

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; point adds 5 to HEALTH. Choose 1 ability and 1 trait.

Turns clockwise, player with highest ACTION first. Must call move and target first. Rest regains 1 ACTION. Ability uses 1 ACTION. Hit deals FORCE damage, miss on 1, 2. Abilities:

- Heal: recover FORCE + roll

HEALTH

- Rolling Hit: deal FORCE + roll damage, doesn't miss
- Poof: nullify damage if roll 5 or 6

Traits:

- Resourceful*: Restore all ACTION when resting
- Durable*: Take only 1 damage when resting
- Critical*: If roll 6 or 5 when hitting, add roll to damage
- Accurate*: Never miss