

IndexCard Tabletop RPG

Guiding Principles:

- Fast gameplay
- Playable with 1D6, paper, writing utensil
- Each ruleset 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, 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 target until/unless they roll 1 or 6:

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

Traits

Caustic: +2 to FORCE.

These are kinda like classes!
Choose one when creating a character!

Resourceful: Every time you roll a 1 you restore 1 ACTION.

Simple: Ability effects which target you are negated, but you also cannot use abilities.

Durable: You only take one damage when parrying.