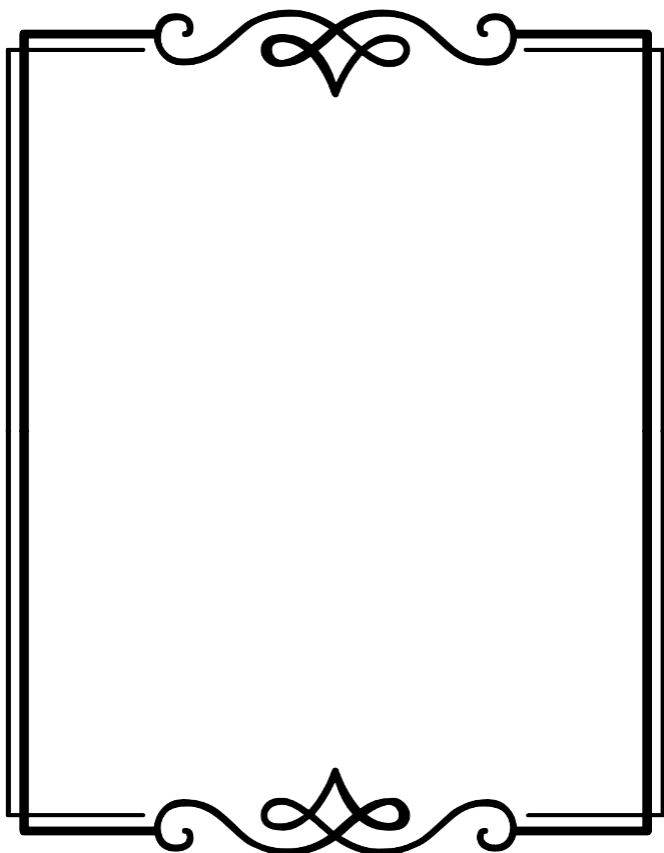


RIPE



Name:

Age:



Describe action, then roll

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

Marked Numbers will trouble you later if you roll that number while it is still Marked. If all Numbers are Marked, then your Elder is dying.

11 Apply 1 Energy to the Task.

☐...and lose all Energy from Reserves.

12 Apply 2 Energy to the Task.

☐...and this Task is failed miserably.

13 Apply 3 Energy to the Task.

☐...and create a Burden related to mental stress (20 Energy to transform).

14 Apply 4 Energy to the Task.

☐...and create a Burden for physical injury (20 Energy to transform).

15 Apply 5 Energy to the Task.

☐...and create a Burden related to your past (20 Energy to transform).

16 Apply 6 Energy to the Task.

☐...and Mark another Number.

17 Apply 7 Energy to the Task.

☐...and destroy all your Simple Items.

18 Apply 8 Energy to the Task.

☐...and destroy a Memento or a Spell.

19 Apply 9 Energy to the Task.

☐...and you are dying; Allies may revive you (15 Energy, 3 Roll Limit).

20 Apply 10 Energy to the Task and Mark one of the boxes below.

☐☐☐ When all three are Marked, then your Harvester arrives!

Items allow or assist

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

Energy Reserve



Spend Reserve Energy on Tasks after you roll.

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

Rest to Recover

When you rest for the day, follow these steps in order:

1. **Meditate or Train.** Un-Mark your lowest Number except 20. You 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 that Burden.
3. **Sleep.** Gain 1 Energy in your Reserve for each empty item Slot.

You are an elder

You've lived a full life and have been through a lot, but your body is frail and your energy is limited. You rely on your items and teamwork to get things done.

Write down 1 Memento, 1 Spell, 1 Burden, and anything else they're carrying. Elders start with 1 Energy in their reserves per empty Slot.

See the GM Pamphlet for some example items.

How to play

Tell the GM what you want your Elder to do. For every-day tasks your Elder does them and then the GM describes how the world changes.

But 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 as long as it make sense.

Tasks require teamwork and Energy to complete. Roll a d20 to work on a Task:

- ▶ If you roll a **10 or lower**, no progress is made on this task and you must Mark a Number.
- ▶ If you roll an **11 or higher**, then some Energy is applied to the Task.
- ▶ **No matter the result**, you may choose to spend additional Energy from your Reserves after your roll.

Tasks must be completed within their Roll Limit, otherwise the group will suffer consequences.

You may use one item per roll:

- ▶ Items **allow** you to do things you couldn't do on your own. *fly, cut metal, breathe water*
- ▶ OR they **assist** you. *Roll twice, choose one.*

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.

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

Advice

Make the details matter. Instead of using complex rules for this game, let common sense decide how things work. A stick and a sword act the same mechanically, but one is better for attacking a Harvester, and the other will set a moss giant on fire.

Work together. It's tempting to try and finish a task on your own, but you'll get better results if you share the load with your group.

You're old...not dead. While some folks suffer from various disabilities and limitations as they approach 70 years of age, you are an Elder. You can travel, fight, negotiate, and do all kinds of things WAY better than you could when you were younger.

It's the difference between a young person who attacks every problem with brute force and luck compared the old expert who knows how to accomplish any task with minimal energy and risk. After all, your Elder has probably done this before!



Harvesters

We don't know why they started coming. We can kill them, we soon realized we can't stop them.
-Liefre Stof

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

Elders can feel as their Harvester gets approaches. For some it's a growing headache, others have vivid nightmares, and still others can't sleep at all as their Harvester gets closer.

After landing, your Harvester will pursue you with horrible ambition. It will not hesitate to destroy anything that stands between itself and its prey.

If you manage to vanquish it, you have earned a period of peace and quiet, up to a year. But your Harvester will return sometime in your 71st year, then your 72nd year, and so on until it either succeeds in its grim task, or you perish.

No two Harvesters look alike, but they all share an unnatural white-marbled skin that is as hard as stone.

Some have multiple flailing limbs, while others are just a rotund blob. They have been known to fly, walk, crawl, swim, burrow, or simply blink from one place to another. Even that terrible while color has some variation: veins of color, splotches of darkness, varying levels of brightness, slight hues, etc.

You will know it when you see it...

When all three checkboxes next to "20" are filled, the GM will use the online Harvester Database to lookup the details for your Harvester. It may arrive immediately, or it may stalk you for a few days...

The Harvester Database is freely available at:

<https://www.technicalgrimoire.com/ripe>



RIPE

GM Guide

Example Mementos

Mementos are items associated with past experiences and skills. Can apply to any Task related to those memories.

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, form alliances, amusing wordplay*

Busch's Uniform

Was the servant of a wicked ruler. *Servant manners, pickpocket, manipulate leaders, easily forgotten*

Josie's Poems

Author of many beloved stories. *Avoid or embrace fame, charm others, forge courtly papers, lie*

Alexa's Deck

Ran a legal gambling den. *Handle finances, manage 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.

STALKING EARTH

fossilized footprint of an ancient beast. *Track a target, summon golem, shake the ground*

ANGRY GROWTH

a jar of seeds that shudder and shake. *Quickly grow vines, tangle foes, infest 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 flammable materials, confuse an enemy, entertain dragons*

SLEEPING DEPTHS

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

Example Burdens

Burdens are memories, habits, injuries, and lies that weigh you down. They cannot be used with rolls and take up a Slot.

Work on a Burden while resting to transform it into a Memento or a Spell. Examples in italics.

Familiar Nightmares

Dreaming is worse than just 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

Old Fear

How much longer you can 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 when you roll.)

You didn't hear this from me, but being the GM is the best part of RIPE. And major kudos for taking on this responsibility; your gaming group is lucky to have you.

I know being a GM can be intimidating, but RIPE offers a lot of handy tools that simplify your job. Let's take a look at the basic structure of play:

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; flowery complicated language is confusing.

2. Ask the players

After describing the situation, ask the players what they want to do. Listen to their ideas.

Answer any new questions they may have and ask your own clarifying questions. The goal here is to make sure you understand what they want to accomplish.

Example: The Elders approach an abandoned fort. They want to see if any monsters are hiding in the fort. Some good questions:

- “Do you want to remain hidden? Or flush them out of the fort?”
- “Do you plan to attack? Or do you want info?”
- “What about valuables? Dangers? Secrets?”

Once you understand what the players want to accomplish, create a Task from their ideas.

Designed by David Schirduan. The good stuff came from consultants Gini Harrison, Kathleen Reedy, and Meguey Baker. Text protected under CC-BY 4.0. More coming soon!

3. Create a task

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

Task: Explore the ruins without being detected.

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

“Get past the locked door” is a better Task than “Pick the lock”. Tasks should be open-ended enough to be accomplished in several different ways by different Elders.

Once the players approve of a Task, assign 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**

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 their Task. The above suggestions give Elders about a 50/50 chance.

Tweak the Energy costs by 1, 2, or 3 points to keep things from feeling samey. Changing the Roll Limit can drastically affect their chances, so handle that with care.

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 Task you want the game to focus on? Make it 30 Energy, 7 Roll Limit.

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

Here are some possible Tasks for our example:

Task: Detect threats near the ruin entrance without being noticed. (8 Energy, 3 Rolls)”

Specifying a smaller area “near the ruin entrance” creates a more tense, in-the-moment experience.

Task: Loot any valuables in the ruins. (14 Energy, 4 Rolls)
This would be MUCH harder if they wanted to do it without being noticed.

Task: Eliminate all threats in the ruins. (18 Energy, 4 Rolls)
For most situations this Task is too broad and should be broken down into smaller pieces. BUT you're the GM; if the meat of your adventure is somewhere else and you want to breeze past the Fort, then maybe you want to compress all the exploring and fighting into a single Task.

Task: Watch ruins from a safe distance. (5 Energy, 2 Rolls)
It's hard to think of a consequence if this goes badly; this Task should be re-worked.

Task: Walk into the ruins. (7 Energy, 3 Rolls)
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 any Energy or teamwork

4. The players roll

Players will describe their actions and roll 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. Here are some sample consequences:

- **Create a new threat.** An enemy appears, a storm arrives, or an ally is in danger. Elders have work to do...
- **Lose this Opportunity.** They must find some other way to accomplish their goal.
- **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.
- **Minor Burden.** A special Burden related to this failure. Minor Burdens require 10 Energy to remove. They cannot be turned into a Memento or Spell, but are simply removed once completed.
- **Secret Doom.** Create a growing threat that the players don't know about. Every time they fail, this threat grows closer and closer.
- **Can't think of anything?** Then this probably didn't need to be a Task. Only make a Task when something might have interesting consequences.