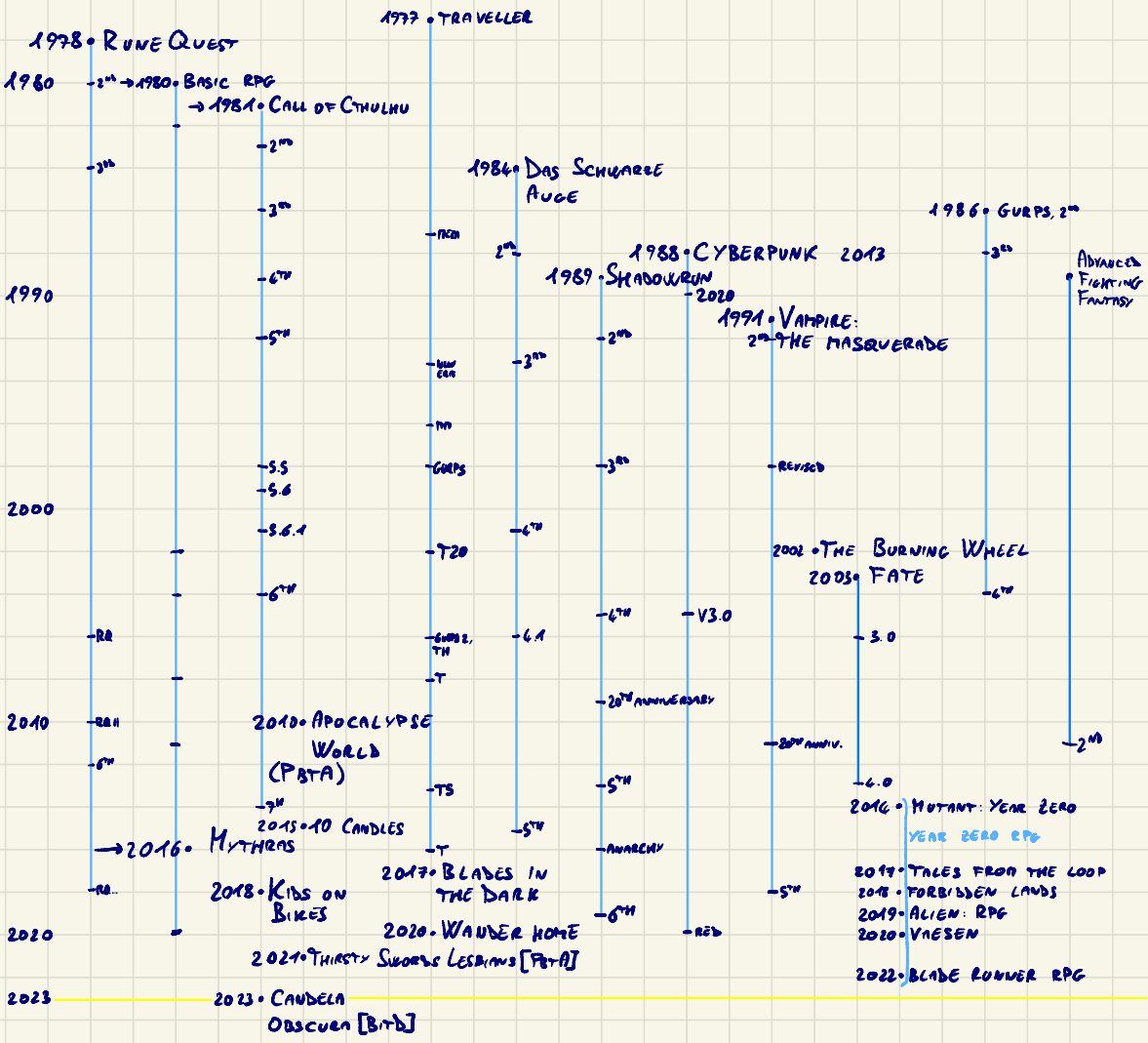


- 1974 • OD&B
- 1977 • AD&B | B/x
- 1980
- 1987 • AD&B 2nd
- 1990
- 2000 • D&D 3rd [ORIGINAL OGL]
 - open game license
- 2003 • D&D 3.5
- 2008 • D&D 4th [GSL]
 - game system license
- 2009 • PATHFINDER
- 2016 • D&D 5th [OGL]
- 2019 • PATHFINDER 2E
- 2020
- 2022 [OGL 1.1]
 - ↳ OGL 1.2
 - ↳ CREATIVE COMMONS
- 2023
- 2024 ? D&D 5.5
 - TALES OF THE VALIANT

→ OSR (FORUMS, BLOGS & GOOGLE+)

- 2002 • LULU
- 2004 • CASTLES & CRUSADES
- 2006 • OSRIC * • BASIC FANTASY RPG * • DRIVE THRU RPG
- 2008 • SWORDS & WIZARDRY
- 2011 • STARS WITHOUT NUMBERS
- 2012 • DUNGEON CRAWL CLASSICS RPG
- 2016 • INTO THE ODD
- 2016 • WHITE BOX * • MAZE RATS
- 2018 • OSE * • KNAVE
- 2019 • TRONKA!
- 2020 • ELECTRIC BASTIONLAND * • FIVE TORCHES DEEP • MAURITZER • WARLOCK!
- 2021 • THE VANILLA GAME * • WARRIORS WITHOUT NUMBERS
- 2022 • CAIRN
- ? CAIRN 2nd, KNAVE 2nd, SHADOWBARK RPG, MOTHERSHIP
- NSR?

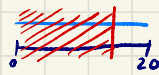
1974



2023

2023 • CAUDELA
OBSCURE [P&T B]

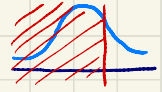
D20 System: D&D, PATHFINDER



D100 System: CoC, MYSTRAE



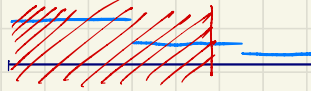
Dice curve System (2d6, 3d6): GURPS, Traveller, P&WA



Dice pools System: VAMPIRE THE MASQUERADE, YEAR ZERO
(counting successes)

Position, Effect, Dice pool: BITD

Exploding dice: KIDS ON BIKES



FATE:



SOURCES:

"Wikipedia"

"Me, Myself and Die! - The 4 Most Common TTRPG Dice Systems"

"Dungeon Masterpiece - My 9 Favorite RPGs that aren't D&D!"

"Matthew Colville - The History of D&D, One Fighter at a Time."