

RIPE Complete Rules

RIPE is a tabletop RPG for 2-5 players. You'll need at least two 20-sided die and RIPE character sheets.
Review the Safety Tools with your group. They are just as important as any dice rolls or game rules.

You are an Elder. Your Harvester is coming. You can't do this alone.

Elders have 10 Mental Slots. Slots are not an exhaustive list of everything your Elder knows and carries. Rather they are a list of things your Elder is thinking about or using right now.

1. In your first Slot, write down an **Achievement**. Achievements are notable accomplishments and events from your past. Write a short phrase to describe the Achievement or pick a random one.
2. In your second Slot, write down a **Fragment** you are researching or using. Fragments are powerful pieces of advanced technology that are named in an "Adjective Noun" format. They can be used to do anything related to their name. Fragments come from defeated Harvesters or can be scavenged from ruins.
3. In your third Slot, write down a **Burden** you can't stop thinking about. Burdens take up a Slot but can't be used with rolls. This Burden requires 10 Progress to transform. Roll a random Burden or make one up.
4. Write down a 2-4 other **Items** your Elder considers important: tools, weapons, provisions, and knickknacks.
5. For every empty Slot you gain 2 **Energy**. During your turn you can spend Energy to improve your Rolls.
6. **Augment** a Roll Result of your choice by checking its box. Augments represent your growth as an Elder.

To play RIPE, players create **Tasks** for their Elders to work on. Tasks keep the game focused and moving forward. Whenever you want to accomplish something difficult or dangerous, follow these steps:

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 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: 5 Progress required, 2 Roll Limit
 - ii. Moderate Stakes: 10 Progress required, 3 Roll Limit
 - iii. High Stakes: 20 Progress required, 5 Roll Limit

Example Task: "Recover the medicine before the hospital burns down. (10 Progress, 3 Rolls)"

Elders take turns working on the Task in any order, as long as it makes sense. **To work on a Task:**

1. If **One Slot** would be useful, describe how your Elder is working on this Task and roll one d20.
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 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 Augmented with a checked box, then it may modify the outcome.

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.

Abide with your fellow Elders to recover Energy and work on Burdens. Abiding requires 5 Progress to prepare a safe and comfortable campsite. Dangerous places require 10 Progress to Abide. There is no Roll Limit.
After making enough Progress the campsite is ready and each Elder may follow these steps:

1. **Spend** all your remaining Energy to make that much Progress on any Burden, even another Elder's Burden.
2. **Pack and Prep.** You may empty as many non-Burden Slots as you like. You may then fill a single Slot with an Achievement or Item. It can be something you had before or something new. Tell the group about it.
3. **Rest.** Gain 2 Energy for each empty Slot.

Mental Slots

- **One Useful Slot:** roll one d20.
- **Multiple Useful Slots:** roll two d20s, pick one.
- **No Useful Slots:** roll two d20s, use lowest result.

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

Energy: _____

Spend energy **after** you roll.

Spend up to 3 energy to add up to +3 to the roll result.

Roll Results

- 20** Make 10 Progress on this Task.
☐...and make another 10 Progress.
- 19** Make 9 Progress on this Task.
☐...and you may remove a Burden entirely.
- 18** Make 8 Progress on this Task.
☐...and make 5 Progress on a Burden.
- 17** Make 7 Progress on this Task.
☐...and grant 2 Energy to each ally.
- 16** Make 6 Progress on this Task.
☐...and you may re-roll a Fragment Noun or Adj.
- 15** Make 5 Progress on this Task.
☐...and you may gain an Achievement.
- 14** Make 4 Progress on this Task.
☐...and you may gain an Item.
- 13** Make 3 Progress on this Task.
☐...and make another 3 Progress on this Task.
- 12** Make 2 Progress on this Task.
☐...and gain 2 Energy.
- 11** Make 1 Progress on this Task.
☐...and you may gain a Burden if you wish.
- 10** Make no Progress.
☐...and increase the Task's Roll Limit by 1.
- 9** A Burden requires 5 more Progress.
☐...and gain 1 Energy for each Empty Slot.
- 8** Gain a Burden related to sickness.
☐...and it is a little easier (7 Progress required).
- 7** Gain a Burden related to stress.
☐...and it is a little easier (7 Progress required).
- 6** Gain a Burden related to an injury.
☐...and it is a little easier (7 Progress required).
- 5** Gain a Burden related to your past.
☐...and it is a little easier (7 Progress required).
- 4** Remove an Item, if possible.
☐...and you gain 3 Energy after removing it.
- 3** Remove an Achievement, if possible.
☐...and you gain 3 Energy after removing it.
- 2** Incapacitated until allies make 15 Progress.
☐...and you can also work on this Task.
- 1** Your Harvester arrives! Use the online generator to create your Harvester.

1d20 Random Achievements

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

1d20 Random Burdens

1. Confusing Relationship in the Keep
2. Unexpected Letter
3. Unfinished Wood Carving
4. You Struggle to Feel Anything
5. A Lie You Were Raised to Believe
6. Learning a Difficult Instrument
7. Ringing in the Ears
8. Halting Stutter
9. Half-empty Vial
10. Twisted Ankle
11. Difficulty Sleeping
12. A Chill that Won't Leave
13. Learning a new Language
14. Homesickness
15. Familiar Fear
16. Survived a Tragedy
17. A Difficult Riddle
18. Nasty Cough
19. Sore Back
20. The Last Verse of a Ballad

2d20 Random Items

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

2d20 Fragment Adjectives

2. Arcane
3. Blazing
4. Bleeding
5. Chaotic
6. Crying
7. Cute
8. Devious
9. Dying
10. Elder
11. Empty
12. False
13. Flying
14. Foamy
15. Fractal
16. Frozen
17. Furious
18. Galactic
19. Glaring
20. Gloomy
21. Growing
22. Haunted
23. Infected
24. Jagged
25. Metal
26. Mystical
27. Pale
28. Prismatic
29. Sad
30. Scarlet
31. Screaming
32. Shining
33. Silent
34. Soggy
35. Stinging
36. Stylish
37. Twisted
38. Wandering
39. Withered
40. Youthful

2d20 Fragment Nouns

2. Ally
3. Bane
4. Beast
5. Blossom
6. Champion
7. Claw
8. Cloud
9. Creature
10. Dream
11. Dunes
12. Edge
13. Elder
14. Embers
15. Eye
16. Fate
17. Frost
18. Grave
19. Hunter
20. Ink
21. Justice
22. Moon
23. Mountain
24. Noise
25. Ocean
26. Oil
27. Pain
28. Reverie
29. River
30. Sanctuary
31. Seed
32. Sleep
33. Sound
34. Spike
35. Storm
36. Terror
37. Time
38. Tooth
39. Trick
40. Wind