
IndexCard RPG

Tabletop RPG rules that fit on a single 5x3 inch index card.

5-20 minute playtime.

Materials required:

- paper
- writing utensil
- six-sided die.

Lily Lemmer: Concept and mother. Testing, LaTeX,

source, software engineer.

Catlin Thomas: Editor, testing, quality assurance, software engineer.

Core Ruleset

Start with: 10 HEARTS, 1 BAM, 1 EVADE, 3 CRIT, and 6 points to distribute; point adds 3 to CRIT and 5 to HEARTS.

1. Player with highest EVADE rolls first
 - Roll 6 or 5: +CRIT BAM bonus, skip step 2
 - Roll 1: miss, skip to step 4
2. Defender rolls up to their EVADE times, if roll 6 skip step 3

3. Defender loses HEARTS equal to attacker's BAM plus possible bonuses
4. Start at step #1, but rotate players in order of EVADE

Creating supplemental rule-sets:

- Fits on index card (5x3 inches)
- List required supplements on top, e.g., REQUIRED: Usable Items

Supplement Ruleset: Usable Items

Must announce which item used before rolling.

Players can use an item before they attack.

Characters start with one item:

- CANDY: restore ROLL HEARTS, if roll 1 or 2 restore full health.
- SODA: +ROLL BAM bonus,

unevadeable

Items for co-op only:

- TOKEN: acts as a roll of 6; can attack
- MOLOTOV: Damage is 2x roll; unevadable
- THROWING STARS: Roll thrice, the total is unevadable damage.

Supplement Ruleset: Path Cards

REQUIRES: Usable Items

Path cards have a scenario and options that either trigger EVENTS or lead to another (possibly random) path card.

Options may have REQUIREMENTS:

- USE x : Must have item x . Remove x
- CHECK stat x FAIL y : $\text{stat} + \text{roll}$

must be at least x , else FAIL event y .

Option may trigger EVENTS:

- OPEN: Get item #ROLL from chest on back of path card
- BATTLE: Battle monster on back of path card
- NEXTCARD: select new path card

Path Card: Sleeping Ugly (Front)

You are in a room with a slumbering troll, a locked door, and a treasure chest.

To get to the chest, you must either tip-toe around the troll or fight it.

- Sneak around Troll and OPEN the chest (CHECK evade 14 FAIL BATTLE)
- BATTLE the Troll and OPEN the chest

- Go to door and USE key (NEXTCARD)

Path Card: Sleeping Ugly (Back)

Troll - H: 16 (48) - B: 14 - E: 1 -
C: 4 (8) Drops: Key

Treasure Chest 1. KEY 2. TO-
KEN 3. MOLOTOV 4. THROW-
ING STARS 5. CANDY 6. SODA

Path Card: Monk Up Your Mind
(Front)

You come across a meditating monk sitting in front of two doors.

- “Philosophical banter here”
CHECK STAT HEARTS 17 FAIL
GAME OVER
- BATTLE MONK
- LEFT DOOR
- RIGHT DOOR

Path Card: Monk Up Your Mind
(Back)

MONK - H: 20 - B: 5 - E: 24 - C:
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