

# ICE RPG (Index Card Easy Role-Playing Game)

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The ICE RPG is designed as a barebones skeleton of a game for teaching new gamers the basics of roleplaying without them having to deal with a whole lot of numbers, stats, etc. An experienced gamer can learn the system in about 30 seconds and should be able to teach it to someone who has never played before in another 30 seconds.

The rules are sized to fit on one side of a 3" x 5" index card, and the character sheet fits on the other side. Cut along the dotted lines and tape each section to one side of an index card (or better yet, print on an adhesive label).

ICE RPG (Index Card Easy Role-Playing Game)-Rules	ICE RPG (Index Card Easy Role-Playing Game)							
<p><u>What You Need</u></p> <p>-A Character Sheet (see other side), a pencil, and at least one six-sided die (1D6=One six-sided Die, 2D6=Two six-sided dice).</p>	Name: _____ Role: _____							
<p><u>Create a Character</u></p> <p>-Assign scores to your three Attributes (Strength, Dexterity, and Intelligence). Give one a score of 2, one a score of 3, and one a score of 4 (higher is better).</p> <p>-Decide your Role. This is your occupation, or whatever you are best at (examples: Pilot, Detective, Reporter, Scientist).</p> <p>-Gear: Give yourself 1D6 items suitable to your Role.</p>	<b>ATTRIBUTES</b> <table border="1"><tr><td><input type="text"/></td><td><input type="text"/></td><td><input type="text"/></td></tr><tr><td>Strength</td><td>Dexterity</td><td>Intelligence</td></tr></table>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Strength	Dexterity	Intelligence	
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<p><u>How to Play</u></p> <p>-When attempting a task for which there is a reasonable chance of failure, determine which Attribute is most appropriate for the task and roll 1D6. If the result is equal to or less than the Attribute, you succeed. Otherwise, you fail.</p> <p>-If you are attempting a task at which someone in your Role would normally be skilled, roll 2D6 and use the better result.</p> <p>-Beneficial or adverse conditions may give a bonus or penalty to an Attribute for some tasks (usually no more than +1 or -1).</p> <p>-When fighting, if you are hit, fill in one circle on the Damage Track and roll 1D6. If the result is equal to or less than the number of circles filled in, you are dead. Some weapons may do more than one circle of Damage per hit. Rest and medical care may allow you to erase one or more circles.</p>	<b>DAMAGE</b> <table border="1"><tr><td>Full Health</td><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td><td>Dead</td></tr></table>	Full Health	○	○	○	○	○	Dead
Full Health	○	○	○	○	○	Dead		
<p><u>Experience</u></p> <p>-Though not meant for long term play, improvement is possible. For each adventure you finish, fill in one circle on the Experience Track and roll 1D6. If the result is equal to or less than the number of circles filled in, increase an Attribute by 1 and erase all circles. Attributes have a maximum score of 5.</p>	<b>EXPERIENCE</b> <table border="1"><tr><td># of Adventures</td><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td><td>Increase Attribute</td></tr></table>	# of Adventures	○	○	○	○	○	Increase Attribute
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	<b>NOTES</b> <table border="1"><tr><td>     </td></tr></table>	     						