

# 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.

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# Core Ruleset

Start with: 20 HEARTS, 1 BAM, 1 EVADE, 4 CRIT, and 6 points to distribute; point adds 4 to CRIT and 5 to HEARTS.

1. Player with highest EVADE rolls first
  - Roll 6: +CRIT BAM bonus
  - Roll 1: miss, skip to step 4
2. Defender rolls for every point in EVADE; if roll 6, skip step 3
3. Defender loses HEARTS equal to attacker's BAM plus possi-

ble 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: Fruit

# Fruit

Must announce which fruit you'll consume before rolling. You may attack after eating a fruit.

Characters start with one fruit:

- CHERRY: restore ROLL HEART, if roll 1 restore full health
- COCONUT: +ROLL BAM bonus
- BANANA: Attack becomes unevadeable

- GRAPES: Next ROLL of is 6
- ORANGE: Deal ROLL x2 damage

# Tag Teams

- Each player creates two characters, instead of one
- Switching characters takes a turn
- When a character dies, its tag team takes its place, same round

# Path Cards

REQUIRES: Usable Items

Characters now have TALK stat which starts at 1. Path cards have a scenario and options which trigger EVENTS.

Options may have REQUIREMENTS:

- USE: Must have item. Remove item.
- stat x: stat + roll must be at least x

Option may trigger EVENTS:

- TALK: Choose an option from dialog on back of path card. Some options have a stat x check, i.e., TALK x, failing disables the item.
- GET: All players get item
- OPEN: Get item #ROLL from chest on back of path card
- BATTLE: Battle monster on back of path card
- NEXTCARD: select new path card

# Shoutouts

If you notice any of the conditions being met, exclaim “shoutout!” and name the condition satisfied (and reap your reward!):

- You roll two-of-a-kind when evading. Recover matched number in HEART.
- You guessed your roll correctly before an attack. The defending player must roll their turn with one finger.

- You guessed your roll correctly before using an item. You do not dispose the item after this use.
- Everyone’s HP is the same. Everyone else takes ROLL damage.

## That Rogue is a Jerk

If an EVADE roll has three-of-a-kind, everyone else must turn around. The person who rolled may make one change to anyone's stat, including themselves, they announce that everyone must turn around. Everyone gets one chance to guess what changed. If none of the guesses are correct, the change is left in effect.