

GM Procedures

1. Describe the situation.

- Mention any threats nearby. *Hazards, monsters*
- List opportunities. *Paths, valuables, clues*
- Add interesting details. *Unexpected, weird, fun*

2. Ask the Players what they want to do.

3. Create a Task from their ideas. Make sure everyone agrees with how the Task is worded.

- What is the actual goal of this Task?
- Can it be accomplished in different ways?
- What are the consequences of failure?

4. Assign Progress Cost and Roll Limit.

This is more about pacing than difficulty.

Low Stakes: 5 Progress, 2 Roll Limit

Moderate Stakes: 10 Progress, 3 Roll Limit

High Stakes: 20 Progress, 5 Roll Limit

5. Let them roll.

- Success: describe the obvious result.
- Failure: Get creative with the consequences!

Task Consequences

Task consequences are always narrative, never mechanical. Elders create their own problems.

- **Lose this opportunity.**
- **Create a new threat or obstacle.**
- **Related Tasks grow more difficult.**
- **Offer a tough choice.**
- **Secret doom.**
- **Can't think of anything?** Re-work this Task.



Conversation is Gameplay

It's easy to feel like the dice and the math and the fighting is what really matters. All this talking just gets in the way!

But the truth is that the conversations you have are the most fun and engaging part of ABIDE.

What do we really want? How will we get it? Who will help us? What will we risk? What might happen?

Use these conversations to create the Tasks that your Elders will work on together. Tasks have 4 parts:

"Get past the dragon before she wakes up."
(10 Progress, 3 Roll Limit)

1. The Goal: What are we trying to accomplish?

2. Consequences: What happens if we fail?

3. Progress Required to complete this task.

4. Roll Limit is how many attempts before we fail.

Task Guidance

ABIDE relies on well-phrased Tasks to move the game forward and keep everyone on the same page.

Tasks can be accomplished in many ways.

"Pick the lock on the door" is not a Task.

"Get past the door" is good.

"Get past the door before the guard returns" is great!

Tasks hint at consequences.

"Explore the room" is not a Task.

"Explore the room before it floods with oil" is good.

"Find any valuables before the room floods" is great!

Tasks focus on the true goal.

"Fight the bandits" is not a Task.

"Protect the treasure from the Bandits" is better.

"Protect the treasure from the Bandits until reinforcements arrive" is great.

Tasks are temporary. They cannot be repeated.

"Get to the city" is not a Task.

"Get to the city before the storm hits" is good.

"Decode the map to the hidden city" is also good.

ABIDE



You are an Elder

You have seen and accomplished much throughout your 60 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. You're not a young fool who bets on raw strength or blind luck. Rather, you rely on your teammates, experience, and careful planning to achieve your goals.

Your Harvester is Coming

Sometime this year, a Harvester will descend from the skies to hunt you down and take you away. Even if you manage to defeat it, it will simply return the next year stronger than before. And the next year. And the next. Until you are either taken away, or perish in some other manner.

It will not hesitate to destroy anything that stands between itself and its prey. The safest place to be is alongside your fellow Elders. Together you can accomplish almost anything!

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You are an Elder

- 1. In your first Slot, write down a Memory.
- 2. In your second Slot, write down a Spell.
- 3. In your third Slot, write down a Burden. It requires 20 Progress to transform into a Memory or Spell.
- 4. Write 2-3 other items your Elder is thinking about (tools, food, knickknacks).
- 5. For each empty Slot, gain +1 Energy in Reserves.



Use 1 Slot per Roll

Slots **allow** you to do things you couldn't do on your own or they **assist** you with what you're doing (roll twice, pick one result).

For example, a item like 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 a Slot is **allowing** or **assisting**.

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

Energy Reserves



After you roll, spend Energy for additional Progress, 1 for 1. Spend 2 Energy at any time to fill a Slot with an item you need.

When you rest

- 1. **Unmark** any Number of your choice except 1.
- 2. **Roll on any Burden** (even another Elder's), then spend all Energy on it. *Can't use Slots for this.*
- 3. **Sleep.** Gain 1 Energy for each empty Slot.



Describe then roll a d20

11-20 Make Progress equal to roll - 10.

Lower Your actions made no Progress. Mark the Number you rolled below. If already Marked, suffer as written.

- 10** ☐ Task suddenly requires 10 more Progress.
- 9** ☐ Lose all Energy in your Reserves.
- 8** ☐ Gain a Burden related to an injury.
- 7** ☐ Gain a Burden related to stress.
- 6** ☐ Gain a Burden related to your past.
- 5** ☐ Create a shared Burden with another Elder.
- 4** ☐ Empty 2 Slots of your choice. (You can't empty Burdens).
- 3** ☐ Add 10 Progress to one of your Burdens.
- 2** ☐ Incapacitated. Allies may revive you. (15 Progress, 3 Rolls)
- 1** ☐ ☐ When all four are Marked, then your Harvester arrives! Use the online generator.

Slots are Mental Load

Your Elder knows this world and it's dangers better than you do. They packed everything they would need.

But Elders only consider a few things at a time. Slots represent what Memories, Spells, Burdens, and items are at the forefront of their minds.

Example Memories

Mementos are associated with past experiences and skills. They can be used for any related Task

Sailed the 5 oceans Navigation, ship repair, predict weather	Mage Bartender Alcohol alchemy, notice trouble, counselor
A Lady of the court Social cunning, form alliances, clever insults	Bestselling Poet Build up fame, forge papers, lie beautifully

Example Spells

Spells are named in the "Adjective Noun" format. A spell can be cast to do anything related to its name.

Angry Growth Tangle foes, infest an area with deadly ivy	Burnt Questions Ignite materials, confuse an enemy
Howling Moon Turn into a wolf, a piercing howl	Freezing Gale Knock foes around, Freeze a lake

Example Burdens

Burdens take up a Slot and cannot be used with Rolls. They can be positive or negative; anything weighing you down. Burdens require 20 Progress to transform into a Spell or Memory.

Half-empty Vial	Challenging Hobby
Familiar Fear	Deep Lie You Believe
Twisted Ankle	Homesick
Halting Stutter	Confusing Romance