

# HUNGER

1st Edition

## Overview

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**HUNGER** is a Tabletop RPG based on the novel **The Hunger Games** by Suzanne Collins.

The objective of the game is to be the sole survivor in the kill-or-be-killed televised spectacle known as the Hunger Games.

There are 24 players, called tributes, in each arena. Many or most of these players will be NPCs, controlled by the Gamemaker (GM) who is in charge of the game's operations.

The game takes place in a carefully constructed arena of the GM's design. In addition to the other contestants, often the very arena itself is out to get your tribute. Your player must carefully manage to survive in the wildlife death trap that they've been placed in.

## Setup

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### Materials

- **1 Arena Map**, preferably large enough to fit stacks of index cards.
- **1 Deck of playing cards**, standard 52 card deck preferred, though the rules can be modified to account for other decks. To be used for item distribution during the Bloodbath.
- **10 coins per player**. The wider variety of coins the better. Pennies and dimes work well because they're small. Foreign currencies are acceptable.
- **Dice: 1d6 and 1d20**. More dice are encouraged, but 1 of each is the

minimum.

- **Index cards and sticky notes.** The more colors the better. Lots of index cards should be available for note-passing.
- **Pens and Pencils.** Pencils are erasable, and therefore not ideal for most purposes. However, this gives them an advantage for changing fields that vary throughout the games (HP, Hunger, Thirst).

## **Pre-Campaign Work**

### **For the GM**

- Arena Design
  - Random Event creation
  - Resource distribution
- Item list creation
- NPC generation

### **For the Players**

- Character Sheet completion

## **Arena Design**

All arenas must include a cornucopia. Arenas should contain a location to get water and a location to get food. Most arenas will have between 5 and 10 distinct areas.

## **Random Event creation**

Random events should be written on index cards and assigned to a specific area. Not all random events should be negative. Random events, ideally, should not kill a tribute outright. Many random events should be an obstacle that tributes should be able to overcome or minimize using their trained skills. In addition to affecting HP and inventory, random events may also impact a tribute's Hunger or Thirst levels.

## **Resource Distribution**

Resources should be distributed throughout the area. Resources can be written on index cards or borrowed from another game (Settlers of Catan is ideal for this.) Encounters with *Mutations* (genetically engineered animals) should also be incorporated with the resource decks. Cues to draw a random event card may also be incorporated with the resource decks.

## **Item list creation**

A list of inventory items that can be found in the Cornucopia at the start of the game should be created. Each card in the deck (either each number, each number per color, or each number per suit) should correspond to a certain item. A sample list can be found in the Game Resources section.

## **NPC Generation**

NPCs do not need the full range of skills that PC tributes have. NPCs should have a base Physical, Social, Survival stat. Additionally, they should have both a base Combat stat and a substat for each attribute. These should be generated the same way as PC characters, although 3 coins should be flipped for bonus points instead of 10, since the bonus points can only be assigned to the Combat category.

NPCs also have three personality traits that should influence how they behave. Refer to the NPC Trait List.

## **Character Generation**

Characters fill out a provided Character Sheet with their relevant details.

There are four main categories of stats: Physical, Social, Survival, and Combat. Each has some sub-stats.

To generate stat scores:

1. Roll 4 d6.

2. Assign one d6 to each main category as a base.
  - that many points are distributed among subskills for that category
3. Flip all 10 coins. The number of heads may be distributed among subskills in any category.

## Character Stats and Sub-Stats Explained

### Physical

Skills that involve physical ability. These are used primarily for navigating the arena quickly and effectively.

- **Climb** - a character's ability to climb obstacles, such as trees, rocks, cliffs, and out of pits and holes.
- **Jump** - a character's ability to quickly jump over obstacles, such as crossing gaps or clearing small ledges and fallen trees.
- **Swim** - a character's ability to cross bodies of water effectively and without drowning. Gives a bonus to aquatic combat.
- **Grapple** - a character's ability to wrestle with another tribute
- **Run** - a character's ability to run quickly and for a long duration of time.

### Social

Interpersonal skills. These are used primarily for non-combat interactions with other tributes.

- **Diplomacy** - a character's ability to negotiate and reason with other tributes effectively.
- **Charisma** - a character's ability to charm another tribute into doing what they want.
- **Intuition** - a character's ability to sense and detect motive. Also used to locate tributes nearby.
- **Intimidate** - a character's ability to frighten another tribute into doing what they want.
- **Bluff** - a character's ability to lie without getting caught.

## Survival

Skills and techniques used to provide basic necessities for survival in the arena.

- **Improvise Items** - a character's ability to use and combine items in a useful and novel way that may aid in the tribute's survival.
- **Firemaking** - a character's ability to create fires.
- **Resources** - a character's ability to recognize and locate useful resources, such as edible plants and potable water.
- **Heal** - a character's ability to recover health after combat. A character may heal  $\frac{1}{2}[\text{Heal points}] + 3$  HP after every combat encounter.

## Gameplay

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### Day 1

The Game opens in the morning, with each of the 24 tributes facing off around a giant cornucopia stocked with supplies. This first battle for resources is known as The Bloodbath.

### The Bloodbath

Tributes have two options: **Gather supplies** or **Flee**.

- **Gathering:** obtaining an item
- **Fleeing:** leaving the Bloodbath

NPCs will choose to which they will do based on their AI attributes. Many will flee.

The Bloodbath is sectioned into rounds.

### Each Round

Tributes who have opted to Gather are each dealt a playing card in district order. These correspond to items from the game's Item Lookup Table.

If two tributes are dealt the same value, they must engage in order to keep their item. (If the Item Lookup Table differentiates based on suit, then they are entitled to only the item that was dealt to them)

If three tributes are dealt the same value, the two with the same color (i.e. hearts and diamonds or spades and clubs) must engage and the third is free to go.

### **Engaging over an item:**

#### **PC vs. PC**

- PC Tributes may negotiate with one another. They may cede the item to another PC Tribute without fleeing outright. (however, if they opt to do this, they may still be attacked by the other PC tribute.)
- PC Tributes may also fight (or give up on a fight as soon as they want to.)

#### **PC vs. NPC**

- Tributes may opt to drop the item and run (fleeing the bloodbath entirely) or they may fight.

#### **NPC vs. NPC**

- NPCs should always fight, in order to clear the playing field as much as possible.
- Fights between NPCs should be to the death and determined by tossing 2 \* [Base Combat] + [Base Physical] coins. Most heads wins.

**Rounds repeat until two simultaneous rounds pass without conflict.**

### **The Wealth**

The Wealth is an additional cache of items decided by the GM prior to the beginning of the Games. It is given to the last tribute or tributes remaining in the Bloodbath after Rounds have finished.

- The remaining tributes can opt to flee, fight, or form an alliance for the

wealth.

- PC tributes have a moment to discuss amongst themselves (and the GM, if they wish to negotiate with NPC tributes) what they wish to do.
- Then everyone writes their action on an index card and reveals at once. The GM determines what the NPCs are doing based on their traits.

## **After the Bloodbath**

After the wealth has been distributed, the primary day of combat continues while tributes are still close in proximity.

All tributes who fled the bloodbath may immediately move to an area of the map that borders the Cornucopia. They may look for other tributes (using Intuition) or resources, or attempt to hide themselves (making use of their Camouflage skill)

## **Ending each day**

A given day ends when all tributes have finished their actions for that day.

At the end of each day, tributes may choose to move to a new location, provided that location borders their current location. The GM recaps which tributes died.

Each tribute's Hunger decreases by **10** and Thirst decreases by **20**. If Hunger or Thirst reach 0, the tribute dies.

## **Subsequent Days**

Tributes can choose to gather resources, maintain a low profile, travel the arena, or seek out other tributes to fight on each subsequent day. This continues until only a few tributes remain, at which point a Grand Finale™ can be set up at the GM's discretion, where the remaining tributes engage in combat until only one survives.

## **Character Interaction**

Character interaction is the main driver of the game. As there can only be one

survivor, every alliance is tenuous at best. Betrayal and backstabbing are expected. There are no special mechanics for non-combat interactions between characters; for PC-to-NPC interactions, GMs are expected to set up reasonable roll targets based on the NPC's traits and the PC's social attributes.

## Combat

The driving force within the driving force, Combat is the primary way that most tributes will be killed.

Each round of combat consists of two actions for each involved tribute: **Attack** and **Defend**. Each tribute gets 10 coins to throw per round, divided between *power*, *accuracy*, (both part of *Attack*) and *defense*.

Turn order is determined by rolling a d20 and adding the player's overall Combat stat. The tribute with the highest  $[ \text{Combat} ] + \langle \text{d20} \rangle$  attacks first, followed by the next highest. A tribute can only block once per round. If they are attacked twice (if multiple opponents are fighting) they may choose which to defend against.

The attacking tribute and the blocking tribute should throw their coins at the same time.

An attack is a combination of both *power* and *accuracy*.

A character's power is calculated as

$$2 * [ \text{Strength} ] + [ \text{Finesse} ] + \langle \text{power heads} \rangle$$

A character's accuracy is calculated as

$$2 * [ \text{Speed} ] + [ \text{Finesse} ] + \langle \text{accuracy heads} \rangle$$

A character's defense is calculated as

$$[ \text{Strength} ] + [ \text{Speed} ] + \langle \text{defense heads} \rangle$$

If the defending tribute's *defense* is higher than the attacking tribute's *accuracy*, then the attack is blocked and does no damage. Otherwise, the attack hits and does  $\langle \text{power} \rangle$  HP damage to the defending tribute.



Tributes may yield or attempt to negotiate in between rounds. When a tribute reaches 0 HP, they are dead.

## Winning

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The last tribute left alive is crowned victor.

## Sources of Inspiration

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- Suzanne Collins's **The Hunger Games**
- Various Tabletop RPGs, especially Dungeons & Dragons, Pathfinder, and Paranoia
- *The Hunger Games RPG*, a text-based, play-by-post online RPG.
- NPC traits borrowed from *Crusader Kings II*.