EATEN AWAY

A pickup RPG of zombie horror by Martin Ralya

Credits

Writing, Design, Editing, Photography, and Layout by Martin Ralya

Dedication

Eaten Away is dedicated to my wife, Alysia, who is responsible for—among many other awesome things—getting me into horror movies.

Legal Stuff

Acknowledgments

On the design side, inspiration for *Eaten Away* came from the countdown clock in John Wick's *Shotgun Diaries*, the core mechanic in James V. West's free RPG *The Pool*, the toolkit approach to setting creation in Eden Studios' *All Flesh Must Be Eaten*, and the construction of freeform dice pools in Margaret Weis Productions' *Marvel Heroic Roleplaying*, as well as the safe house concept and narrative arc in the video game Left 4 Dead. The setting and theme were inspired by a range of zombie movies and fiction, but especially by *The Walking Dead*—both the comic and the TV show, in slightly different ways.

About *Eaten Away*

Eaten Away was created on October 15, 2012, for the 2012 RPG Geek 24-Hour RPG Contest (*rpggeek.com*). After waking up at 4 a.m. with a splitting headache, I got the idea for what became the Attrition System at 7 a.m. while I was drinking my morning coffee. My first thought was, "Hey, this is pretty neat." My second thought was, "Shit, my 24 hours just started…" I fleshed it out, decided it was perfect for a zombie horror game—which would also save me some time by sidestepping the need for setting material—and did most of the conceptualization in the car that morning. From idea to playable game, *Eaten Away* took me about 13 hours to create.

I've been involved in the RPG industry since 2004, including freelancing writing and design, blogging on Gnome Stew (*gnomestew.com*) and Yore (*martinralya.com/yore*), and running a small-press publishing company, Engine Publishing (*enginepublishing.com*), but *Eaten Away* is my first attempt at designing a complete RPG and sharing it with other gamers. My thanks to RPGG for lighting a fire under my ass, and I hope you enjoy *Eaten Away*!

Martin Ralya
Salt Lake City, UT
October 15, 2012

EATEN AWAY

INTRODUCTION

Eaten Away is a pickup roleplaying game (RPG) of zombie horror for one game master (GM) and one to five other players. A game of *Eaten Away* takes place over the course of one or more sessions, with the players taking on the role of survivors during or after the zombie apocalypse. Their goal is to survive and, if they're persistent and lucky, find a relatively safe place to begin building a better life.

The theme of the game is *attrition*, the steady erosion of one's capabilities and resources in the face of a threat—the zombies—that never rests, never relents, and lives only to eat. Players must work together, keep each other alive, and manage their individual and group resources well. The longer the group goes without hunkering down somewhere secure, the more dangerous things get—but no place is ever truly safe.

Eaten Away is designed to be played with zero preparation. Just sit down with some friends, decide who's going to be the GM, take a few minutes to create setting elements and survivors, and you're ready to play.

A Game of Improvisation

Eaten Away requires creativity, ingenuity, and a willingness to improvise from the players and the GM. It's a rules-light game that leaves many things open to interpretation and GM fiat by design, and it works best when everyone at the table tries to make the game more fun for everyone else—and gets into the spirit of the zombie horror genre, of course!

What You Need to Play

Each player needs a character sheet from the back of the book, a pencil, and 28 six-sided dice. The GM needs a copy of the opposition character sheet (also in the back of the book), a pencil, and roughly as many sets of 28 six-sided dice as there are players. (If hostile survivors are never encountered, the GM will be fine with just 28 dice.)

Eaten Away only uses six-sided dice, which are noted as "#d," where "#" is the number of dice, throughout the rules (so "2d" means "Roll 2 six-sided dice). Chessex (*chessex*.com) sells "bricks" of 36 six-sided dice, 12mm in size, which are perfect for *Eaten Away*.

SETTING

Eaten Away is set in the modern world, in the present day—just add zombies. To play *Eaten Away*, you'll need to know where the game takes place, what's nearby, and what caused the outbreak. You can roll on each of the tables below, choose elements (or choose some and roll others—it can be fun to see what random results introduce into the mix), or use this ready-to-go setting for a classic zombie movie feel:

- **Outbreak: Mysterious virus.** Patient Zero was infected by an unknown virus, and when he died he became a zombie. The infection spread rapidly outwards from him, outpacing any headway that was made on a cure.
- **Timeline: The apocalypse is in full swing.** The zombie apocalypse is well underway. Civilization has collapsed in most places, the military has been outmatched, and chaos rules the day. Over 50% of the population has been turned into zombies, and the percentage is always going up.
- **Starting Point: Small city.** The survivors begin the game in a small city. Pick one you're familiar with, the city you're in, or the city where one of the players was born.
- **Notable Locations: Big-box store, Hospital, Military base.** The survivors know that a big-box store, a hospital, and a military base are nearby. They're in a small city, so it's likely that possible safe houses, resource "depots" like supermarkets and hardware stores, and other points of interest are also nearby.
- **Nearby Threats: Small horde, Hostile survivors (Big-box store), Medium horde (Hospital), Small horde (Military base).** A group of zombies is approaching, and will arrive within a few minutes of the start of the game. Each of the notable locations nearby is either home to or surrounded by a threat.

EATEN AWAY

Eaten Away makes two classic baseline assumptions about zombies: how the infection spreads, and how you kill a zombie.

- The infection spreads from zombie to human through any bite that breaks the skin. Additionally, any human who dies, no matter how they die, will become a zombie.
- Zombies can be killed by sufficient head trauma, but nothing else. They can be incapacitated in lots of ways, but unless you destroy the brain they won't actually die.

The charts below, which were used to create the setting above, make it easy to establish the baseline for a fun game session: the source of the zombie infection, where and when the game begins, and what's in the immediate area. If you're GMing the game, you can determine these elements while the players are creating their survivors.

Outbreak

How did the zombie apocalypse begin? Roll 1d:

Roll	Result
1	Science gone awry
2	Mysterious virus
3	Alien organism
4	Occult event
5	Military experiment run amok
6	Strange bacteria

Timeline

How recently did the zombie outbreak take place? Roll 1d:

Roll	Result
1, 2	Outbreak has just begun and chaos reigns, but not everywhere
3, 4	Apocalypse is in full swing, civilization is mid-collapse
5, 6	Zombies have already won; we're just fighting over the ashes

Starting Point

Where do the survivors start of the game? Roll 1d:

Roll	Result
1	Small town
2	Large town
3	Small city
4	Large city
5	Suburbs
6	Out in the wild

Notable Locations

What places of interest are relatively close by? Roll 2d three times, rerolling until you get three unique results:

Roll	Result
2	Military base
3	Big-box store
4	County jail
5	Federal prison
6	Hospital
7	Police station
8	University
9	Gated community
10	Research laboratory
11	Resort
12	Manufacturing facility

Nearby Threats

What dangers are in the area? Roll 1d four times, treating the first result as an immediate threat and assigning each of the next three to a Notable Location:

Roll	Result
1	Scattered zombies (2d)
2	Small horde (5d)
3	Medium horde (10d)
4	Large horde (20d)
5	Hostile survivors (1d)
6	Environmental hazard

Got Ten More Minutes?

If you have a few more minutes to devote to setting the stage, spend it sketching out a very rough map:

- Draw a box in the middle and write "Survivors" in it.
- Add a box above, below, and to the right and left of them. Fill three with your Notable Locations and the fourth with your immediate threat.
- Add another four boxes, one in each corner of the page. Decide what's there, or roll again on the Notable Locations table for each one.
- Connect the Survivors box to the Notable Locations and Nearby Threat boxes.
- Randomly connect the four corner boxes to each other and to the Notable Locations boxes. Don't connect every box to every other box.

- Draw an "X" across the middle of every connecting line and write a one- to four-word encounter (roll on Nearby Threats or just make them up) next to each X: "hostile survivors," "hungry children in hiding," "large horde."
- Add a descriptor to everything you've written on the map, like "mostly destroyed" next to the small town, "overrun" next to the police station, "disturbingly peaceful" on one stretch of road, and "twisting and hilly" on another.

Alternately, you can grab or print out an actual map and write encounters and location notes on it. If you have time, start with a small radius around the survivors so that their early choices are all meaningful, and sketch in a couple things on the map outside that radius so that they have somewhere to go.

As the game progresses, ad lib descriptions and details based on what sounds fun at the time, what your players seem most interested in or worried about, and what will up the tension level. Make each location and encounter reflect the timeline—a small town may not have been touched if the outbreak is just getting underway, but will likely be empty and partially destroyed if the zombies have already won.

You want the players to be tense, nervous, and afraid for their survivors' lives. The world of *Eaten Away* is insanely dangerous, and it should feel that way.

THE ATTRITION SYSTEM

The mechanical core of *Eaten Away* is the Attrition System, which emphasizes resource management, teamwork, and the ever-present threat posed by a relentless foe that never tires, weakens, or gives up—and is always growing more numerous.

Core Mechanic

In *Eaten Away*, dice are rolled once and used to form a pool that remains available for accomplishing actions. Whenever a character wants to do something that matters, or do just about anything under stress, the GM assigns and announces a difficulty and the player must spend that many points using the dice they have available to accomplish their action. Once a die has been spent, it's gone until you have a chance to refresh it.

Combat works slightly differently, and is covered in its own section later on.

Characters

All characters in *Eaten Away* are rated in six areas called Qualities:
- **Athletics**—Strength, dexterity, speed, and vigor
- **Fighting**—Brawling, shooting, dodging, and fighting off zombies
- **Ingenuity**—Intelligence, wits, wisdom, and street smarts
- **Knowledge**—Education, specialized skills, and life skills
- **Luck**—Chance, fate, and fortune
- **Resources**—Tools, weapons, and gear

Qualities have a rating and a pool, expressed as a number, a slash, and a number of dice—for example, 2/4d. When a Quality's pool is empty, you can still attempt actions associated with that Quality, but you start with a baseline of your rating in that Quality. Think of it as a "virtual die," to which you can add other dice. (See the Having No Dice in a Quality Pool section, below.)

Survivors all start with 2/4d in Luck and 1/2d, 2/4d, 2/4d, 3/6d, 4/8d to assign to their other five Qualities.

Character Concept

Come up with a concept for your character to guide you in choosing qualities, and then dive in. Here's a quick technique that produces an interesting background quickly, and which is a good fit for *Eaten Away*—just complete this sentence by filling in the missing elements:

> [**Name**] is a/an [**adjective**] [**occupation**] from [**place**] who [**goal**].

For example: *Jordan Fleming* is a *washed-up former pro basketball player* from *New York* who *wants to get to Atlanta to find his ex-wife and daughter*.

Assigning Qualities

Once you've jotted down a concept, assign ratings to your Qualities. You get 2/4d in Luck, and you must put 1/2d, 2/4d, 3/6d, and 4/8d in your other four Qualities. This will give you five die pools: 2d, 4d, 4d, 6d, and 8d. (Note that Fighting works a bit differently than the other Qualities, which is worth considering when assigning ratings; see the Refreshing Quality Pools section, below, for details.)

Other Elements

Give your character a name and note their age, gender, and appearance. Then roll all of your Quality pools—leaving the face-up results in place!—and set the dice in the corresponding areas on your character sheet.

Connections

Last but not least, come up with a connection to the character played by the player to your immediate right and immediate left. (If you're playing *Eaten Away* with a GM and one player, skip this step.) Work each connection out in partnership with the other player; it can be positive or negative, tied to the past or newly-formed, disturbing or comforting. You both have to agree on the connection before it gets written down on your character sheets.

That's it! You're ready to get eaten by zombies.

ACTION RESOLUTION

If you want your character to do something that's ridiculously easy, not significant to the narrative, or otherwise not terribly interesting, it just happens—the GM tells you that you succeed. But if you want to do something where failure has consequences, or just about anything under stress, you need to spend dice from your Quality pools to overcome a difficulty assigned by the GM.

Your Quality pools are abstract representations of your capabilities. When you spend dice, at least one die has to come from the pool associated with your action (Fighting for attacking a zombie, for example), but other dice can come from *any* Quality pool. There's one exception: Fighting dice can only be spent in combat.

When you spend dice, narrate your action according to the pool(s) they came from. If you're using one Fighting die and two Resources dice to fight off a zombie, for example, you might narrate using your character's weapon, a baseball bat (Resources) to smash the zombies' heads (Fighting). If you're using a Resources die, a Luck die, and a Knowledge die to climb a wall, you could narrate fashioning a makeshift grappling hook (Knowledge), attaching it to a length of rope (Resources), and throwing it over the top of the wall, where it catches and holds (Luck).

If you don't have enough points on your dice to equal or beat the difficulty, you fail. Once you know the difficulty, you can always decline to attempt the action instead of trying and failing.

Points are spent by die, not individually, and can't be saved up between turns. If you need a 10 but have to spend a die showing 5 and a die showing 6 on the action, the extra point is lost.

Narration is what makes the Attrition System really hum—consider what Qualities you're drawing from when you attempt an action, and what the loss of dice represents when your survivor is damaged in a fight. If you kill three zombies using a die from Fighting and four dice from Knowledge, what does that look like? If you get shot by a hostile survivor and choose to lose a die from Ingenuity, what do the other characters see happen? Be creative in your narration.

Qualities and Actions

In general, when a survivor attempts to perform an action that action will be associated with one Quality—whichever one makes most sense. If you're in a fight, it's Fighting; if you're rifling the stacks in the local library, it's Knowledge.

When a player wants her survivor to attempt an action, she should announce what Quality she's using. The GM is free to veto the Quality and mandate the use of a different one if it makes sense to do so. For example, "I want to hit that zombie. I'll start out with a die from Knowledge." That wouldn't make much sense—the action should start with a die from Fighting, instead.

Once at least one die from the associated Quality has been spent, other dice the player spends on that action can come from any Quality.

Having No Dice in a Quality Pool

When a pool runs out of dice, you fall back on its rating for actions associated with that Quality. For example, if you have 3/6d in Athletics but have spent all of your Athletics dice, you can still attempt Athletics-based actions: You start with a 3, your Athletics rating, and you can add dice from other pools to that 3 just like normal. Your rating is essentially an imaginary die with a fixed result; that result is based on your knack for doing things associated with that Quality.

You can't fall back on your rating as long as there is even one die in the associated pool; it only applies when all dice in that Quality are gone.

Assisting

You can assist another character by lending them a die to spend on an action. Depending on the situation, multiple characters may be able to provide assistance to one character. If you're assisting another survivor in combat, you can do so with a Fighting die. Dice you share this way are gone, just like normal dice, until you have a chance to refresh them.

Gaining Dice

If you find a particularly valuable tool or other item, it can add one or more dice to your Resources pool. The GM decides when an item becomes a Resources die. If you gain a die, roll it and add it to your pool right away.

Losing Dice

When you spend a die on an action, it's gone. That's the core of the Attrition System: the gradual erosion of your capabilities. The dice you start out with are all the dice you get—until you change your situation, achieve temporary safety, and can refresh your Quality pools.

Refreshing Quality Pools

Whenever your character gets a decent night's sleep, you can refresh one die of your choice. Pick a pool on your character sheet that isn't already full, roll a die of the appropriate type, and add it to that pool.

More importantly, if your character can hole up somewhere reasonably safe and get a good night's sleep there, you refresh *all* of your Quality pools completely. Leave the dice you currently have in your pools alone, and roll the missing dice to bring your pools back up to full. Every night you spend in safety, you can refresh all of your pools. This is a significant driver of play: Unless the survivors find a safe place, they will slowly wear down until they get killed. Once they find one, of course, they have to defend it…

There's no such thing as permanent safety, though medium- and perhaps even long-term safety can be achieved. The key is managing your personal and group resources to ensure that everyone survives to reach safety, be it a fenced-off lumber yard, a house with boarded-up windows, or a military base.

Fighting works slightly differently than the other Qualities. It refreshes in the same ways, but it also refreshes every time you get into a fight. This represents a surge of adrenaline and every human's overriding drive to survive.

Running Out of Dice

If you run out of dice—*every* pool on your character sheet is empty—when you're in a life-threatening situation, or because of damage you took, your character dies.

If you run out of dice (every pool is empty) in any other situation, you're incapacitated until you gain or refresh at least one die—you're out of juice, too tired or scared to fight or do anything but stumble along. When you gain a die, such as if another character hands you a weapon, or refresh a die, you can act normally—but you'd better find shelter soon or you'll be incapacitated again in short order.

EATEN AWAY

You can run out of dice in five out of your six pools without suffering any ill effects. You're in a tough spot, but you can still fall back on your Quality ratings to attempt actions.

Group Resources

Personal resources like tools and weapons can simply be added to an individual survivor's Resources pool. For big things the whole group can use as a resource—like a car—write the resource on an index card, give it a pool based on how useful it is, roll that pool, and give the card and dice to the players. (Group resources never have ratings, only pools.)

Whenever it makes sense that they could do so, any player can pull dice off the resource to spend on a task. If the resource runs out of dice, it's broken, out of gas, or otherwise unusable until it gets refreshed. Group resources, unless logic dictates otherwise, are refreshed at the same time as the PCs.
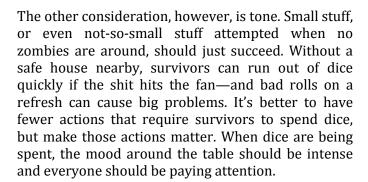
Group Actions

Usually an action is attempted by one survivor, but some actions can be attempted by groups. For example, if the survivors just ran away from a zombie horde and they're all hunkered down behind a tractor trailer listening for sounds of pursuit, that's a good time to call for a group action.

The difficulty for a group action is assigned like normal, but every survivor can spend dice (narrating accordingly) on the outcome.

Assigning Difficulties

Difficulties in *Eaten Away* are open information: The GM assigns them, and the players know what they are. (*As an optional rule, you can make the game more challenging—and deadly—by not revealing difficulties, which forces the players to risk over- or under-spending dice on their actions.*)

When assigning difficulties, you should generally only take into account what the world itself suggests: If that warehouse seems like it would have strong locks on its doors, it has strong locks on its doors—even if that means the survivors aren't going to get away in time. Resource management and teamwork are critical in *Eaten Away*, and players who work together can overcome high difficulties without taking anyone out of the action; learning how to do that is part of the enjoyment of the game.

The other consideration, however, is tone. Small stuff, or even not-so-small stuff attempted when no zombies are around, should just succeed. Without a safe house nearby, survivors can run out of dice quickly if the shit hits the fan—and bad rolls on a refresh can cause big problems. It's better to have fewer actions that require survivors to spend dice, but make those actions matter. When dice are being spent, the mood around the table should be intense and everyone should be paying attention.

Example Difficulties

On the chart below, Difficulty is the number of points a survivor must spend to succeed, and Average Dice is how many dice that action will typically eat up (based on an average roll of 3.5 on a six-sided die).

How Hard Is It?	Difficulty	Average Dice
Really easy	2	1
Easy	4	1-2
Killing a zombie	5	1-2
Average	6	1-2
Damaging a human	7	2-3
Hard	8	2-3
Really hard	10	3-4

EATEN AWAY

COMBAT

Damage in *Eaten Away* is abstract: Getting hit reduces survivors' ability to fight, eventually killing them; zombies are either alive or dead, with nothing in between. There are no hit points or wounds.

At the start of a fight, the survivors all refresh their Fighting pools (leave the existing dice alone, but roll as many of the same type as you need to in order to have a full pool). Other Quality pools don't change.

In combat, everyone gets a turn—roughly 10 seconds—to act. Each survivor can move a few paces and either attack or perform some other action in a turn. The GM may allow additional small actions depending on what they are.

When the survivors are facing zombies, the survivors always go first. The players decide which character goes first, second, third, and so forth, and this order can be different every turn. When all of the survivors have acted, the zombies take a turn.

If the survivors are facing other humans, the smaller group goes first. Small groups have an easier time hiding, surprising opponents, and reacting quickly if they themselves are surprised. If a larger group could reasonably get the drop on a smaller group due to good planning and preparation, the GM can declare that the larger group goes first.

Attacking Zombies

A survivor can attack a number of zombies equal to her Fighting rating (1, 2, 3, or 4). For every 5 full points she spends, she takes out one zombie. It doesn't matter where the dice come from, save that one must come from Fighting: The player narrates how she drops the zombies, and they're dead or otherwise out of the action. Excess damage that doesn't add up to 5 is lost—zombies are binary, alive or dead. Zombies are slow and stupid, but dangerous in numbers.

Attacking Humans

A survivor can only attack one other human at a time. For every 7 full points he spends, he deals one die of damage. The target must immediately discard that many dice from any of her pools; these dice are lost, as if they'd been spent. Humans are clever, ruthless, and they want to live—they're dangerous foes.

Being Attacked by Zombies

Zombies are most dangerous in the first moments of any encounter, when they surge forward and can overwhelm their foes—but unlike humans, they don't get scared or tired, so they're always a threat.

When zombies attack, the GM gets a Fighting pool equal to the number of zombies and a Threat pool half that size (round down). Zombies fight as a group, never individually, or as multiple groups if the situation warrants (zombies at both ends of a hallway, for example). If a group is split into two or more groups, divvy up the Fighting and Threat dice among the groups according to their size. Dice are never lost due to rounding when a group is split up.

Each group of zombies spends dice as normal, with every full 10 points spent doing one die of damage to one survivor. For every die of damage, the survivor must immediately discard a die of his choice from his character sheet; this die is lost, as if it had been spent. Damage can be spread out among survivors or applied to one character; the GM decides.

Zombies lose Fighting dice they spend, just like normal, but they never lose Threat dice. Because zombies never get tired, they're a threat as long as they're still upright. This means that unlike Fighting dice, Threat dice can be spent *without* being lost—so a horde of zombies with 40 points showing on their Threat dice, for example, is *always* going to do at least 4 dice of damage to the survivors. Zombies in groups should be terrifying.

Damage survivors take from zombies doesn't infect them unless it causes them to run out of dice. If a zombie attack removes a survivor's last die, that character is dead and will rise as a zombie.

Being Attacked by Humans

Humans assign and take damage just like the survivors. Opposition characters only need two pools, Fighting and Resources. (If you're creating potential allies or neutral characters, you can generally just build them just like player-controlled survivors but with only 1/2d Luck, and adjust things until they look right.)

Their ratings vary based on the threat that they pose:

Type	Fighting	Resources
Weak	1/5d	1/5d
Average	3/10d	2/10d
Deadly	5/20d	4/15d

Dying

If a character dies, that player has the option to create a new one on the spot. It's the GM's responsibility to get them into the game as soon as possible. Use the normal rules for survivor creation, but skip the connections (they don't have any).

ENCOUNTERS

If you follow the setup process at the very beginning of the game, you'll start out with four "seeded" encounters that can threaten the survivors—but that's not all that's out there. Depending on how the session goes, you may also wind up needing other survivors, people in danger, and even wild animals in addition to the zombies and hostile survivors that have already been covered.

Here are some sample characters you can use as-is or adjust on the fly to suit your needs:

Character	Ratings
Kid	1/2d in all Qualities
Weak adult	1/2d in Luck and two Qualities, 2/4d in the other three
Average adult	2/4d in all Qualities
Specialist	4/8d in one Quality, 2/4d in the other five
Animal	1/2d in Fighting and Athletics; no other Qualities
Dangerous animal	4/8d in Fighting and Athletics; no other Qualities

Attracting Attention

The world of *Eaten Away* is a dangerous place, holding many unpleasant surprises for the incautious and unwary. If the survivors are making a lot of noise or doing something else that could attract the attention of zombies, animals, or humans in the area, first decide what's in the area—without earshot or line of sight, roughly speaking—and then see if it notices them.

Every time there's a meaningful change in what the survivors are doing, or after a reasonable amount of time passes, check again.

To see what's in the area, roll 1d:

Roll	Result
1	Scattered zombies (2d)
2	Small horde (5d)
3	Medium horde (10d)
4	Survivors (1d)
5	Hostile survivors (1d)
6	Wild animals (2d)

To find out if it notices the survivors, add up the following to find out the group's Profile:
- 1 for every survivor
- 1 for every survivor doing something more active than walking
- 1 for every survivor making considerable noise
- +1 for any additional factors

For example (with factors in parentheses): A group of four survivors (4) is trying to clear a fallen tree so they can continue along the road. It's nighttime, so they left their truck running (+1) to use the headlights. One survivor is carving up the trunk with a chainsaw (1 for being active, 1 for the chainsaw), one is in the truck, and two are shining flashlights into the woods, watching for zombies (2). The group's Profile is 9.

The same four survivors walking down the road would have a Profile of 4 (1 for each survivor, no additional factors). If one of them is trying to find a radio signal, blaring static as they turn the dial, their Profile would rise to 5 (4, with +1 for the static). If they commandeer a car, their Profile would be 5 (4, with +1 for the car).

Zombies are dumb and often have dulled senses, but when there are enough of them they're almost certain to notice activity in the immediate area. Zombies detect the survivors when the number of zombies is equal to or higher than the survivors' Profile—it's dangerous to get too close to a horde of zombies, but easy to bypass a small group.

People are wary and alert, or they don't remain survivors for long. People in the immediate area detect the survivors if their Profile is 5 or higher.

EATEN AWAY

Animals are even better adapted to a zombie-infested world than humans are: They detect the survivors if their Profile is 3 or higher.

If the whole group is taking extraordinary precautions—sitting stock still, in the dark, with plenty of cover, for example—then they could well have a profile of zero at the GM's discretion.

Note that Profile is one very good reason for survivors to split up on occasion: A group of four survivors is a lot easier to notice than four individual survivors spread out more widely, each of whom might have a Profile of just 1. Of course, split-up survivors are also in much greater danger if they get into trouble…

ADVANCEMENT

If you play *Eaten Away* for multiple sessions with the same survivors, every survivor who's alive at the end of a session gets adds 1d to their Luck pool. Note that this does not change their Luck rating, so a survivor who lives through a session goes from Luck 2/4d to Luck 2/5d.

GO GET EATEN!

Thanks for checking out *Eaten Away*—I hope you enjoyed it!

If you'd like to see other 24-hour RPGs created for the 2012 RPG Geek challenge, you'll find them all on the RPGGeek website (*rpggeek.com*).

EATEN AWAY

NAME
GENDER
AGE
APPEARANCE
BACKGROUND

CONNECTIONS

EATEN AWAY

— QUALITIES —

ATHLETICS	FIGHTING	INGENUITY

KNOWLEDGE	LUCK	RESOURCES

ZOMBIE GROUP

FIGHTING

THREAT

ZOMBIE GROUP

FIGHTING

THREAT

HOSTILE SURVIVOR

FIGHTING

RESOURCES

HOSTILE SURVIVOR

FIGHTING

RESOURCES