

“All men, all women, all beast, and ‘bot answer to HEX. All feel its tug on their heart, all feel its soul as their soul. All, that is, but the Unbound.”

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I. Creating an Unbound

Be sure to use a DarkRED Character Statline, available in the OP of the current Gloss thread!

SORVC

Step 1: Points

All Unbound begin with 25 DarkRED points, and 25 points that they may split among the other base colors as they like. They may only distribute these points to base colors (gold, red, royalblue, tan, forestgreen, hotpink, mediumpurple, and orange). They may *not* be used to gain black points, or points of any other colors.

Note: If you played SlateGray, you retain all points you ended the game with *in addition* to the above points.

Step 2: Traits

In DarkRED all Unbound begin with four Traits: One **[Major]** Trait, two [Minor] Traits, and a [Niche] Trait.

Your **[Major]** Trait (always typed in **bold**) represents your character's core concept - it is who they are, or what they do. Often, this takes the form of a profession or a personal calling. Regardless of the specifics, Major Traits represent a wide array of skills, abilities, advantages, and disadvantages. Major Traits often have the greatest effect on determining what their owner can or can't do.

Examples: **[Physician]**, **[Whip Warrior]**, **[Three-Fires Wizard]**, **[Luchador]**

If your **[Major]** Trait is what your character *is*, your [Minor] Traits are what sets him or her apart from others of his or her kind. They represent more focused, but no less important aspects of the character, including talents, physical or mental advantages or descriptors, or a single, specific skill. They can also be used to represent specific super-powers, or to define your character as something other than human.

Examples: **[Gorgeous]**, **[Strong-Willed]**, **[Skateboarding]**, **[Iron Skinned]**, **[Velociraptor]**

Your [Niche] Trait is *exactly* like a Minor Trait. In fact, it is one. It's just that you must use your

Niche slot in one of three ways: Skill, Super-Power, or Species.

Examples: [Psychic], [X780 Rambobot], [Marksmanship]

Note: Many Traits will have a point cost associated with them, particularly powerful Traits. The more powerful, the higher the point cost to gain them. If you don't have enough to purchase the Trait you *really really want* at character creation, don't worry, you can always save up and get it later.

Note: You do not have to fill all of your Traits at the beginning of the game. You may leave a Trait slot empty by inserting a "-" where the Trait name would be ([-]).

Step 3: Inventory

Finally, beside the "i" on your character statline, you may place any items you would like to begin with, *within reason*. In general, you may only begin with items widely, commonly, and cheaply available. Don't worry about getting everything, though - it's easy enough to gain new items within the city, and within HEX itself.

That's it, you're done! Just post the statline in the thread for me to look over and approve, and you're ready to begin playing DarkRED!

II. Playing DarkRED

The fun part!

The Rule of Intent:

All attempted actions must have a *clear intended effect*. If this requires you to simply tack a "I'm doing [blank] to achieve [blank]" at the end of your post, that's fine. It's far preferable to having to make a blind guess.

Gaining Points:

Unbound are unique in their ability to hold and catalyze a form of emotive energy called, for simplicity's sake, *points*. Points are group by color, with each color representing an emotion or an aspect of personality.

Gold represents Skill and Showmanship
Red represents Passion
RoyalBlue represents Wisdom and Benevolence
Orange represents Pride and Devotion
ForestGreen represents Life/Tranquility
HotPink represents Beauty and Grace
MediumPurple represents Mysticism and Deception
Tan represents Brute Force
DimGray represents Melancholy and Determination
Black represents [REDACTED]

You can gain points in a number of ways:

- **Exemplification:** Acting in ways that exemplify a certain color are likely to win you points of that color - Red for acts of passion, MediumPurple for deceit, Orange for acts of avarice or devotion, etc.
- **Breakthroughs:** Whenever you roll doubles (11, 22, 33, etc.) you gain +1 point of the district's color.
- **Missions:** Occasionally, you will receive missions on your HEXCom or through interaction with the populace. Completing these missions will grant you points.
- **Secret Items:** Certain items come packed with points! Points are absorbed when the item is broken/consumed/used/etc.
- **Being a Cool Guy:** Being entertaining is likely to gain you DarkRed points.
- **Dragons:** Kill 'em! Their basically point pinatas.

Aspect Expression:

Though only Unbound can catalyze points, all beings, and some objects, resonate with the emotive energy. This resonance leads to a phenomenon known as Aspect Expression, in which people manifest the color of the point spectrum they most embody.

The majority of paints and dyes within The City function with Aspect Expression, and clothing, equipment, even vehicles will assume the color of the individual wearing, using, or operating them. Non-sentient objects attune their color to the most prevalent background resonance, meaning that the golden color scheme of Idollo Drive is as much a phenomenon as it is an architectural movement.

Even without artificial objects, people and creatures will always manifest their color - specifically in the color of their eyes.

Unbound are not immune to this effect. **Unbounds' clothing, equipment, and eyes always shift to the color of their highest point value.** An Unbound reduced to 0 points retains his or her previous highest point value. Note: Unbounds never manifest DarkRed, even if it is their highest point value.

Spending Points:

In addition to buying Traits, equipment, and property, points can be used to activate **Special Effects**. (Excerpted from the pages of [%])

Note: That the Special Effects bought must *suit the theme of the color of point spent to purchase them*. Meaning that, if you buy an Advanced Trick with Gold points, the Trick must be based in skill or showmanship, and so on and so forth.

Special Effects allow you as a player to exert force on both the system and the setting. With enough Special, your protagonist can shake off trauma, add new details to the setting, or perform amazing feats. Special Effects are one of your greatest assets in

controlling the path of the game, and knowing when and *how* to use can be the difference between life and death for your protagonist.

Purchasing a Special Effect never counts as an action, and Special Effects may be purchased at any point in the game, whether or not the protagonist is able to act.

Each Special Effect belongs to one of four categories, detailed below.

Trick Protagonists may utilize Special points to bypass luck, purchasing an automatic dice result without the need to roll the dice, and allowing the protagonist a guaranteed success on a given action or effect. The lower the desired result, the higher the cost of the Trick.

Trick [2] The Trick grants a result of 60%, enough to automatically succeed on a Probable action or effect. This is mainly useful to ensure success on actions where the protagonist will probably succeed, but doesn't necessarily want to face the consequences of failure.

Advanced Trick [4] The Trick grants a result of 40%, enough to automatically succeed on an action with a difficulty up [???].

Expert Trick [8] The Trick grants a result of 20%, enough to automatically succeed on a [???] action.

Master Trick [12] The Trick grants a result of 10%, enough to automatically succeed on a [???] action.

Showstopper [20] The Trick grants a result of 1%, enough to automatically succeed on a Near Impossible action.

Evade Protagonists may use Special points to lessen, or even ignore attacks on their persons. At the Director's discretion, **Evade** Special Effects can be used on non-physical effects (representing shrugging off mental trauma, laughing off an insult, or the like).

Dodge [3] The protagonist moves out of the way of the attack, mere seconds before it would've landed. The attack misses, and the protagonist suffers no injuries.

Roll With It [1] The protagonist lessens the effect of an injury. What would have been a [Lost Eye] becomes [Temporary Blindness] or a [Concussion]. This is especially useful for turning otherwise lethal attacks into survivable, albeit grievous, injuries.

Act Protagonists may utilize Special points to take immediate action, gaining extra chances to act during a setpiece, or interrupting other actions.

Rush [2] The protagonist pushes the assault, gaining a new opportunity to act during the setpiece round. This new chance to act occurs at the next possible opportunity - either at the end of the current character's actions or at before the next character's actions. This Special Effect may *not* be used when your protagonist would otherwise be unable to act - be it due to unconsciousness, restraints, death, or anything else.

Surge [1] The protagonist gains a surge of energy, allowing them a *single* extra action. This new action takes place after the action during which it is purchased, whether or not that action was the protagonist's.

This Special Effect *may* be used even when the protagonist would not normally be able to act - up to and including when unconscious or dead. In these cases, the extra action represents one last gasp before the protagonist succumbs to her condition.

Interrupting Surge [3] As above, but the single extra action granted takes place *immediately*, interrupting any other action.

This means that, depending on whether or not the new action succeeds, it could prevent or invalidate the interrupted action.

For instance, when faced with his friend being shot, a protagonist might choose to purchase an Interrupt to knock the gun out of the shooter's hand. If he succeeds, the action fails, and his friend is saved, regardless of what the shooter might have rolled.

Reveal Characters may utilize Special points to "reveal" previously unknown aspects of the scene, the world, or themselves, altering the game world in convenient ways.

Concealed Item [1] The protagonist pulls a small, useful, and previously unmentioned item from somewhere on his or her person. This item must be feasibly concealable on the protagonist's person, reasonably common within the setting, and it must be something the protagonist could possibly have easy access to. A protagonist in bulky clothing could conceivably have a concealed handgun on him - it would be slightly more difficult to hide such an item were he wearing a bikini. Similarly, protagonists in a modern, realistic setting, can not simply pull magic rings or futuristic technology out of their pockets, unless that is a pre-established focus for the game. Finally, pulling unique items, like the keys to the cell the protagonists have been locked in, is not allowed, though a lockpick is certainly a possibility.

Serendipity [2] Fate provides some small break for the protagonist - there's a pistol hidden in the desk that the protagonists are trapped behind in a gunfight, the security guard wrote the password on a note in his wallet, or the evil wizard happens to have a soft-spot for redheads.

The coincidence must be within reason, and should have an effect that *aids* an action, not negates the need for it entirely. "The CEO's secretary happens to be a talkative drunk," and "my protagonist's cousin is a chef in the king's employ" are acceptable, "The crashed alien ship happens to respond specifically to my genetic code, granting me full access to its systems," and "my protagonist looks exactly like the prince" are not.

Convenient Skill [1] The protagonist reveals training in some useful, but otherwise minor skill that would not be covered by his or her Traits.

This skill must be narrow enough that it would not be considered a Major Trait, and it must be explainable given the protagonist's backstory. A reasonable Convenient Skill would be a meek accountant suddenly gaining a proficiency in firearms ("My dad and I used to go to the firing range every weekend"), as is a knight errant revealing his knowledge of the Elven language ("I spent two years in the Grey Forrest, I learned a lot that year."). A caveman revealing his knowledge of computer programming, and an Average Joe cop being able to read the ancient language of the Dark Gods are far less reasonable. This skill lasts for a session, after which, the protagonist must use another reveal to regain it.

Temporary Traits:

Temporary Traits, displayed in *[Italics]* are the system's way of keeping track of your character's status. Every *[Broken Ankle]*, *[Adrenaline Rush]*, or *[System Malfunction]*, are Temporary Traits. When you gain one, add it to your character statline, in Italics, after your Niche Trait.

ID Code:

ID Codes, displayed after your Team on your statline, allow me to quickly search for you and members of your group. Be sure to update it whenever prompted.

Ally Slots:

The Ally slots displayed after your character's Team and ID Code are used to note the currently active Allies of your team. They are *shared*, meaning that all members of your team should have the *same* Allies listed in their slots. If they don't something has gone wrong.

Allies equipped in your team's Ally Slots may be called into action at any point. They will arrive as quickly as possible, and assist you in anyway they can. Many will join you in combat, and some may even be willing to die for you and your cause (though this is certainly the exception and not the rule).

The Benefits of HEX

See Also, "The Joy of"

HEX grants Unbound access to a wide array of helpful facilities and services, the most important of which we've listed here:

Regeneration Chamber: Since HEX has wedged open the pathways that the Unbound use to enter and reenter reality, death is no longer a terrible inconvenience. When Unbound are killed, their particular essences are immediately returned to a Regeneration Chamber within HEX, where they spontaneously form a new incarnation. **This new incarnation *must* have a new physical appearance, and it may only keep two of its previous Traits.** The other two Traits

are lost.

While alive, Unbound may visit a Regen Chamber at any point to cure any physical injuries.

Personal Quarters/Locker: Each Unbound is given a personal quarters within HEX. This includes a bed, bathroom, kitchenette, and entertainment center.

In addition, each quarters has access to the Locker network, allowing the Unbound to store Item Patterns, which can be drawn again from any Locker. While only one item may exist at a time, this does allow Unbound to replace damaged or lost items. Items do not need to fit in the locker to have their pattern memorized - car keys can be used to memorize the entire car. Similarly, blueprints to buildings can be kept within the a locker **Players are in charge of keeping track of their own Locker inventory.**

ReHEX Room/Trait Grid: While within HEX, Unbound may visit the ReHEX station - a repository of all possible Traits, where they may purchase new Traits, and trade in or upgrade existing ones.

Unbound also have access to a personal Trait Grid - a database of all the Traits they have earned, bought, or been awarded. Traits remain in the Trait Grid until placed in a Trait Slot, at which point the Trait replaced is “uploaded” back onto the grid. Traits lost during regeneration *do not* return to the grid, and must be purchased anew from the ReHEX room. **Players are in charge of keeping track of their own Trait Grid.**

IV. Run This Town

We Gonna Own This Mother-Fucking City.

Plots:

By expending HEX points, the Unbound can retroactively instal themselves as the owners of certain patches of real estate within the City. These areas are known as plots, and they can prove extremely useful for the Unbound - offering new ways to gain points and new abilities and equipment for both the Unbound and their Allies.

List of Plots

Features:

Each plot can hold a certain number of “features”. Features can be anything from buildings, to technological advances or social policies. Each time a team wishes to install a Feature, they must purchase it. Unless stated otherwise, a Feature may only be placed once in a District (not Plot).

Point Generation:

Each plot generates a certain number of points per cycle. This number is, by default 0, but can be increased by installing certain Features within the plot.

Once a team's plots have a total point generation score of 1+, a cycle bar will appear beside their ID code in each update. Once this bar fills, each Unbound in the team receive the points generated by their plots. The bar then resets, and the cycle starts over.

V. The Catalogue

Shit to spend points on.

Services (Tier 1):

- **HEXCommandos (5) [25]:** Company. Loyal, military-grade [HEXCommando]s of your very own.
- **Thugs (10) [10]:** Company. A small gang of [Street-Tough]s willing to serve you.
- **Security (2) [10]:** Company. Two [Bodyguard]s for discrete security.
- **Agent [10]:** Specialist. A [Talent Agent], who's willing to fight for what *you deserve*.
- **Swifts (5) [15]:** Company. Fleet of foot and fast of hand, these [Swift]s can get you what you need.
- **Herbalist [20]:** Specialist. A Sylvas [Herbalist], for medicinal use only.
- **Scrawny and Co (7) [5]:** *Company. Δ Only.*
- **Baelt [15 5]:** *Specialist. λ Only.*
- **Shit Rats (8) [-]:** *Company. Φ Only*

Features (Tier 1):

- **Headquarters [50]:** (Any) Adds a ReHEX room, Locker terminals, Regeneration Chamber, and personal quarters.
- **Stronghold [25]:** (Any) Adds living space for a group of allies. Area gains a stationary Ally Slot. Ally in that slot will defend the area.
- **Shop [20]:** (Shopping) Sells appropriately-themed goods. +1 point generation.
- **Combat Cache I [15]:** (Warehouse, Docks. No RoyalBlue or HotPink) Crates and Crates of pistols, SMGs, shotguns, rifles, and common melee weapons. Allies now come equipped appropriately.
- **Speedway Driving Services [25]:** (Any Non-Residential. Gold) Provides transportation services for you and your allies. Cars, SUVs, and limos.
- **Eco-Friendly I [15]:** (Any. ForrestGreen) The area goes green. Recycling. Low-Emissions. Sandals. +1 to point generation.
- **Beautification I [15]:** (Any. HotPink). Pathways are repaved, fountains are installed, architecture is imprettied. +1 to point generation.
- **Den [20]:** (Slums, Redlight, Warehouse. Red) A dimly lit building perfect for selling things what oughn't be sold. +2 to point generation.
- **Blackmarket Leeches [5] Δ Only.**

VI. Mission Log

Help Wanted Ads

Tier 1

[Easy 10 15] Somethin' off in the sewers, chumpo. **From: Shit Rats Complete: Φ**

[Medium 15 20] New drug on the streets. I want it gone. **From: Hostess Active: Iddil**

[Easy 10 15] There are rats in my basement! Rats! **From: Hart's Brews Active: Δ**

[Medium 15 20] MY BALLPIT IS FUKED FIX IT **From: ICEberg Active: Ψ**

[More to Come as I think of It]

Index a1: List of Plots

BUSINESS

- 1 [400] Old Keep
- 2 [300] Attera Group Offices
- 3 [300] Citizen 1st Bank

GAMBLING

- 1 [125] Casadi Casinos (1)
- 2 [100] Skid Row (1)
- 3 [225] Exali Casino Complex (2)

MILITARY

- 1 [500] STC 1 (2)
- 2 [500] STC 2 (2)
- 3 [500] STC 3 (2)

OLDTOWN

- 1 [200] Mainstreet Plaza (4)
- 2 [125] Avaren Factories (2)
- 3 [75] Idollo Theatre (1)
- 4 [75] Vataky Slope (1)

REDLIGHT

- 1 [200] Blaze Row (3)
- 2 [150] Vataky Rise (2)
- 3 [150] Cloister 6 (2)
- 4 [75] The Pit (1)

RESORT

- 1 [175] Temple of Adon (2)
- 2 [200] Oceanside Hotels (3)

DOCKS

- 1 [150] Office Space (2)
- 2 [150] Celric Machinist (2)
- 3 [200] Runnar Shipyard (3)

FOREIGN

- 1 [125] Court (3)
- 2 [100] Home (2)
- 3 [75] Bask (1)

MINE

- 1 [100] Mining Facility (1)

PARK

- 1 [150] Trelliden Memorial Gardens (1)
- 2 [200] Botanical Society (2)

RELIGIOUS

- 1 [100] Hexid Temple (1)
- 2 [100] Chroma Cathedral (1)

SCIENCE

- 1 [200] Research Facility (2)
- 2 [225] Prototype Labs (2)
- 3 [250] Genetech Labs (3)

ENTERTAINMENT

- 1 [275] Idollo Media Group Headquarters (3)
- 2 [225] Attera-East Studios (2)
- 3 [225] Dragon Studios (2)
- 4 [200] Hedos Pictures Studio (1)
- 5 [200] CitySound Studio (1)
- 6 [275] Dorada Estates (3)

INDUSTRIAL

- 1 [225] Herril Industries Factories (3)
- 2 [225] Sumitzu Inc. Factories (3)
- 3 [100] Office Space (1)
- 4 [225] Attera Group Factories (3)
- 5 [150] BeLed Shipping (2)
- 6 [100] Storage Space (1)

OBSERVATORY

- 1 [175] Terrult Observatory (2)

POLITICAL

- 1 [325] Meridi High Courts (2)
- 2 [300] HEXward Medical (2)
- 3 [300] Silver Heights Arcology (2)
- 4 [500] Lwerden Arcology (3)

RESIDENTIAL

- 1 [100] Orrus Apartments (1)
- 2 [125] Baelt Heights Apartments (2)
- 3 [125] Redding Towers Apartments (2)
- 4 [100] Sudden Valley Suburbs (1)
- 5 [200] Hillcrest Suburbs (3)

SHOPPING

- 1 [100] Strip Malls (1)
- 2 [225] Mega-Store (3)
- 3 [225] CostCut (3)

- 4 [225] Super Mall (3)
- 5 [250] Attera Ultramall (4)

SLUMS

- 1 [75] *Shanty Town (1) Φ*
- 2 [100] Tenement (2)
- 3 [75] Garbage Dump (1)
- 4 [50] Ruined Tower (1)
- 5 [125] Tenement (2)

WAREHOUSE

- 1 [50] Abandoned Warehouse (1)
- 2 [50] Disused Warehouse (1)
- 3 [50] Empty Warehouse (1)
- 4 [50] Vacant Warehouse (1)

SPORTING

- 1 [75] Indoor Stadium (1)
- 2 [100] Playing Fields (2)

UNIVERSITY

- 1 [250] Terrult Academy (2)
- 2 [200] Student Housing (1)
- 3 [250] Scholan Memorial Library (2)