

# RPG Inspiration Cards

by Obsidian Serpent Games LLC

[www.ObsidianSerpent.com](http://www.ObsidianSerpent.com)

## What Are RPG Inspiration Cards?

Obsidian Serpent Games' RPG Inspiration Cards are a flexible tool to help aid creativity and interest to any group's role-playing games. With a little thought and planning, they can be added to any role-playing system, and can be used by players and gamemasters alike. Cards can be used before play like Tarot cards to get the creative juices flowing. Cards can also be used as a player resource during play which players use to add to the story or scene, or to help their rolls. Alternately a GM could just keep the deck nearby and flip a card every time she needs inspiration.

## Anatomy of Card

RPG Inspiration Cards are filled with information. Here is a map to help you understand all the different parts of a card. See the other side of this sheet for ideas on how to use the cards in your role-playing games.

Characteristic:

WIT: Wits

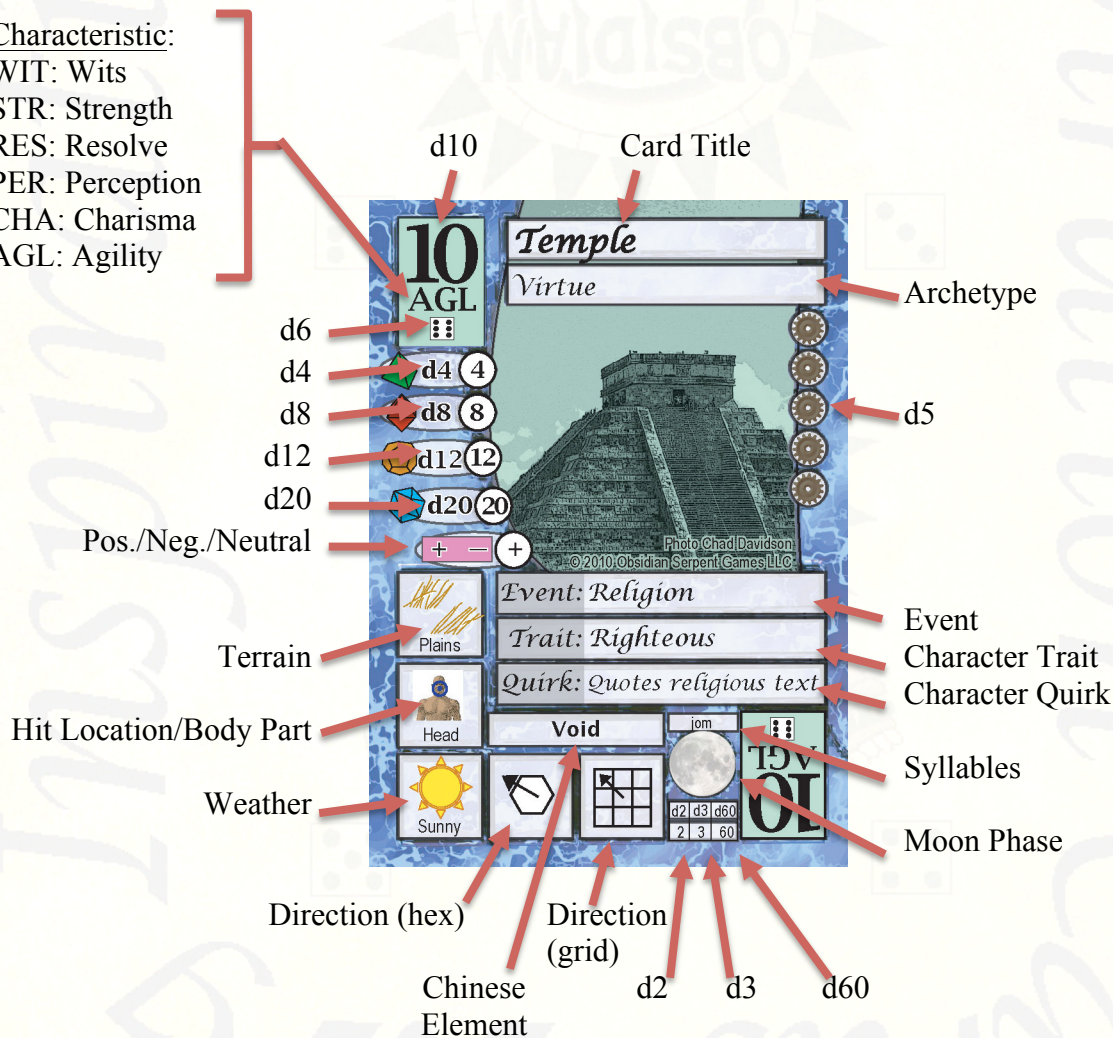
STR: Strength

RES: Resolve

PER: Perception

CHA: Charisma

AGL: Agility





## How to Use RPG Inspiration Cards

There are many ways to use RPG Inspiration Cards, and a few ideas are presented below. Before using RPG Inspiration Cards, a play group should decide on a handful of uses. Be careful when starting to use the cards. Remember, they should add to the story, not become a distraction. As players become more familiar with them, a group could increase ways to use them.

<b>How can a Player Use Them:</b>	<b>How can a GameMaster Use Them:</b>
<p><b>Before Play</b> Lay them out in his favorite Tarot card spread to inspire his character background.</p>	<p><b>Before Play</b> Lay them out in her favorite Tarot card spread to inspire the setting, adventure or NPCs.</p>
<p><b>During Play</b> Players could each hold a hand of cards (perhaps the number is based on a certain stat or level, but a fairly low number is best). A player could play a card to:</p> <ul style="list-style-type: none"> <li>-replace a roll with the die result on the card (decide before play if the player must do this before or after the roll).</li> <li>-add something to the scene based on the card's title, archetype, image, or event.*</li> <li>-introduce a new character based on the trait and/or quirk.*</li> </ul> <p>If a player uses a card to add an interesting complication or element to the story instead of using it for his own advantage, the GM should give him another card as a reward to replace the one he spent.</p>	<p><b>During Play</b> Replace dice with a flipped card (d2, d3, d4, d5, d6, d8, d10, d12, d20, d60, coin flip, or positive/negative/neutral roll). Note that for a d8, an x result means draw a new card.</p> <p>Flip a card to introduce a new character based on the trait and/or quirk.</p> <p>Flip a card to introduce a new event.</p> <p>Flip to pick a random weather condition, terrain type, hit location (or body part), phase of the moon, etc.</p> <p>The GM could reward a player for good role-playing (such as portraying a personality trait) by giving him a card to add to his hand.</p> <p>Flip a card to generate some random syllables to help make up a name for a person or location.</p> <p>Flip a card for a random direction (for a grenade scatter, chase, etc.) in a hex grid, square grid, or cardinal direction.</p>

\* The players and GM should decide before play how much control the players have in changing the story using the cards. For most groups, the GM should do her best to use the player's ideas, but should reserve the right to alter or to reject the idea if it does not fit within the story. If the GM rejects an idea, she should return the card to the player.