OPIGS One Page GamIng System

Game Play:

No gamemaster is required. Each player creates a character after agreeing on a game setting (e.g. fantasy, space, espionage, etc.). Choose equipment and languages, ensuring at least one common language between the characters. Take turns, starting with whoever wants to go first, of five to ten minutes of adventure creating. Throw in anything you want: encounters, fights, puzzles, tricks, traps, treasures, explorations, etc. If something you don't like happens - especially your own death - roll on your Luck chance to see if you are lucky enough for something else to happen instead. Only one such Luck roll per thing happening is allowed, though everyone can roll one after the other.

Character Generation:

Roll d20+d8 for each of the five attributes - Beef, Brains, Hammer, Coruba and Luck. Refer to table below for penalties and bonuses due to low and high scores.

Score	Beef Damage Modifier	Brains Languages Spoken	Brains Use Roll Modifier	Hammer To Hit Modifier	Coruba Hit Point Modifier/Die	Luck % Chance to be Lucky
2	-4	1	-4	-4	-4	10%
3-4	-3	2	-3	-3	-3	20%
5-7	-2	3	-2	-2	-2	30%
8-11	-1	4	-1	-1	-1	40%
13-17	0	5	0	0	0	50%
18-22	+1	6	+1	+1	+1	60%
23-25	+2	7	+2	+2	+2	70%
26-27	+3	8	+3	+3	+3	80%
28	+4	9	+4	+4	+4	90%

Hit Points:

Roll a d6 and refer to the table to determine starting hit points. Extra hit points are gained in the same way for each experience level gained. If reduced to 0 hit points a character is dead, unless a Luck roll is successfully made. Damage can be healed by resting; a full night's sleep restoring up to Coruba hit points. Be sure to add the Coruba hit point per hit die bonus to each die rolled for hit points.

Roll	Hit Dice
1	1d20
2	2d12
3	3d10
4	4d8
5	5d6
6	6d4

Experience and Advancement:

1 experience point (XP) is gained for each thing killed, puzzle solved or $1000 gained. Only the person inflicting the killing blow on a thing gets the XP. Each square number of XP gained (ie 1, 4, 9, 16, 25, ...) is an experience level and gives extra hit points.

Equipment:

Character starting money is $100.

Miscellaneous equipment is available at $10 each. This includes all non-weapons. If wielded as a weapon, miscellaneous equipment gives no damage bonus. Weapons are available as follows:

Weapon	Cost	Example	Damage Bonus
Wimpy	$50	Knife	+1
Normal	$150	Sword	+2
Beefy	$500	Gun	+3
Mega	$1500	Cannon	+4

Equipment Use:

To use a piece of equipment or do anything tricky, like climb a wall or pick a lock, a d12 Use Roll is made, modified by Brains Use Bonus and referred to on the Use Table. This applies to spells and psionics.

Adjusted d12 Roll	Result	Effect
12+	Critical Success	Patent Idea, Get $1000
11	Amazing Success	Double Effect
10	Excellent Success	+2 to next Use Roll
9	Good Success	+1 to next Use Roll
8	Success	Use Attempt Succeeds
7	Borderline Success	May Roll Again For Better Result
6	Borderline Failure	May Roll Again For Better Result
5	Failure	Use Attempt Fails
4	Bad Failure	-1 to next Use Roll
3	Severe Failure	2d4 Damage to Self
2	Massive Failure	Equipment Destroyed
1-	Critical Failure	Kill Self

Combat:

The enemy will have a number of hit points either chosen by its creator or rolled randomly as above for characters and will be unarmed or equipped with some type of weapon. Anyone can attack first, depending on the circumstances, and attacks then go in a cyclic order until combat is over. To attack, roll a d12 To Hit and add the Hammer To Hit Bonus. Refer to this number to see the attack result. The damage listed as dice is rolled for unarmed combat, which is modified by Beef Damage Bonus. Add weapon damage bonus as well if a weapon is used.

Adjusted d12 Roll	Result	Damage/Effect
12+	Instant Kill	Kill
11	Critical Hit	2d10
10	Excellent Hit	2d8
9	Good Hit	2d6
8	Hit	2d4
7	Scratch	1d4
6	Near Miss	Opponent -1 to next hit Roll
5	Miss	Opponent Not Hit/Affected
4	Bad Miss	Opponent +1 to next Hit Roll
3	Self Hit	2d4 Damage to Self
2	Critical Jam	Weapon Useless
1-	Critical Backfire	Kill Self

My Background with OPIGS

Way back in 1997, I found this game on a free RPG website, and at that point, it was already 10 years old by the copyright date and the promise of modules, game accessories, novels, settings, and so on had already not materialized. But it didn't matter, because damn it, this game was awesome and was my first real experience with a Rules Lite system. And ever since then, a few friends and I have had entirely too much fun with this system. It has become harder to find in these modern internet days though, so I've edited, done layout, and reformatted it here, reformatted the original, and put them into pdf format. They're also still free, the way they were meant to be. I need to give a huge shout out to David Morgan-Mar for granting permission to do this and make it publicly available!

~Graeme Barber, 2020