

# About IndexCard

About 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, 1 ACTION, and 4 points to distribute; each point adds 10 to HEALTH. Choose 1 ability and 1 trait.

Player with highest ACTION is first, go clockwise. Call move and target first. Rest regains 1 ACTION. Hit deals FORCE damage. Any move fails if roll 1. Abilities use 1 ACTION:

- Heal*: recover FORCE + roll HEALTH
- Rolling Hit*: deal FORCE + roll damage
- Poof*: nullify damage if roll 5 or 6

Traits:

- Durable*: Take only 1 damage when resting
- Critical*: If roll 6 or 5 when hitting, add that roll to damage
- Failsafe*: Moves never fail

# Choose Your Own Adventure Ruleset

Choose-your-own-adventure book. Each page generally consists of a description, then options/outcomes which lead to different pages.

An option could be as simple as “Open the door, go to page 5,” or more complex like “Try to pick the lock on door, roll 4 or higher to go to page 8, else go to page 9.”

To initiate a battle, simply list enemy name and stats beneath the description. Have outcome options for battle pages, e.g., “If you win, turn to page 33, if you lost turn to page 21.”

Be sure to have lots of options with skill checks, too! For example, “To open the rusty door, and your FORCE is at least 4, turn to page 10.”

Be sure to think about parties of adventurers, not just solo.