

ULTRAVIOLET GRASSLANDS + Index Card RPG

ICRPG Gameplay Loop

1. Describe the area: threats, treasures, etc.
2. Set the Target for this scenario. (12 default)
3. Roll the d4 Timer Die, explain countdown.
4. Start: Highest DEX goes first. Go clockwise.
5. GM's turn: all creatures act. Reduce Timer.

Player's Turn

- Take action in Close Range (hit with stick).
- Move Near (a few steps) and take action.
- Move Far (sprint for a few seconds).
- Recover: d20+CON vs Target. Gain CON+1 HP.

Actions

- Simple actions: auto succeed. No roll.
- Checks: d20+Stats. Meet or beat Target.
- Attempts: d20+Stat, then roll Effort.

Hard means +3 to target

Easy means -3 to target.

Stats + Effort

STR - melee fighting, strength, force.

DEX - ranged weapons, stealth, speed.

CON - health and toughness.

INT - spells, investigate, know lore.

WIS - spells, street smarts, intuition.

CHA - strength of will, persuade, luck.

DEF - Universal save. Avoid danger. Max 10.

d4 - Basic Effort - bare hands, raw wits.

d6 - Weapons & Tools.

d8 - Guns - If crit, out of ammo.

d10 - Magic & Energy - If crit, spell-burned.

d12 - Ultimate - Use with crit success.

♥ Heart - 10 Health or Effort

1. **When you're dying**, roll a 1d4 next turn.
2. You will die in that many rounds. UVG 231.
3. Roll a d20 each turn. If 20, you're back.
4. Ally can roll INT or WIS to stop countdown.

Hero Coin

Gained for being awesome. One at a time.

- **Re-roll** any die OR **add** +d12 to any roll.

1000 XP to level up

- Studying Creatures (50xp).
- Exploring places and writing them on a notecard. 250xp for Mapped places.
- Party for a week. Gain as much XP as you spend. Spend \$200, gain 200 XP.

When you level up, pick 1:

- Milestone Ability from your Type.
- Choose a Path Milestone (67 ICRPG).
- Random Epic Loot.
- Gain 1 Heart.
- Gain a Good Mutation (200 UVG).

Carry 10 Slots, Equip 10 Slots

Each slot can hold \$250.

Chop up treasure

1. Roll Effort. Gain that percentage of the full treasure's value that fits in 1 Slot. Reduce the remaining by 10x that %.

Ex. Treasure worth \$5000. Roll a 3. Get a chunk worth \$150. Rest of treasure worth \$3,500.

Spells (d6)

1. **INT** - 46
2. **WIS** - 48
3. **ARCANE** - 338
4. **HOLY** - 348
5. **INFERNAL** - 358
6. **UVG** Spells - 198

Each week of Travel

Don't track day by day. Tally up extra days until they equal 1 week, then pay the costs.

1. Each person consumes a Sack of supplies.
2. Test for Misfortune (CHA roll).
3. Roll an Encounter (CHA roll).
4. If no fight, recover 1 Heart.

Stopping for 1 Week in town:

- Explore for additional discoveries.
- Market Research UVG 172. 1 day or 1 week.
- Buy + sell goods. Adv on Hagglng (172).
- Pay for lodging, recovers 1 Heart.
- Party for XP.

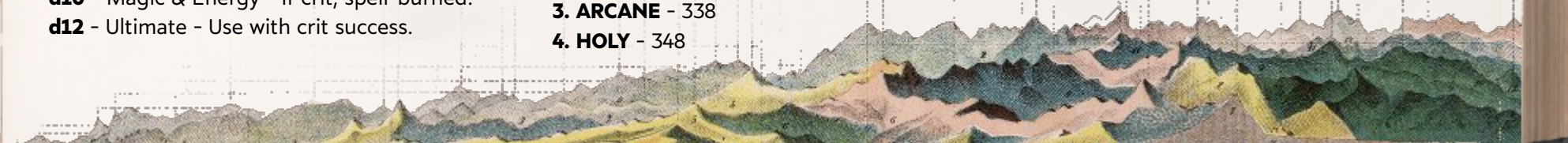
Stopping for 1 Week in wilderness:

- Forage for supplies. UVG 171
- Heal 1 Heart for another character.
- Set Ambush for next encounter.
- Learn new Spell or Skill.
- Hide from encounters.

Random Loot (Cha Roll)

Over 900 items!

1, 2Cursed	ICRPG 388
3, 4Shabby	ICRPG 386
5, 6Bizarre	ICRPG 394
7, 8Trade	UVG 173
9, 10General	UVG 189
11, 12Weird	UVG 196
13, 14Random Spell/Potion/Device	
15, 16Sci-fi	ICRPG 390
17, 18, 19Magic	ICRPG 398
20+Epic!	ICRPG 392



Character Creation

1. Choose your Type.
2. Choose your Lifeform.
3. Distribute 6 points among your stats.
4. Defense is CON + loot bonuses.
5. Add 4 points to Effort however you like.
6. Start with 1 Heart.
7. Start with 1 Hero Coin.
8. Pick 1 Starting Ability from your Type.
9. Pick 1 Starting Loot from your Type.
10. 4 Basic Loot (3 Alheim, 1 Scifi).
11. \$1000 Loan. To be paid in 12 weeks.
Create patron: UVG 178.
12. Build a starting Caravan. UVG 175
13. Write down your Name, World, and Story.

ICRPG Types

Warrior - Melee brawler and fighter

Hunter - ranger and survivalist

Shadow - stealthy sneak

Bard - storyteller and duelist

Mage - cast elemental and destructive spells

Priest - healing / natural spells

Gunner - Shoot things and explode them

Mechanic - an expert with devices

Navigator - Lead the way, find a path

Scientist - Investigate, study, and improve

UVG Lifeforms

Human. +1 INT, +1 CHA. Start with a pet.

Dwarf. +1 STR, +1 CON. You have family in every major city.

Elf. +1 DEX, +1 CHA. Start with an extra spell.

Torton. +1 CON, +1 MAGIC EFFORT. Hide in shell for +4 DEF.

Gerblin. +1 DEX, +1 GUN EFFORT. Start with an additional \$1000 loan to buy a nice gun.

Porcelain Prince(ss). -1 WIS, -1 STR. You may purchase additional bodies. Each body has it's own character sheet, they all share health.

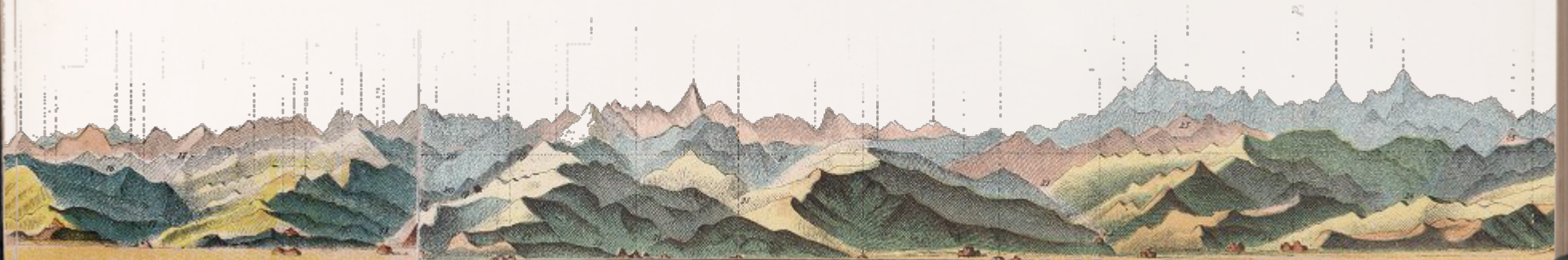
Spectrum Satrap. -1 WIS, +1 CON. A crystalline body in a mech suit. If you die, revive at the last town with 1 less heart. Start with 2 scifi loot embedded in suit. Must consume energy to live (10x price of food).

Ultrahuman. +1 WIS, -2 CON. A ghost inhabiting a dead body. Bodies only last 13 days, and then a new one must be found.

Adolescent Vech. Start with 3 random mutations.

Rogue Vome. +1 Heart. When you die, turn into a horrible monster. If defeated, you are reborn.

Post-mortal. Start with an additional loan to purchase a prosthetic.



INDEX CARD RPG

NAME _____ WORLD _____ LIFE FORM _____ TYPE _____

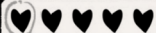



STORY

STR 
DEX 
CON 
INT 
WIS 
CHA 

BASE LIFE FORM LOOT BASE LIFE FORM LOOT BASE LIFE FORM LOOT BASE LIFE FORM LOOT BASE LIFE FORM LOOT BASE LIFE FORM LOOT

BASIC 
WEAPONS & TOOLS 
GUNS 
MAGIC & ENERGY 
ULTIMATE 

BASE LIFE FORM LOOT BASE LIFE FORM LOOT BASE LIFE FORM LOOT BASE LIFE FORM LOOT BASE LIFE FORM LOOT

LOOT	EQUIPPED		CARRIED		STATUS
	MAX 10	MAX 10	MAX 10	MAX 10	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	HEALTH  <small>♥ = 10 HP</small> DEFENSE <small>10 + DEF = ENEMY TO-HIT ROLL</small>  <small>CON + LOOT</small> HERO COIN  DYING <small>104 RND5 'TIL DEAD</small> 
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ABILITIES



CARAVAN

LOGO

COMPANY

MOTTO

FINANCIER

MISSIONS & GOALS

CASH (SHARED)

DEBT

TOTAL COST/WK

TOTAL SUPPLY/WK

BEASTS & VEHICLES

BEAST OR VEHICLE TYPE	CAPACITY	CARGO	COST/WEEK	SUPPLY/WEEK

CARGO

SACK 1

(€)

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SACK 2

(€)

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SACK 3

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SACK 4

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SACK 5

(€)

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