

# 1 IndexCard RPG

Minimal tabletop RPG rules which fit on 5x3 inch index cards.

Materials required: paper, writing utensil, six-sided die.

Please offer elegant summaries of these rules!

## 1.1 Core Card (core rules of gameplay)

Characters start with 3 HEARTS, 1 BAM, 1 EVADE, and fourteen points to distribute. Every point into

HEARTS adds three HEARTS.

1. Player with highest EVADE rolls first
  - Roll 6: +2 BAM bonus
  - Roll 5: +1 BAM bonus
  - Roll 1: miss
2. Defender rolls up to their EVADE times, if roll 6 don't take damage
3. Defender loses HEARTS equal to attacker's BAM plus possible bonuses

4. Start at step #1, but rotate players in order of EVADE

Rules for creating supplement cards:

- Must fit on index card (5x3 inches)
- 8 point Courier New font
- List required supplements on top, e.g., REQUIRED: Usable Items

## 1.2 Supplement Card: Usable Items

Characters start with one item:

- CANDY: restore ROLL \* 3 HEARTS; do not attack
- SODA: +ROLL BAM bonus; unevadable attack
- TOKEN: acts as a roll of 6; can attack
- MOLOTOV: Damage is 3x roll; unevadable

- THROWING STARS: Roll thrice, the total is unevadable damage.

Must announce which item used before rolling.

### 1.3 Supplement Card: Crazy Crits

crit is a new stat. Each point invested in crit adds two points. crit starts at 2. Rolling six or five makes the total bonus BAM your crit value.

### 1.4 Supplement Card: Novel

REQUIRES: Usable Items

A novel is a series of cards which have a scenario and options. Write the story, where each option may have REQUIREMENTS and EVENTS.

Option REQUIREMENTS: \* USE x: Item x is required for this option. \* CHECK stat x FAIL y: Option requires stat + roll to at least be x, else FAIL event y. Example: use for conversation, "You're looking pretty!"

## CHECK HEARTS 20 FAIL BATTLE

Option EVENTS: \* OPEN: Get item #ROLL from the chest on the back of this path card \* BATTLE: Battle monster on the back of this path card \* NEXTCARD: select random path card from this novel

Preface non-required things which require a supplement with SUPPLEMENT supplement card name.

Use die roll to determine who the monster attacks.

## 1.4.1 Example Novel

Path Card: Sleeping Ugly (Front)  
You are in a room with a slumbering troll, a locked door, and a treasure chest.

To get to the chest, you must either tip-toe around the troll or fight it.

- Sneak around Troll and OPEN the chest (CHECK evade 14 FAIL BATTLE)
- BATTLE the Troll and OPEN the chest

- Go to door and USE key  
(NEXTCARD)

Path Card: Sleeping Ugly (Back)  
Troll - H: 16 (48) - B: 14 - E:  
1 - SUPPLEMENT crazy crits C: 4  
(8) Drops: Key

Treasure Chest 1. KEY 2. TOKEN  
3. MOLOTOV 4. THROWING STARS 5.  
CANDY 6. SODA

Path Card: Monk Up Your Mind  
(Front) You come across a medi-  
tating monk sitting in front of  
two doors.

- “Philosophical banter here”  
CHECK STAT HEARTS 17 FAIL  
GAME OVER

- BATTLE MONK
- LEFT DOOR
- RIGHT DOOR

Path Card: Monk Up Your Mind  
(Back) MONK - H: 20 - B: 5 - E:  
24 - C: 12 Drops: Girly Magazine