

1. Describe your character with **two words** and a **who**, like "Space Knight who can't go home."
2. Choose your best **Ability**. Color in the hearts. You always have 1 Advantage on these rolls.
3. Write a signature weapon or item under gear.
4. Roll 3d12 for starting Coin.
5. Choose 1 **Feature**.
6. Ask the ref how many Might to mark.

Bonkers: 10 | Gritty: 5 | Horror: 2

### Pronouns.

## PLAYER NAME

NAME:	Gear	Magic
Description:		
BODY:	♡ ♡ ♡	
MIND:	♡ ♡ ♡	
SPIRIT:	♡ ♡ ♡	
Armor:		
Might:	○ ○ ○ ○ ○	
	○ ○ ○ ○ ○	
XP:		

**A complete RPG in your pocket.**

### 3x5 HEARTBREAKER

**BODY.** Strength, Dexterity, physical skill.  
All Physical Combat Rolls are Body.

**MIND.** Intelligence, Wisdom, skill at learning. All Spellcasting rolls are Mind.

**SPIRIT.** Charisma, grit, connection to mysterious powers. All Saves are Spirit.

When the outcome is uncertain and failure has consequences, roll.

Ref sets an **Ability** (Body, Mind, Spirit) and a Difficulty Number (**DN**): the number of d12s you start with before DIS / ADV.

0	Extreme
1	Hard
2	Standard
3	Easy
4+	No Roll. It just works

**Success.** Any die  $\geq 9$   
**Opposed Rolls.** Most Successes wins.

Advantage = +1 die  
Disadvantage = -1 die

ADV is anything that helps.  
DIS is anything that hurts.  
They stack, so  $2 \text{ ADV} + 1 \text{ DIS} = 1 \text{ ADV}$ .

Take turns, starting with the youngest player.  
**Attacks.** Standard Body Rolls (before DIS / ADV).

**Each Success = 1 Hit**  
**1 Hit = 1 Damage (usually)**

Each point of Damage is a Heartbreaker. Cross off (break) one ♡. You have 1 Disadvantage on that roll type for each broken ♡.

Body ♥: broken by physical harm  
Mind ♥: broken by mental harm  
Spirit ♥: broken by magical harm

An ability with 3 broken ♥s is Broken-Hearted.

**Broken-Hearted Body.** You're dead.

**Broken-Hearted Mind.** You're stupefied: can't think, speak or use magic. You can follow simple instructions from people you trust.

**Broken-Hearted Spirit.** The lights are on but no one's home; you can't take actions. You might become a mindless minion of whatever did it.

Might heals 1 pt / hour of rest  
♥s heal 1 each type / night of rest  
Magic Healing: always costs 1 Might / ♥  
Magic can't heal might.

A combo of luck, health, grit and mojo.  
Spend 1 Might to

- ▶ Re-roll any Die (rolled by anyone)
- ▶ Prevent 1 Damage to yourself
- ▶ Use a Power

Powerful, but tricky! Spell names should be 2 words, and do what they say.

You need 2 hands free to cast spells.  
They take up 1 line each under Magic.

- ▶ Say what you want the spell to do
- ▶ Ref sets the difficulty, 0-4.
- ▶ Roll Mind. If you succeed, it works. If you fail, *something* happens, but not what you intended.

Spells that do damage directly do the same damage as regular Attacks.

Powers do something specific. Make them up! Ref decides if they're allowed.

Powers cost 1 Might to use.  
They take up 2 lines each under Magic.  
(You can always put more detail on  
another 3x5 card.)

Powers that do damage directly do the same damage as regular Attacks.

## MONSTERS

### Power = 0-4

The number of dice a monster always starts rolls with. Monsters usually have 1 ADV on a roll type.

### Might = Power x2

**Damage.** 1 or more Damage / Hit

**Special.** May also have Spells, Powers, or Extraordinary Abilities.

**Morale.** At 0 Might, Hard Spirit Roll. If no successes, run away or surrender.

**Hearts.** Like Characters, Monsters have 3 ♥s each in **Body**, **Mind** and **Spirit**.

**No Saves.** Monsters don't roll Saves against Magical Effects.

**Converting Monsters** from other dungeon-games: **Power = HD**

## ELECTRIC MEDUSA

**Power.** 3 (Rolls 3d12)

**Might.** 6

**Advantage.** Mind

**Extraordinary.** Electric Gaze. Meeting the gaze: take 2 Damage.

**Spell.** Screaming Snakes. (Roll 4d12 to cast: P3 + ADV Mind)

**Carries.** A whip.

**Wants.** Revenge.

## MONSTER ABILITIES

Pseudopods	Replicating
Sticky	Skeletal
Flying	Saddening
Destroys Gear	Liquifying
Fear	Incomprehensible
Petrifying	Absurd
Transmuting	Gigantic
Infecting	Invisible
Maddening	Hideous
Poisoning	Royal
Flaming	Whimsical
Silencing	Ghastly

## MAGIC TREASURE TYPES

Scroll	Any Spell, 1 use
Wand	Any Spell, 4 uses
Potion	Any Power, 1 use
Ring	Any Power, 4 uses
Weapon	+1 Damage
Armor	Occupies 1/2 Gear slots
Magic Gear	Living rope, etc
Scrying Mirror	See through another's eyes

*\*Magic items still require Rolls & use of Might.*

## EXPERIENCE

You gain XP when you fail, when you find treasure, and when you achieve quests. The ref awards it.

### XP Guidelines

1XP / Failed Roll  
2XP / Treasure Find  
5XP / Quest Completed

At 10XP, choose a Feature.  
Reset your XP to 0.

## FEATURES

**Not today, Death.** When at 0 Might and in mortal danger, roll a Standard Spirit Roll on your turn. On a success, gain 1 Might.

**Powerful.** Gain a Power.  
Must have 2 free lines under Magic.

**Learned.** Learn a Spell.  
Must have 1 free line under Magic.

**Mighty.** Gain 3 Might. (Max 20)

**Dangerous.** When you do damage, do 1 extra damage.

**Tough.** When you are hit, take 1 less damage. (Minimum 1 / Hit)

**Hauler.** You can use free lines under Magic as extra Gear Slots.

## SPELLS

Make up your own! Examples:

Air Walk	Shimmering Wall
Protect Other	Big Hammer
Slip Foot	Body Swap
Fire Hands	Destroy Magic
Elastic Body	Electric Breath
Ice Vision	Floating Hand
Living Fog	Magic Arrow
Magic Rope	Smoke Form
Healing Touch	Immovable Object
Terrible Speed	Stone Rain
Wizard Lock	Cat's Leap
Horrible Wind	Invisible Cape

## POWERS

Make up your own! Powers should be limited, specific, and a ton of fun. They shouldn't reference a game mechanic. Ref decides what's allowed.

### Good Powers

I turn into a dire wolf.  
I teleport a short distance: BANG!  
I know people everywhere.  
I sing to stones, and they sing back.  
I transfer my urine to someone else.

### Bad Powers

I turn into anything I want!  
I am invincible!  
I know everything!  
I get infinite Might!  
I succeed at everything!

## GEAR

You have 10 gear slots, one per line.  
Most items take up 1 slot.  
Some take more, like Armor.  
Some might bundle: 10 candles per slot, etc.  
Ref sets prices.

### Benchmarks

Mundane Items:	5c
Complex / High Quality Items:	20c
Exotic / Specialty items:	100c

## ARMOR

Armor blocks all damage from a number of hits. If it gets to 0 hits, it's useless until repaired.  
1 gear slot & 100c / hit blocked. Shields are different. :

<b>Leather</b>	2 hits, 2 gear slots, 200c
<b>Chain</b>	4 hits, 4 gear slots, 400c
<b>Plate</b>	6 hits, 6 gear slots, 600c
<b>Shield</b>	3 hits, 2 gear slots, 100c & occupies a hand. (No Spells.)
<i>Optional</i>	<i>DIS on Spells if Armor &gt; 5</i>

Repair. Cost to repair 1 Hit: 50c

## SAVES (AVOIDING MAGIC)

When you would be affected against your will by magic, roll a Standard Spirit Roll. This is a Save.

With 1 Success, you lessen the effect.  
With 2, Successes, you avoid it.  
Ref decides the precise effect.

## 3x5 HEARTBREAKER

**A tabletop roleplaying game that fits in your pocket.** You'll need: 3d12, a pencil, and maybe some index cards.

I made it so I could play with my 7 year old on a long train ride. I wanted it to encourage creative thinking.

When folded along the double lines, this play kit holds 3x5 cards. It also stands up: Character facing the player and nametag out, or rules in.

**Mechanically**, it's built around balancing 3 key resources as you adventure: Might, Gear Slots, and Advantages.

**Spiritually**, it's about enabling that wonder-full and totally Bonkers style of play you had, back before you really understood rules.

**3d6.** To use d6s, make 5-6 a success. (But d12s are better. Fight me.)

This is a shorthand guide. For complete rules and more 3x5 card nerd stuff:  
**3x5Arcana.com**

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