

# Unhex

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# Intro

## Why this game?

This is a tactical tabletop roleplaying game that doesn't depend on hex or square grid maps for interesting positional decisions. The rules should fit in your head. Actions are resolved with a single roll to determine success, including damage and hit location. You only have a [single target number](#) to keep track of, and no modifiers.

## Materials

- Pencils
- Paper
- Printouts of the character sheet at the end of the book, or more blank paper
- Percentile dice. You need separate dice for the tens and ones digits, not a 100 sided die.
- If you're playing online, some way to share a basic drawing

## Participants

You need 2-5 people. One person is the Game Moderator (GM), the other players each create and control a Player Character (PC).

Players make decisions for their PCs. The GM is responsible for making decisions for all Non-Player Characters (NPCs). The GM isn't the author of the story, but they keep the story interesting by challenging the players.

## Meta

More specific rules override general rules. When timing matters and is not otherwise specified, out of combat the PC decides, in combat the side with initiative decides. There's no division in this game, so don't worry about rounding. 'You' may refer to you as a player or your character, it should be clear from context. If a rule is unclear, the GM decides, but please file an issue at <https://github.com/koeninger/unhex/issues> and I'll clarify.

# Level

Your level is your basic percentage chance of success when [rolling dice](#). Your current and **max** level start at 50, and are tracked separately on your character sheet. The word 'level' by itself always refers to current level unless prefixed with **max**.

## Level changes

Your level can decrease when you're hurt and increase when you rest. It can't increase higher than your **max** level. If it reaches zero, you're unconscious.

All players' **max** level increases by 1 at the end of a session if they achieved their goal for that session.

# Rolling dice

When a result is uncertain, roll dice to see what happens. Don't roll dice unless there's potential for both success and failure to have interesting consequences. Once consequences have been decided, don't keep re-trying for a different result.

## Basic rolls

Roll percentile dice. Equal to or under your level is a success. Over your level is a failure. 00 on one die and 0 on the other die is read as one hundred, not zero.

## Degrees of success

In some situations, how successful you are is more interesting than just a binary success or failure. In that case, higher successful rolls are better. In other words, rolling exactly equal to your level is the best you can do.

In some situations, there may be two separate degrees of success. In that case, you pick which die is used for which. Each die indicates a degree of success from zero to nine. Higher is usually better. For instance, in [combat](#) after a successful attack you pick one die for damage, and the other for hit location.

## Critical rolls

If you roll doubles, i.e. the tens die and ones die match, it's a critical, meaning the effect of success or failure is magnified. Rolling exactly equal to your level is also a critical success. Rolling one hundred is always a critical failure.

On a critical success, choose one of the following options, *not both*:

1. Take the result shown without spending your [action](#). In other words, if you keep rolling critical successes, you can keep taking actions.
2. Adjust the dice to any number equal to or under your level.
  - a. If you rolled exactly your level, you can adjust the dice to any number equal to or under your **max** level.

On a critical failure, something especially bad happens. Out of combat, the GM decides. In combat there are some specific options, but the default is that you lose your next action.

## Good rolls

If you are **good** at the action you're rolling for, usually due to an [ability](#), you may re-roll one or both dice after seeing the initial result. You must keep the second result. You can't re-roll one die, see the result, and then re-roll the other. If you're playing online using a die-rolling app, be sure to specify up front whether you're rerolling the ones or tens die. You can get a critical success on a re-roll. Critical failures can't be re-rolled.

## Opposed rolls

In some situations characters' actions directly oppose each other, e.g. attempting to defend an attack. In that case, highest successful roll wins. On a tie of a PC vs an NPC, the PC wins. It's winner take all, the loser gets no degree of success, and does not reduce the winner's degree of success. If both fail the result is a failure for both. A critical success does not beat a higher normal success. If the loser rolled a critical success, they still benefit from effects they chose (such as not spending their action), as long as those effects don't require a degree of success.

# **Abilities**

## **Non-combat abilities**

## **Combat abilities**

**Combat**

**Map**

**Actions**