

Business Card Adventures

Business Card Adventures is a free, rules lite, tabletop RPG

This game will require a Game Master and each player will need a small peice of paper for a character sheet, a pencil and a single 6 sided die.

Character Creation

Stats

Characters have 3 core stats, as follows.

Strength: Gives extra HP, used with melee attacks, used for blocking and other rolls that require brute force.

Dexterity: Used for ranged attacks, dodging, and agility based rolls.

Mental: Your social and problem solving stat. It applies to knowledge, diplomacy and magic.

You have 3 points to assign, but you can't place more then 2 points in a single stat.

Hit Points: Everyone starts with 3 HP and gets additional HP equal to thier Strength.

If you ever run out of HP, you die.

Classes

After setting your stats, you need a class.

Warrior: The frontline fighter. Warriors use large melee weapons and wear armor which gives them a +1 on block rolls.

Ranger: An archer, tracker and stealth class. The ranger can use bows.

Mage: The arcane caster of the group. Can throw spells and perform tricks

Cleric: The divine caster and healer. Can use a touch spell to heal injuries or harm undead.

Rolling the Dice

Whenever you need to perform a test roll your die and add the appropriate stat get the final total.

Combat

Initiative

Each character involved rolls a die and adds their Dexterity.

The turn order goes highest to lowest.

Attacking and Defending

When attacking, make the appropriate and the defender will then get to roll either block or dodge.

If the attacker rolls equal or higher then the defender, the attack hits.

Weapons and Magic

Weapons

Weapons can be either large or small.

Bows count as large weapons.

Large weapons deal 2 damage on hit.

Small weapons only deal 1 damage.

Magic

While mages and clerics both use magic, their spells are very different.

Mage Spells: A mage can throw balls of elemental energy, which deal 2 damage on hit.

They can also perform minor tricks, like levitating coins or creating light.

Cleric Spells: Clerics can heal those who they can touch for 1 damage.

If this spell is used on an undead, it deals 3 damage.

Name

Class

Strength

Dexterity

Mental

Weapon

Inventory

Notes

Hit Points

Money

Business Card Adventures

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These character sheets for Business Card Adventures, are the same size as standard playing cards.

When printing, set your printer to print at "Exact Size" to ensure they print correctly.

Name _____ Class _____

Strength	Dexterity	Mental
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Weapon _____

Inventories _____

Notes _____

Hit Points	Money
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