RIPE Playtest

RIPE is a GM-less tabletop role-playing game for 2-5 players.
You'll need at least two 20-sided dice and RIPE character sheets.
You are an Elder. Your Harvester is coming. You can't do this alone.

This game is still being developed.

Please address questions or suggestions to
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Visit the website for character sheet and rules:
https://www.technicalgrimoire.com/ripe

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Inspirations:

- Index Card RPG for giving everything HP and ditching turn order.
- Yazeba's Bed and Breakfast for the adventure structure.
- Blades in the Dark for the base upgrades and mental health mechanics.
- Terminator: Dark Fate, The Change, and Blackcollar for badass old folks.
- Night's Watch from Song of Ice and Fire for the outcast stronghold.
- My dad, who's strength, discipline, and drive is a constant inspiration to me.

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Create Your Elder
Your Elder has 10 Mental Slots. Slots are a list of things your Elder is thinking about or using **right now**.
They are probably carrying other things and have many Achievements that aren't currently listed.
1. In your first Slot, write down an **Achievement.** Write a short phrase to describe it or roll a random one.
2. In your second Slot, roll up a random **Fragment** and add it to your Slots.
3. In your third Slot, write down a **Burden** you can't stop thinking about. Write your own or roll on the random tables. Burdens take up a Slot but are never useful for rolls.
4. Write down 2-4 other **Items** your Elder considers useful: tools, weapons, provisions, and knickknacks. You can also roll up some random items.
5. For every empty Slot you gain 2 **Energy**. After you roll you can spend Energy to improve your roll.
6. **Upgrade** a Roll Result of your choice by checking its box. Upgrades represent your growth as an Elder.

How To Play

Players create **Tasks** for their Elders to work on. Tasks keep the game focused and moving forward. Whenever the group wants to accomplish something difficult or dangerous, follow these steps to create a Task:

1. Review the current situation. Mention any threats, opportunities, and weird details.
2. Discuss your goals as a group. Decide what you want to do next.
3. Create a Task from everyone's ideas. Describe the goal and hint at potential consequences of failure. If you can't think of any consequences then your Elders just do it, no Task required.
4. Assign the Task a **Progress Cost** and a **Roll Limit**:
    i. Low Stakes Tasks have 5 Progress required, 2 Roll Limit
    ii. Medium Stakes Tasks have 10 Progress required, 3 Roll Limit
    iii. High Stakes Tasks have 20 Progress required, 5 Roll Limit

Example Tasks:
- Recover the medicine before the hospital burns down. (10 Progress, 3 Rolls)
- Reach the city in time for the council meeting. (5 Progress, 2 Rolls)
- Enter the forest and find the missing child before nightfall. (20 Progress, 5 Rolls)

Work on Tasks

Elders may take turns working on the Task in any order, as long as it makes sense.

To work on a Task, describe how your Elder is contributing to this task and then make a roll:

1. If **One Slot** would be useful, roll one d20 and use that result.
   If you have **Multiple** useful Slots, roll two d20s and choose one to use.
   If **None** of your Slots would be useful, then two d20s and use the lower result.
2. You may then spend 0, 1, 2, or 3 Energy to improve your Roll Result by 0, +1,+2, or +3 respectively.
3. Consult the Roll Results chart to see how much progress you made, if any.
   If the Result is Upgraded with a checked box, then it may modify the outcome.
   Rolls below 10 have various negative results that only impact your Elder.

The group succeeds or fails together. If the Elders make enough Progress before they run out of Rolls, the Task is successfully completed! Otherwise the Task is failed and the group suffers the consequences together. Consequences can include setbacks, rising threats, loss of opportunities, and much more.

Abide to Rest and Recover

Abide with your fellow Elders to recover Energy and work on Burdens. Abiding could mean taking a quick nap or it could mean spending a week relaxing. Elders must make 5 Progress to prepare a safe place to Abide. There is no Roll Limit. Then each Elder follows these steps:

1. **Work on a Burden**. Spend all of your remaining Energy to make that much Progress on any Burden, even another Elder's Burden (with their consent).
2. **Clear Your Mind**. You may empty as many non-Burden Slots as you like.
3. Choose one of the following:
        Pack. Gain an item. Write one yourself or roll a random item. Tell the group about it.
        Recall. Gain an Achievement. Write one yourself or roll a random one. Tell the group about it.
        Study. Reroll the Adjective or Noun of one of your Fragments. Did your Fragment break?
4. **Rest**. Gain 2 Energy for each empty Slot.

Elder Name: _____   Pronouns: _____

Work on a Task
Describe your actions and roll:

If you have **One** useful slot: Roll one d20.

If **Multiple** useful slots: Roll two d20s, pick one.

No useful slots: Roll two d20s, use lower.

Energy: _____
Spend energy **after** you roll. Spend up to 3 energy to add up to +3 to the roll result.

Mental Slots

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

Roll Results

20 Make 10 Progress on this Task.
□ *...and make another 10 Progress on this Task.*

19 Make 9 Progress on this Task.
□ *...and make 3 Progress on one of your Burdens.*

18 Make 8 Progress on this Task.
□ *...and grant 2 Energy to each ally.*

17 Make 7 Progress on this Task.
□ *...and you may empty a Burden
   from your Slots without completing it.*

16 Make 6 Progress on this Task.
□ *...and you may gain an Achievement.*

15 Make 5 Progress on this Task.
□ *...and increase this Task's Roll Limit by 2.*

14 Make 4 Progress on this Task.
□ *...and you may gain an Item.*

13 Make 3 Progress on this Task.
□ *...and regain all Energy you spent on this Roll.*

12 Make 2 Progress on this Task.
□ *...and you may gain a positive Burden.*

11 Make 1 Progress on this Task.
□ *...and make another 2 Progress on this Task.*

10 Make 0 Progress on this Task.
□ *...and increase this Task's Roll Limit by 1.*

9 Empty an Item from your Slots, if possible.
□ *...and you gain 3 Energy after removing it.*

8 Empty an Achievement from Slots, if possible.
□ *...and you gain 3 Energy after removing it.*

7 One of your Burdens requires 5 more Progress.
□ *...and make 3 Progress on any other Burden.*

6 You must gain a mental health Burden.
□ *...and it is a little easier (7 Progress required).*

5 You must gain a physical health Burden.
□ *...and it is a little easier (7 Progress required).*

4 You must gain a Burden related to your past.
□ *...and it is a little easier (7 Progress required).*

3 **Permanently** destroy one of your Slots.
   Whatever it contains is also destroyed.

2 **Permanently** cross out one of the Roll
   Results above 10. It now makes 0 Progress.
   Any marked upgrades still apply, however.

1 **Your Harvester arrives**! See pg XX.

Achievements

Achievements are notable accomplishments from your past. Achievements must be specific, but their applications may be broad. Roll 2d20 for a random Achievement below:

2. Spied for all 12 kingdoms during the Debt Wars.
3. Champion of the Starborn Games.
4. Invented the 5-lens Telescope.
5. Sailed the 4 Oceans.
6. Defeated their father's Harvester.
7. Married to Six Kings.
8. Survived the Red Storm.
9. Mined the last piece of Veridian Ore.
10. Cultivated and Consumed a Death Pepper.
11. Defended the Unspoken in a hostile courtroom.
12. Served as High Jester in the Fane Court.
13. Broke out of the Coral Prison. Twice.
14. Brought laughter to a hungry village.
15. Fed the entire town of Numare for a week.
16. Courted the Last Mermaid.
17. Stood atop the Twisted Peaks for 3 days.
18. Raised 12 children.
19. Composed the Ageless Song.
20. Dove from the Sky Spire into the Shallow Sea.

21. Translated the lost history of the Silver Keep.
22.
23.
24.
25.
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30.
31.
32.
33.
34.
35.
36.
37.
38.
39.
40.

Example Achievements

Sailed the 5 Oceans - Could be used for Navigation, ship repair, predicting the weather, or knowledge of distant ports.

Married to Six Kings - Could be used for social cunning, forming alliances, impressing the nobility, or spreading helpful rumors.

Head Bartender at the Magic Tavern - Could be used for alcohol alchemy, reading a rowdy room, offering sage advice, or winning brawls.

Out-riddled the Dying Jester - Could be used for telling beautiful lies, entertaining a crowd, or winning a difficult argument.

Items

Items are any physical objects that your Elder is thinking about. Your Elder packed everything they would need for their adventures but they only consider the things they're using right now. Roll 2d20 for a random item below:

2. Bucket of Grease
3. Waterskin
4. Fishing Net
5. Chain
6. Cooking Pot
7. Lock Picks
8. Shovel
9. Padlock + Key
10. Waterskin
11. Writing Satchel
12. Staff
13. Metal File
14. Spyglass

15. Lantern + Oil
16. Axe
17. Winter coat
18. Fancy garb
19. Grappling Hook
20. Bear trap
21. Spear
22. Bucket of Glue
23. Incense
24. Outrageous costume
25. Fishing Rod
26. Torch
27. Hammer

28. Rope
29. Sneak suit
30. Makeup
31. Bag of Marbles
32. Torch
33. Weighted dice
34. Plate mail
35. Plain clothes
36. Hand Mirror
37. Fake jewels
38. Hammer
39. Tinderbox
40. Shield

Fragments

Fragments represent bits of scavenged technology that your Elder is studying and using. Fragments are named in an "Adjective Noun" format. They can be used to do anything related to their name.

Roll on the tables below to generate a Fragment's name (2d20 for an Adjective then 2d20 for a Noun). If the Adjective and Noun ever begin with the same letter then the Fragment breaks and **cannot be used again**. Remove it from your Slots.

2d20 Fragment Adjectives

2. Angry
3. Burnt
4. Bleeding
5. Chaotic
6. Crying
7. Defending
8. Dying
9. Elder
10. Empty
11. False
12. Flying
13. Frozen
14. Glaring
15. Growing
16. Haunted
17. Honorable
18. Howling
19. Infected
20. Jagged
21. Knowing
22. Lost
23. Living
24. Metal
25. Molten
26. Negative
27. Obedient
28. Pale
29. Prismatic
30. Quiet
31. Raging
32. Sorrowful
33. Scarlet
34. Twisted
35. Upwards
36. Vital
37. Wandering
38. Withered
39. Youthful
40. Zero

2d20 Fragment Nouns

2. Ally
3. Bane
4. Beast
5. Blossom
6. Claw
7. Cloud
8. Dream
9. Dunes
10. Edge
11. Elder
12. Eye
13. Fate
14. Gale
15. Grave
16. Growth
17. Hillside
18. Ink
19. Justice
20. Knight
21. Light
22. Moon
23. Mountain
24. Nail
25. Ocean
26. Oil
27. Pain
28. Question
29. River
30. Sanctuary
31. Sound
32. Storm
33. Time
34. Tooth
35. Trick
36. Upper
37. Veil
38. Wind
39. Yolk
40. Zone

Example Fragments

Angry Growth - A metal orb that generates mutated plant seeds. Twisting the orb changes what kinds of seeds it generates.

It could be used to tangle foes, infest an area with deadly ivy, secrete an enraging poison, breed flowers that only bloom on the battlefield.

Howling Moon - A patch of your skin glows with grey moonlight no matter the time of day. When activated it consumes and transforms your body for a short time.

It could be used to turn into a wolf, emit a piercing howl, ask the moon a question, hear the stars, scream loud enough to be heard for miles.

100 Random Burdens

Burdens are anything your Elder can't stop thinking about. They aren't necessarily physical items (but they could be). Burdens take up a Slot and cannot be used with Rolls.

Over time your Elder can work on a Burden to transform it into an Upgrade. Burdens require 10 Progress and can only be worked on while Abiding. After a Burden is removed you may improve your Elder by marking an Upgrade on their Roll Results table.

Physical Burdens

1. Ringing in the Ears
2. Sprained Joint
3. Backaches
4. Blurry Vision
5. Migraines
6. Cold Sweats
7. Shortness of Breath
8. Upset Stomach
9. Intermittent Tremors
10. Torn Muscle
11. Painful Bruise
12. Numb Fingers
13. Shivers
14. Lack of Appetite
15. Allergies
16. Uncommon Cold
17. Infected Wound
18. Distracting Sores
19. Halting Stutter
20. Nasty Cough

Mental Burdens

21. Difficulty Sleeping
22. A Lie You Believe
23. Homesick
24. Familiar Fear
25. Confusing Relationship
26. Depressing Mood
27. Racing Thoughts
28. Lack of Hope
29. Annoyed
30. Frustration / Rage
31. Overplanning
32. Bad Habit
33. Paranoia
34. Existential Crisis
35. Lonely
36. Anxiety Attacks
37. Self-Doubt
38.
39.
40.

Past Burdens

41. Unexpected Letter
42. Half-empty Vial
43. Reminded of a Tragedy
44. Missing a Friend
45.
46.
47.
48.
49.
50.
51.
52.
53.
54.
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56.
57.
58.
59.
60.

Positive Burdens

61. Half-Finished Carving
62. Learning an Instrument
63. Learning a Language
64. Maddening Riddle
65. Last Line of a Poem
66. A Small Creature
67. Forgotten Tale
68. Improve an Old Recipe
69. Unfinished Scarf
70. New Comedy Routine
71. Juggling
72. Puzzle Box
73. Difficult Game
74. Train for Competition
75. Small Plant
76. Birdwatching
77. A Challenging Novel
78. Sketchbook
79. Stargazing
80. Meditation

Weird Burdens

81. Vision of Harvester
82. Haunting Fragment
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84.
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99.
100.