IndexCard Tabletop RPG

Guiding Principles:

- Fast gameplay
- Playable with 1D6, paper, writing utensil
- Each rulset fits on a single 5x3 inch index card
- Customizable character creation
- Terms that do not limit the theme, rulesets fit both sci-fi and fantasy settings.

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Battle Ruleset

Start with: 20 HEALTH, 2 FORCE, 2 ACTION, and 4 points to distribute; point adds 5 to HEALTH. Choose 1 ability and 1 trait.

Turns ordered by ACTION. Parry regains 1 ACTION, take two less damage per hit this round. Flee if you can roll a 5 or 6. Ability uses 1 ACTION. Hit deals FORCE damage, +2 on 6, miss on 1. Abilities affect target until/unless they roll 1 or 6:

- Poison: lose 1 HEALTH
- Heal: recover 1 HEALTH
- Buff: +2 FORCE

Traits:

- *Resourceful*: Restore 1 ACTION when you roll a 1 or 6
- *Durable*: Take only 1 damage when parrying. +15 to HEALTH.
- *Caustic*: If roll 6 or 5 when hitting, add 3 to damage