RIPE

Name: **Age:**
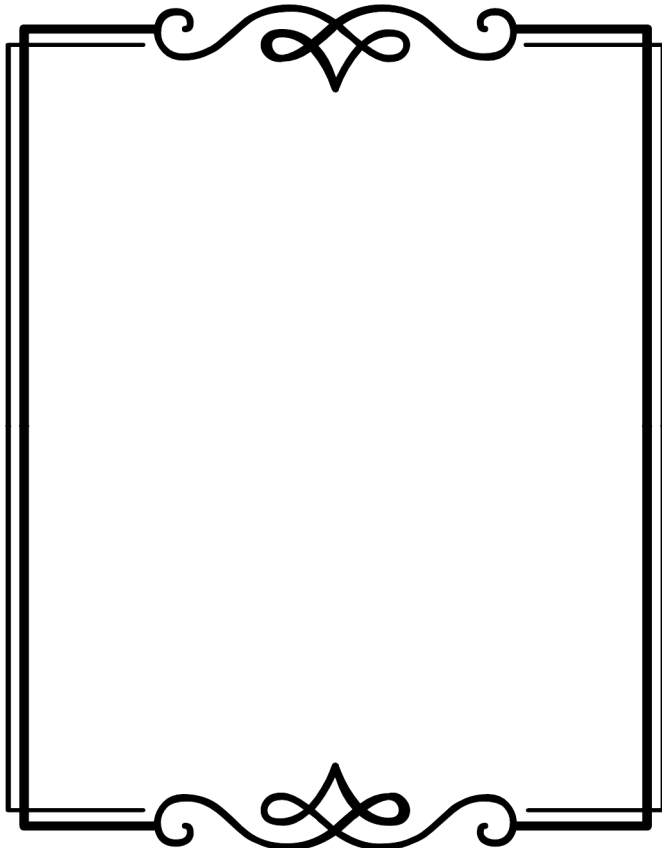
Describe action, then roll

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 <u>while it is still Marked</u>. 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.**

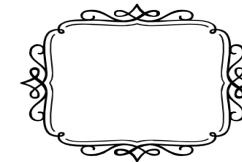☐ …and you are dying; Allies may revive you (15 Energy, 3 Roll Limit).

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 <u>after</u> 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.

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

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. Check to see if you rolled a Marked Number.

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.

No matter what you roll, you may choose to spend Energy from your Reserves <u>after</u> your roll.

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, and the other will set a moss giant on fire. Make those fictional details matter!

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 some things better than you could when you were younger.

It's the difference between a young person who relies on 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. While we can kill them, 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*

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

Heather's Hat
Dozens of years as a Lady of the court. *Social cunning, form alliances, amusing wordplay*

Alexa's Deck
Ran a legal gambling den. *Handle finances, manage employees, catch cheaters, plan big events*

Busch's Uniform
Was the servant of a wicked ruler. *Servant manners, pickpocket, manipulate leaders, move about unnoticed*

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*

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

ANGRY GROWTH
a jar of seeds that shudder and shake. *Quickly grow vines, tangle foes, infest with deadly ivy*

BURNT QUESTIONS
a charred book of ancient riddles. *Ignite flammable materials, confuse an enemy, entertain dragons*

HOWLING MOON
a small pendant of a white wolf. *Turn into a wolf, provide light, emit a piercing howl*

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 simply being tired.
Spell: QUIET SLEEP

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

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

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

Half-empty Vial
You're running low. Can you get more?
Memento: learned to make potions & poisons

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

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

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

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

Packet of Seeds
Will they even grow?
Spell: WILD GARDEN

Damp Boarding Pass
A trip you never took.
Memento: geography and travel experiences

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 the players want to accomplish.

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

▶ "Do you want to remain hidden? Or flush any enemies out of the ruins?"

▶ "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.

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 players agree with your 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**
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 their Task. The above suggestions give Elders about a 50/50 chance.

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 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 Roll Limit)" *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 Roll Limit) *This will be much harder if they wanted to do it without being noticed.*

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

Task: Eliminate all threats in the ruins. (18 Energy, 4 Roll Limit) *This Task is probably too broad and should be broken down into smaller pieces. BUT you're the GM; if the meat of your adventure is elsewhere and you want to breeze past the ruins, then you could compress all the exploring and fighting into a single big Task.*

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 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.

▶ **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.** 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 create a Task when it might have interesting consequences.