progress is made on this Task and you must Mark a Number.
- ☞ If you rolled **11-20**, then your actions contribute Energy towards this Task. Check to see if you rolled a Marked Number.

No matter what you roll, you may additionally choose to spend Energy from your Reserves after your roll.

### Use one item per roll

☞ Items **allow** you to do things you couldn't do on your own. Ex: fly, cut metal, breathe water

☞ OR they **assist** you. Roll twice, choose one result.

For example, a torch may allow you to set a rope on fire or it may assist you while searching in the dark. In some cases, it may be so utterly pitch black that the torch is allowing you to see anything at all.

It depends on the situation; talk with your group to determine if an item is allowing or assisting.

### Marked Numbers

Whenever you roll 1-10, you must Mark a Number by checking a box. You may choose any Number. These represent the stress your aging body and mind endure.

If you ever roll a Number while it is still Marked, then you suffer the listed consequence.

When all your Numbers are Marked, then your Elder is dying. Set aside the rules of the game and play out your final moments however you like.

### Advice

**Make the details matter.** Instead of relying on complex rules, rely on common sense. A stick and a sword act the same mechanically, but one is better for attacking a Harvester while the other will set a moss giant on fire. Make those fictional details matter!

**Work together.** Don't try to finish a Task on your own. You'll get better results if you share the load.

**You're old...not dead.** It's tempting to fall back on cliches about enfeebled codgers. “Oh my I can barely see!” “With this old back I can't move.” “What day is it?”

You are Elders: capable individuals with a wealth of experience and wisdom. Together you can accomplish anything a young person could (probably in a safer, smarter way). Never underestimate a group of Elders.

# RIPE

## GM Guide

### 1. Describe the situation

#### ☞ **Mention any threats nearby.**

Hazards, monsters, mysteries

#### ☞ **List opportunities.**

Paths, valuables, clues

#### ☞ **Add interesting details.**

Unexpected, weird, fun

Just say the obvious stuff! Players will ask additional questions as needed, so you can stick to simple descriptions, as flowery language is often confusing.

### 2. Ask the players

After describing the situation, ask the players what they want to do. Listen to their ideas. Once you understand what the players want to accomplish, create a Task.

### 3. Create a Task

A Task is a risky objective that requires Energy and teamwork to achieve.

**Task:** Explore the ruins without being detected.

It's important that Tasks do not define how they should be completed. They are simply a goal; it's up to the players to decide how to accomplish it.

Once players agree with the Task you've made, give it an Energy cost and a Roll Limit. Some suggestions:

#### ☞ **5 Energy, 2 Roll Limit**

Simple Tasks with low stakes

#### ☞ **10 Energy, 3 Roll Limit**

Suitable for most Tasks

#### ☞ **20 Energy, 5 Roll Limit**

Complex Tasks with high stakes

Elders must spend enough Energy within the Roll Limit, or else they fail at this Task. It's easy to think of Tasks in terms of difficulty or time limits, but that's not quite correct. They're more of a pacing tool for your game.

Is this a big important goal you want the game to focus on? Make it an ordeal and give it 30 Energy, 7 Roll Limit.

Only a brief obstacle before the good stuff happens? Maybe just give it 4 Energy, 2 Roll Limit.

Here are some example Tasks:

**Task:** Detect threats near the ruin entrance without being noticed. (8 Energy, 3 Roll Limit)  
Specifying a smaller area ("near the ruin entrance", etc.) creates a more tense, in-the-moment experience.

**Task:** Loot any valuables in the ruins.  
(14 Energy, 4 Roll Limit) This will be much harder if they wanted to do it without being noticed.

**Task:** Watch the ruins from a safe distance.  
(5 Energy, 2 Roll Limit) It's hard to think of a consequence for this Task. It should be re-worked.

**Task:** Walk into the ruins. (7 Energy, 3 Roll Limit)  
This shouldn't even be a Task; Elders can just walk right in. There might be consequences to this action, but it doesn't require Energy or teamwork.

### 4. The players roll

Players will take turns describing their actions and rolling dice to work on the Task.

If they spend enough Energy within the Roll Limit, describe their success. It's okay if the results are obvious; don't try to be clever or unpredictable. The players wanted this, and they worked hard for it.

If they failed, then lay the consequences on thick. Other games might have consequences like "5 fire damage" or "break your sword". But RIPE has Marked Numbers for those kinds of things.

Instead, use these consequences for a failed Task:

**Create a new threat.** An enemy appears, a storm arrives, or an ally is in danger.

**Lose this Opportunity.** They must find some other way to accomplish their goals.

**Remove an advantage.** Valuable intel is rendered useless, alliances dissolve, lose something important.

**Offer a Tough Choice.** The Elders can still get what they want, but they'll have to give up something or make things even worse.

**Gain a Minor Burden.** Minor Burdens require 10 Energy to remove. They cannot be turned into a Memento or Spell, but are simply removed once completed.

**Can't think of anything?** Then this probably didn't need to be a Task. Only create a Task when it might have interesting consequences.

# RIPE

## Elder Sheet

Name:

Age:

### Items allow or assist

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

### Energy Reserve

You may spend Reserve Energy on Tasks after you roll.

Spend 2 Energy to discover a simple item in your Pack.

### Rest to Recover

When you rest, follow these steps in order:

1. **Meditate & Train.** Unmark your lowest Number except 20 (can't avoid Harvesters!)
2. **Work on a Burden.** Make a single roll on any Burden (even another Elder's), then spend ALL your Reserve Energy on it.
3. **Sleep.** Gain 1 Energy in your Reserve for each empty item Slot.

### Describe, then roll a d20

**1-10** No Progress is made. Mark a Number by checking any one of the boxes below.

**11** Your action contributes 1 Energy to this Task  
☐...and lose all Energy from Reserves.

**12** Your action contributes 2 Energy to this Task  
☐...and this Task is failed miserably.

**13** Your action contributes 3 Energy to this Task  
☐...and create a Burden related to mental stress (20 Energy to transform).

**14** Your action contributes 4 Energy to this Task  
☐...and create a Burden for physical injury (20 Energy to transform).

**15** Your action contributes 5 Energy to this Task  
☐...and create a Burden related to your past (20 Energy to transform).

**16** Your action contributes 6 Energy to this Task  
☐...and Mark another Number.

**17** Your action contributes 7 Energy to this Task  
☐...and destroy all your Simple Items.

**18** Your action contributes 8 Energy to this Task  
☐...and destroy a Memento or a Spell.

**19** Your action contributes 9 Energy to this Task  
☐...and you are incapacitated. Allies may revive you (15 Energy, 3 Roll Limit).

**20** Your action contributes 10 Energy and you must Mark one of the boxes below.

☐ ☐ ☐...When all three are Marked, then your Harvester arrives! Use the Harvester Database at [technicalgrimoire.com/ripe](http://technicalgrimoire.com/ripe)

# RIPE

## Examples

### Example Mementos

Mementos are items associated with past experiences and skills. They can be used for any Task related to those memories. *Example uses in italics.*

#### Gruff's Compass

Sailed the 5 oceans.  
*Navigate by the stars, tie strong knots, ship repair, predict the weather*

#### Heather's Hat

Dozens of years as a Lady of the court.  
*Social cunning, build new alliances, clever wordplay*

#### Busch's Uniform

Was the servant of a wicked ruler. Servant manners, pickpocket, manipulate leaders, move about unnoticed

#### Josie's Poems

Author of many beloved stories. *Handle fame, charm others, forge courtly papers, lie*

#### Alexa's Deck

Ran a gambling den. *Manage finances, organize employees, catch cheaters, plan big events*

#### Lauren's Makeup

Performed in troupes all across the land. *Alter appearance, entertain a crowd, dances/shows from different regions*

### Example Spells

Spells are stored in an item. They are named in the "Adjective Noun" format. A spell can be cast to do anything related to its name. *Example uses in italics.*

#### Stalking Earth

Fossilized footprint of an ancient beast. *Track target, summon golem, Shake the ground*

#### Angry Growth

A jar of seeds that shudder and shake. *Tangle foes, infest an area with deadly ivy*

#### Howling Moon

A small pendant of a White wolf. *Turn into a wolf, provide light, Emit a piercing howl*

#### Colorful Breath

Dull grey mask that covers the face. *Breathe underwater, change color of object, mark a path*

#### Burnt Questions

A charred book of ancient riddles. *Ignite materials, confuse an enemy, entertain dragons*

#### Sleeping Depths

A spyglass filled with inky liquid. *See through fog, change weather, taunt a leviathan*

### Example Burdens

Burdens are memories, habits, injuries, and lies that weigh you down. They cannot be used with rolls, but take up an Item Slot anyway. Over time you may spend Energy to get rid of a burden or to transform it into a Memento or a Spell. *Example transformations in italics.*

#### Familiar Nightmares

Dreaming is worse than simply being tired.  
*Spell: QUIET SLEEP*

#### Unsent Letter

Written to a lost love. Will you let it go?  
*Spell: DISTANT HEART*

#### Half-empty Vial

You're running low. Can you get more?  
*Memento: learned to make potions & poisons*

#### Group Conflict

You keep having the same fights with fellow Elders.  
*Spell: HELPING HAND*

#### Same Old Fear

How much longer can you keep avoiding it?  
*Memento: related to fear*

#### Damp Boarding Pass

A trip you never took.  
*Memento: geography and travel experiences*

#### Twisted Ankle

Every step is agony.  
*Memento: learned basic first aid skills*

#### Cataracts

The world is more dull than it used to be.  
*Spell: PIERCING SIGHT*

#### A Deep Lie

A lie you believe about the world...or yourself.  
*Memento: experience detecting lies of others*

#### Magical Curse

Perhaps your spells have been reckless...  
*Memento: learned to cleanse curses*

#### Packet of Seeds

Will they even grow?  
*Spell: WILD GARDEN*

#### Frustrating Stutter

Why is communication so difficult sometimes?  
*Spell: MINDFUL MESSAGE*

### Simple Items

Simple Items include anything else you're carrying: weapons, tools, supplies, etc.

Just write down important stuff; items that will help with rolls. If your Elder wears a hat, for example, it does not take up a Slot (unless you plan to use it for a roll).

### Example of Play

Visit [technicalgrimoire.com/ripe](http://technicalgrimoire.com/ripe) for a detailed example of a RIPE game session.

# LURE

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## Campaign Starter

Lure is a simple campaign starter for RIPE. Use the content within to inspire your own adventures.

The main quest involves collecting rare items and combining them to create a Harvester Lure. There are six items listed, but only some are required to succeed.

### Make it your own

The second page has some content to get you started:

- ☞ Example Tasks related to acquiring each item
- ☞ Combination Events for when Elders combine the wrong items. Multiple events may trigger at once.

The important thing to consider is pacing: how long and complex do you want this scenario to be?

**A single session:** Only two items are required to create the Lure. Acquiring each item is a single Task. Treat the game like a montage, jumping straight to the important parts of acquiring every item.

**2-3 sessions:** Three items are required. A few Tasks must be done for each item.

**A long, detailed campaign:** Five items are required. Each item takes an entire session to acquire; and there may be unexpected hurdles that expand the adventure.

Once you have decided which items are required and how long you want the group to spend seeking those items, start the campaign by handing them the bottom half of this page, or reading it aloud.

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### My dear companions,

By the time you read this, I will be gone. Do not weep, for in my final days I made a great discovery!

I have created the formula for a **Harvester Lure**.

It's a device that summons your Harvester in a time and place of your choosing...preferably surrounded by dozens of well-armed warriors.

Unfortunately I was working on something else when I made my discovery, and am not prepared to do battle with my impending Harvester. I'm such a fool!

As a final favor to your fallen friend, I ask that you complete my research. You will find enclosed the instruction for building your own lures.

Soon we will look to the skies in wonder, rather than dread. Well...you will, at the very least. My opportunity has passed and my end draws near.

Good luck, my friends. We live, we fight, we die. But we shall not be taken!

- Azimech, a silver fool till the very end.

### Lure Instructions

The concept is simple: gather together the required items and suffuse them with memories and magic. Every attempt at combining items will require 10 Energy within a 2 Roll Limit.

The resulting energies should summon your Harvester. Do not attempt this until you are prepared to fight, lest you make the same mistake I did.

Unfortunately I completed my lure before I could determine which items were actually required. You may only need a few of the listed items. I do not recommend combining all six at once...

Be warned that combining the wrong items will have unforeseen consequences. Act with care.

- ☞ A Memento of visiting every known land.
- ☞ A Spell contained within a living being.
- ☞ A Burden you have invested 40 Energy into.
- ☞ The core from a defeated Harvester.
- ☞ An item from beyond this world.
- ☞ <text has been smudged beyond recognition>

# LURE



## Sample Tasks

### 1 A Memento of visiting every known land.

**Task:** Join the Silver Caravan.  
(22 Energy, 5 Roll Limit)

**Task:** Convince the Caravan Leader to travel to the only place they've never visited.  
(9 Energy, 3 Roll Limit)

**Task:** Record the Leader's tales and form them into a Memento. (16 Energy, 4 Roll Limit)

### 2 A Spell contained within a living being.

**Task:** Train a creature to calmly sit in your pocket. (14 Energy, 4 Roll Limit)

**Task:** Destroy an existing Spell, and channel its energy into the creature. (20 Energy, 5 Roll Limit)

### 3 A Burden you have invested 40 Energy into.

**Task:** Modify a Burden to contain the excess energy. (11 Energy, 2 Roll Limit)

**Task:** Fill the Burden while resting (40 Energy)

### 4 The core from a defeated Harvester.

**Task:** Prepare a vessel to hold the Core.  
(17 Energy, 5 Roll Limit)

**Task:** Help another Elder defeat their Harvester. Use the Harvester Database.

### 5 An item from beyond this world.

**Task:** Climb the highest mountain.  
(26 Energy, 6 Roll Limit)

**Task:** Use a spell or device to snag one of the nearby falling stars (15 Energy, 4 Roll Limit)

### 6 <smudged text>

**Task:** Bring the document to a Far-Seer.  
(18 Energy, 4 Roll Limit)

**Task:** Journey through the past with the Far-Seer, and witness what words were originally written. (17 Energy, 3 Roll Limit)

Now that the text can be read, create more Tasks to actually acquire the described item.



## Combination Events

1

3

5

2

The creature absorbs the Memento, destroying it in the process. Over time the creature will achieve sentience.

The magical currents within the creature grow stale. Create a Burden related to healing its curse (20 Energy to transform).

The creature leaves to return the otherworldly item to its origin. The creature will return to you in a few months.

4

The Memento and the core begin to resonate with one another. The owner of the Memento gains insight into when their Harvester will arrive.

All Burdens carried by all Elders lose any progress that has been made; resetting to 20 Energy required for transformation.

A partially working Lure is created. Your Harvester is summoned but lands on the opposite side of the planet. It will take several weeks to reach you.

6

Someone else who is seeking the <smudged text> item gains a vision of your current location, and they will begin to pursue your group.

A vision of their fallen friend creates a new Burden for every Elder (20 Energy to transform).

The two items were never meant to be combined; twisted magicks infect the air and every Elder must immediately Mark 2 Numbers of their choice.