

# IndexCard RPG

Tabletop RPG rules that fit on a single 5x3 inch index card.

5-20 minute playtime.

Materials required:

- paper
- writing utensil
- six-sided die.

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# Core Ruleset

Start with: 20 HEARTS, 1 BAM, 1 EVADE, 4 CRIT, and 6 points to distribute; point adds 4 to CRIT and 5 to HEARTS.

1. Player with highest EVADE rolls first
  - Roll 6: +CRIT BAM bonus
  - Roll 1: miss, skip to step 4
2. Defender rolls for every point in EVADE; if roll 6, skip step 3
3. Defender loses HEARTS equal to attacker's BAM plus possi-

ble bonuses

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

Creating supplemental rule-sets:

- Fits on index card (5x3 inches)
- List required supplements on top, e.g., REQUIRED: Usable Items

# Usable Items

Must announce which item used before rolling.

Players can use an item before they attack.

Characters start with one item:

- CANDY: restore ROLL HEARTS, if roll 1 or 2 restore full health.
- SODA: +ROLL BAM bonus, unevadeable

Items for co-op only:

- TOKEN: acts as a roll of 6; can attack
- MOLOTOV: Damage is 2x roll; unevadable
- THROWING STARS: Roll thrice, the total is unevadable damage.

# Path Cards

REQUIRES: Usable Items

Path cards have a scenario and options that either trigger EVENTS or lead to another (possibly random) path card.

Options may have REQUIREMENTS:

- USE x: Must have item x. Remove x
- CHECK stat x FAIL y: stat + roll must be at least x, else FAIL

event y.

Option may trigger EVENTS:

- OPEN: Get item #ROLL from chest on back of path card
- BATTLE: Battle monster on back of path card
- NEXTCARD: select new path card

# Shoutouts

If you notice any of the conditions being met, exclaim “shoutout!” and name the condition satisfied (and reap your reward!):

- You roll two-of-a-kind when evading. Recover matched number in HEART.
- You guessed your roll correctly before an attack. The defending player must roll their turn with one finger.

- You guessed your roll correctly before using an item. You do not dispose the item after this use.
- Everyone’s HP is the same. Everyone else takes ROLL damage.

## 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 -  
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 meditating 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:  
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