

# 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. One player called the narrator sort of manages the overall narrative, while one or more other players each create and play characters in that fiction.

## Rules

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

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These are the two core sets of rules:

- [Let's Get Started](#)
  - [The Basics](#)
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These are in-depth looks into the various parts:

- [system1\\_2](#)
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