



RIPE



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 70th 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 71st 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.

This game is still in development.
For more resources and updates, visit
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, add +1 Energy to your 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 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 contributed 1 Energy to this Task**
☐...and lose all Energy from Reserves.
- 12 Your action contributed 2 Energy to this Task**
☐...and this Task is failed miserably.
- 13 Your action contributed 3 Energy to this Task**
☐...and create a Burden related to mental stress (20 Energy to transform).
- 14 Your action contributed 4 Energy to this Task**
☐...and create a Burden for physical injury (20 Energy to transform).
- 15 Your action contributed 5 Energy to this Task**
☐...and create a Burden related to your past (20 Energy to transform).
- 16 Your action contributed 6 Energy to this Task**
☐...and Mark another Number.
- 17 Your action contributed 7 Energy to this Task**
☐...and destroy all your Simple Items.
- 18 Your action contributed 8 Energy to this Task**
☐...and destroy a Memento or a Spell.
- 19 Your action contributed 9 Energy to this Task**
☐...and you are incapacitated. Allies may revive you (15 Energy, 3 Roll Limit).
- 20 Your action contributed 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

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 funny hat, for example, the hat doesn't take up a Slot (unless you plan to use it for a roll).

Example of Play

Visit technicalgrimoire.com/ripe for a detailed example of a RIPE game session.