

# 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 HEART, 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: Must have item. Remove item.
- HAS stat x: stat + roll must be at least x

Option may trigger EVENTS:

- TALK: Talk dialog on back of path card. Each item has an associated HAS stat x dialog result comes ba
- GET: All players get item
- 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.