

# 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

From:

<https://wiki.wishray.com/> - **Wishray Wiki**

Permanent link:

[https://wiki.wishray.com/doku.php?id=system1\\_2&rev=1480782650](https://wiki.wishray.com/doku.php?id=system1_2&rev=1480782650)

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