Introduction

System 1/2 (one-half) is a lightweight roleplaying game system meant for one-shot and pickup games. Everything here is a very boiled down form of SystemTWO. The ruleset has easy to use rules for handling chance using dice, and focuses on narrative driven play.

Rules

Here are the rules for the game, broken down into small digestible sections.

These are the two core sets of rules:

- Let's Get Started
- The Basics

These are in-depth looks into the various parts:

- system1_2
- system1_2

Inspiration