

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 5 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