

# 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

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# Battle Ruleset

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

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, +3 on roll 6, miss on 1. Ability effects stay in play until/unless target rolls 1 or 6:

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