

Savage Weight (Tentative Title)

By Emily

CW: Fatness, weight gain, stuffing, micro/macro

PREFACE: This is a weight gain/fat fetish centric rules supplement for the tabletop role playing game Savage Worlds! This content is obviously unplayable without the core rules! Additionally, the wording and terminology used in this expansion are far easier to comprehend if you are already familiar with the Savage Worlds system, so I recommend that you read through the basics before getting too much into the nitty gritty here.

This material is still very much in an early stage! I have not been able to extensively playtest it because of trouble assembling a group to play, but have played it by myself at least a bit. Having done that, I can vouch at least for the veracity of the concept. Future content additions, including a weight gain based spellcasting archetype (The Lipomancer) are planned, and will likely come faster if I see significant feedback and engagement with this content.

I also wish to mention that this is a version of this ruleset nix slob and blueberry, and that there is no inflation contained herein. I already have slob and blueberry content written, but have opted not to release them in this primary package because those things aren't everyone's cup of tea. If you ask politely, I could quickly format that content and release it in a similar vein to this.

As for inflation, I do quite like it but have not quite formulated an interesting way to incorporate it into Savage Worlds, so if that ever comes it's pretty far out.

With that out of the way, please enjoy! I would love to hear your thoughts on the content and I'm always happy to make new friends, so feel free to give me a shout!

Races:

Gentle Rakashan

Gentle Rakashans are the descendents of rakashans that have adapted to the company and society of other sentient races. They share the feline persuasion of their forebears, while ridding themselves of the disagreeable temperament that so often started neverending wars.

AGILE- Feline grace gives Rakashans a d6 Agility attribute instead of a d4. This increases maximum Agility to d12 + 1.

BITE/CLAWS- Rakashan fangs and claws are Natural Weapons (page 104) that cause Strength+d4 damage.

CAN'T SWIM- Rakashans actually can swim, they just shun it and are not particularly good at it. They subtract 2 from Athletics (swimming) rolls and each tabletop inch of movement in water uses 3" of Pace.

LOW LIGHT VISION- Rakashan eyes amplify light. They ignore penalties for Dim and Dark Illumination.

SMALL- Gentle Rakashans have become smaller over time in accordance with their decreased need to commit violence. Their Size (see page 106) is reduced by 1, which reduces their Toughness as well.

Size table on p.181 in Savage Worlds Core Rules PDF

New Hindrances:

*The Obese Hindrance is in the Savage Worlds Adventure Edition Rulebook. For the purposes of this extension, Obesity is defined as an amount of body fat that physically hinders a character.

Morbidly Obese (Major, prerequisite Obese)-

Those who carry their weight poorly have the Obese Edge. Those who are left a sweaty, panting mess after a walk across the street to the bakery have the Morbidly Obese Edge. A Morbidly Obese character's Size (and therefore Toughness) Increases by +1 (To a maximum of +3).

Their Pace is reduced by half, and their running die is reduced to a d4-1. If a Morbidly Obese character uses a mobility aid (walker, mobility cane, wheelchair, etc.) their Pace instead becomes half their Athletics Die. Strength is considered one die type less (minimum d4) for armor and worn gear (not weapons). They will have quite a bit of difficulty finding armor or clothing that fits, and may have quite significant difficulty fitting into tight spaces.

Obscenely Obese (Major, prerequisite Morbidly Obese)-

This lethargic lardball can't even move under their own power without using every reserve of strength their body holds. An Obscenely Obese character's Size (and therefore Toughness) Increases by +2 (To a maximum of +3) . Their pace is reduced to 1, and their running die is reduced to d4-2. If an Obscenely Obese character uses a mobility aid (walker, mobility cane, wheelchair, etc.) their Pace instead becomes one quarter of their Athletics Die. Each time an Obscenely Obese character moves under their own power (by running, swimming, climbing, flying with biological wings, unpowered wheelchair, etc.) they gain a level of Fatigue. This can only occur once per four hours.

Strength is considered one die type less (minimum d4) for armor and worn gear (not weapons). Obscenely Obese characters cannot wear armor or clothes that aren't custom made and may have quite a bit of trouble with even the most mildly cramped spaces, such as doorways. Additionally, Obscenely Obese characters only receive half of the benefits of Non-Total Cover due to their ponderous size, but can be used as Heavy Cover by any character two sizes smaller than them if the Obscenely Obese character hasn't moved for 1 round.

Profoundly Obese (Major, prerequisite Obscenely Obese)-

This character is far, far fatter than their biological faculties ever accounted for over the course of evolution. A Profoundly Obese character's Size (and therefore Toughness) increases by +3 (to a maximum of +4). If the character breaks Size +4, they gain an extra Wound. Profoundly Obese characters are almost entirely unable to move under their own power, their Pace is reduced to 0 and their running die is reduced to 1d4-3.

Profoundly Obese characters benefit from effects that increase their Pace (For abilities like Burrow or Wall Walker that multiply Pace, treat Pace as 1). During the Duration of a Pace increasing effect, the character can move, but after the effect ends the character suffers a level of Fatigue. Profoundly Obese characters cannot wear protective armor due to their strange proportions and may have supreme difficulty fitting into even spacious interiors. Anything two sizes or more below a Profoundly Obese character may use them as Total Cover if the Profoundly Obese character hasn't moved for 1 turn.

Gluttonous (Minor/Major)-

This weak willed soul simply can't help themselves around food. As a Minor Hindrance, every time the character is around food they can reach without difficulty (passing within arm's reach of a loaded buffet cart, for instance) they must make a Spirit roll or attempt to consume it. The character will not need to make this check for food they know is poisoned. The character can also eat up to an Average Meal's worth of food in one action. As a Major Hindrance, every time the character sees, smells, or is otherwise made aware of food, they must make a Spirit roll with a -2 penalty or immediately try to eat it, regardless of risk to themselves, others, or present engagements. The character can also eat up to a Large Meal's worth of food in one Action. A Gluttonous character does not need to repeat their Spirit check for food they have previously resisted the allure of unless the GM deems that circumstance would force them to. Generally, food that a character begins play with has been previously resisted.

NOTE: The Obesity Hindrances were not written with the ability to reduce or remove them with an Advance in mind, given their uniquely malleable nature in the course of play as opposed to other Hindrances. Though it is of course up to your game master whether or not an Advance can remove an Obesity Hindrance, it is recommended that you do not.

Obesity Threshold-

Since every body is different, Obesity must be determined individually. Obesity Threshold is a new Derived Statistic. A character's Obesity Threshold is the sum total of Strength and Vigor +6 times 10 in pounds, and represents the amount of excess weight a character can gain before being affected by their bulk. When a character's weight gained exceeds their Obesity Threshold, they gain the next highest Obesity Hindrance. A character's Base Weight does not contribute to weight gained. An average human generally weighs between 130-180 pounds.

(Ex. Lucy's Strength Die is a D12 from her many years of bar fighting, but she has a glass jaw with a Vigor of only D4. $12+4+6=22$, multiply that by ten and you get 220 pounds. Though Lucy started out at a lithe 110 pounds, she's been stress eating and lounging around a lot after a recent injury. She has gained 260 (total 370) pounds, putting her above her Obesity Threshold with 40 pounds to spare, so she gains the Obesity Hindrance. Should she take a liking to portly living and eat herself another 270 pounds heavier (total 490), that would once again exceed her Threshold, this time with 90 spare pounds, and she would move up to the next highest Obesity Hindrance, Morbidly Obese.)

Characters that begin play at unusual Size (excluding any Size gained from the Obesity Hindrance at character creation) subtract or add 40 pounds (subtract if below size 0, add if above) to their Obesity Threshold for each level of Size difference. Effects that reduce or increase a character's Size (excluding Obesity Hindrances) affect characters as though their base Size was altered, but Obesity Hindrances gained as a result of Size change do not trigger their Size changing effects.

(Ex. Lucy is a Half Folk, meaning she begins play one Size lower than normal, at -1. She has a Strength of D6 and a matching Vigor, making her initial Obesity Threshold 180 pounds. Since she is size -1, she subtracts 40 pounds from the initial value, leaving her at a Threshold of 140 pounds. While on vacation in a port town, Lucy indulges in her gluttonous impulses quite a bit and gains 120 pounds from eating cake by the cartload and not getting out too much. Eventually though, intrigue strikes, and after battling her way through a shipping yard full of thugs, she runs afoul of a powerful witch. This witch has a cruel sense of humor, and as such deems it appropriate to shrink Lucy to a fraction of her original Size! She casts Shrink on Lucy, causing her to grow smaller by -2 (total -3), which also reduces her Strength Die equally to the D4 minimum. Since Lucy has gained 120 pounds from earlier indulgence, and her Obesity Threshold has decreased by 80 pounds to a total of 60 pounds, she gains the Morbidly Obese Hindrance. Because her acquisition of the Morbidly Obese Hindrance was triggered by a Size change, she ignores the text in the Morbidly Obese Hindrance's description that says her Size should increase by +2, remaining at Size -3.)

While the above assumes that your character's weight would not decrease with their Size, Your game master could simply rule that your weight decreases by the same amount your

Obesity Threshold lowers. This would cut down on bookkeeping and math, and appeals to a different version of the micro fantasy that might be more or equally appealing to some. You could even mix and match, having some effects that trigger Size loss but not weight loss and others trigger both Size and weight loss. The reverse is of course true of Size increases.

Fair warning regarding Size change, ordinarily a player character can't be shrunk below Size -1. This is for balance reasons, as for every Size a character is below average they become harder to hit. This is in part balanced by the loss of Strength and the loss of ability to handle regularly Sized weapons, but could become catastrophically overpowered when combined with spellcasters or other characters with intrinsic weapons. Proceed with caution!

Weight Gain:

A preface- the rules for Weight Gain in this expansion are abstracted and unrealistic so as to expedite payoff and minimize bookkeeping. If that bothers you, I totally understand, and the value of Indulgence points as well as the weight gain from excesses of them is easily modifiable. I may also revise or branch this ruleset in the future if demand is high enough; in such an event your interests might be further catered to. As per the Savage Worlds basic rules, a character must eat at least 1500 calories of decently nutritious food a day to stave off starvation. In order to abstract and streamline this calculation as much as possible though, I have introduced Satiety. Satiety represents the amount of food a character has eaten and is currently working through their digestive tract. When a character Digests (discussed later) 15 Satiety, they gain one Indulgence Point. Indulgence is a new stat that helps a player and their gamekeeper mechanically determine how a character's weight might change after a day of adventuring. These categories are good benchmarks for how much Satiety any given meal might be worth just to cut down on guesswork:

Paltry Meal 1-3 Satiety (Small salad, apple slices, etc.)

Average Meal 3-5 Satiety (Salad with bacon and bleu cheese, chicken breasts with rice, etc.)

Large Meal 5-7 Satiety (Half a beef wellington, half pound burger with fries and onion rings etc.)

Enormous Meal 7-9 Satiety (Deep fried stick of butter, whole fried turkey, etc.)

Gigantic Meal 9-11+ Satiety (Several cups of lard, entire wedding cake, etc.)

(It's worth mentioning the Survival Skill here, given its premiere use in procuring food. Since a successful Survival roll drums up enough food for one person for a full day, the total bounty is comprised of 15 total Satiety that may be allocated in any way. Since a raise yields enough food for five people, that equates to any number of variably sized meals or one gigantic meal that adds up to 75 Satiety. Also relevant is irregular character Size. For every Size below

normal a character is, food should be worth 25% more Satiety. The reverse is true for Sizes above normal.)

Characters digest an amount of Satiety into Indulgence at a rate equal to their Vigor die type every two hours.

One point of Indulgence is burned every day for homeostatic purposes, thus if a character only has one point of Indulgence no weight change will take place. If a character has no Indulgence by the end of the day, they must roll to resist the effects of Starvation as per the basic rules, losing 2 pounds regardless of the roll's outcome. For every Obesity Hindrance the starving character has accrued, they gain a +1 on the roll to resist Starvation. A character may accrue up to five excess positive or negative Indulgence Points at once by default, but Edges or house/setting rules could change that. Strenuous actions such as prolonged combat, extended hiking, or other significant exercise (at GM discretion) may burn an Indulgence Point. If this causes the total to go below zero the character will gain a negative Indulgence point. Indulgence Points account for 2 pounds of weight gain or loss.

If a character with the Small Hindrance gains weight equal to their Obesity Threshold, it should be noted that though they still have the Hindrance (chiefly because as aforementioned the Size at which a character begins play helps in determining their Obesity Threshold), since they are now of a "normal" weight the Size penalty of the Hindrance no longer applies, but they do not gain the Obesity Hindrance because they are now a "normal" Size. The Toughness penalty of Small persists regardless of how fat a character might get.

If a character gains enough weight in a short enough time frame, the GM might think it appropriate to impose some kind of penalty to the character's actions to mechanically reflect the character getting used to their new weight. This would work similarly to the base game's rules for narrating unfamiliarity with a given weapon, -2 on Agility related rolls (or any roll appropriate) for a set period while the character adjusts (1d4-1 days on the lower end, 1d6+2 days on the higher end). This can potentially add to the experience of "feeling big."

Eating:

A character may use an Action to consume up to a paltry meal's worth of food in combat. A character's Stomach Capacity is equal to half of their Vigor die + 15 in Satiety. A character suffers stacking Overeating Conditions for each time after the first they fill their Capacity:

Unbothered- [No effect, the character is at or below their Capacity.

Full- [-1 Pace, the character is above their Capacity.

Bloated- [-2 on Athletics, Stealth, and Running rolls, the character has doubled their Capacity.

Stuffed- [-2 on all Agility and Agility linked rolls, (cumulative with the earlier -2 to Athletics, Stealth, and Running) eating any more prompts a Vigor roll that upon failing inflicts a level of

Fatigue. When this Vigor roll is failed, the character does not gain Satiety. Optionally, the GM may narrate this as vomiting or some other expulsion, though obviously this is not everyone's cup of tea.

Force Feeding:

A character may use an Action to force an enemy to consume up to a Large Meal's worth of food in combat. The food used in this attack counts as a Light Improvised Weapon. If the attacker succeeds, the defender is forced to consume the food used in the attack and takes damage as normal.

New Powers:

Bloat/Slim

Rank: Seasoned

Power Points: 5

Duration: 3

Trappings: Spectral girdle, enchanted blueberry, injection

Bloat causes the target to gain weight equal to their Obesity Threshold on a Success, or double with a Raise. Slim causes the target to lose weight equal to their Obesity Threshold, or double with a Raise. Slim cannot kill or disappear a target, but may make them unhealthily thin, in which case the afflicted would temporarily gain the Small Hindrance. For unwilling targets the caster's arcane skill roll is opposed by Spirit.

Bountiful Bolt

Rank: Novice

Power Points: 1

Duration: Instant

Trappings: Beam of energy, lard missile, high pressure stream of milk.

Bountiful Bolt sends fattening bursts of energy, fountains of caloric fluid, or solid globules of lard or other fat toward one's foes.

There are no Range penalties, but the arcane skill roll is affected by Cover, Illumination, and all other usual penalties.

The damage of the Bountiful Bolt is 2D6, or 3D6 with a raise. It fattens for five times the damage's amount in pounds.

Modifiers

DAMAGE (+2): The Bountiful Bolt causes 3D6 damage (4d6 with a raise).

POTENT (+2): The Bountiful Bolt fattens for fifteen times the damage amount in pounds.

Corpulence Field

Rank: Seasoned

Power Points: 4

Range: Smarts

Duration: 5

Trappings: Sweet smelling gas, greasy rain, swarm of feeder fairies

Corpulence Field creates a caloric aura around the recipient that fattens foes foolish enough to get too close.

At the end of the affected character's turn, all adjacent beings (including allies!) automatically fatten for 2D4x10 in pounds.

Modifiers

STRONG (+2): The Corpulence Field causes 3D4x15 fattening in pounds.

Adipose Absorption

Rank: Seasoned

Power Points: 8

Range: Smarts

Duration: Instant

Trappings: Enchanted funnel and hose, moving stuffing from one poppet to another, identical magic meals

The caster of Adipose Absorption must pick two targets. On a successful casting, fat in pounds equal to the caster's Obesity Threshold are transferred from one target to the other. For unwilling targets the caster's arcane skill roll is opposed by Spirit. The caster may target themselves.

Hefty Healing

Rank: Novice

Power Points: 6

Range: Touch

Duration: Instant

Trappings: Laying on hands, enchanted food, tincture

Hefty Healing removes Wounds less than one day old, but the patient gains weight equal to half their Obesity Threshold for every Wound healed, or if the power fails. The penalty to the arcane skill roll is the victim's Wounds, if any (to a maximum of -3 for those who can take more than

three). A success removes 1 Wound, and a raise removes 2. The power may be cast additional times to remove additional Wounds.

For Extras, the GM must first determine if the ally is still alive (see Aftermath, page 96 Basic Rules). If so, a successful arcane skill roll returns the ally to action (Shaken if it matters).

Modifiers

GREATER HEALING (+10): Greater healing can restore any Wound, including those more than an hour old.

CRIPPLING INJURIES (+20): The power can heal a permanent Crippling Injury (see Incapacitation, page 95). This requires an hour of preparation and only one casting is permitted per injury. If it fails, this caster cannot heal that particular injury (but someone else may try), and the patient gains weight equal to their Obesity Threshold. If successful, the subject gains enough weight to acquire the Profoundly Obese Hindrance for 24 hours. They retain one third of the weight gained at the end of the 24 hour period.

NEUTRALIZE POISON OR DISEASE (+1): A successful healing roll negates any poison or disease. If the poison or disease has a bonus or penalty associated with it, the modifier applies to the arcane skill roll as well.

Tubby Tether

Rank: Novice

Power points: 5

Range: Smarts

Duration: 1 hour

Trappings: Matching bibs or jewelry, identical meals, two matching plates of a scale worn as necklaces

Tubby Tether creates a lipomantic connection between two individuals (which does not necessarily have to include the caster). This link causes all weight change effects (weight gain, loss) that one target experiences to be mirrored exactly on the other. Once activated, the Range between all linked bodies is one mile, or five with a raise. For unwilling targets the caster's arcane skill roll is opposed by Spirit.

Lipomantic Levitation

Rank: Novice

Power Points: 5

Range: Touch

Duration: 1 hour

Trappings: Glowing body, pudgy wings, fat becomes see-through

Lipomantic Levitation makes all of the fat in the targeted creature's body lighter than air. This not only unburdens them, making their Pace and Running Die return to their pre-Obesity values, but gives them a flying Pace of 2 for every level of Obesity they have.

POWER NOTES: A caster who has shifted into another form via magic (as in the Shape Change power or similar effects) retains their current level of Obesity (as in, the Obesity Hindrance they have, if any, including Small) across forms unless specified.

New Edges:

Iron Belly

Requirements: Novice, Vigor D8+

This hero possesses digestive faculties the likes of which have only been seen by the proprietors of freak shows and astronomers specializing in the study of black holes. Their indomitable tummy enables them to consume ordinarily hazardous substances like carrion or organic garbage without risk of foodborne illness, and grants them a +1 on Vigor rolls made to resist orally ingested poisons.

Voracious

Requirements: Seasoned, Athletics D10+

This glutton has an appetite for the squirmier morsels in life. When they are Grappling a creature two or more Sizes lower than them, they can swallow the creature whole by successfully Crushing them. This frees the predator's hands. Each turn a creature spends in the grappler's stomach, they take the grappler's Strength in damage (die roll, not flat value). A swallowed creature may attempt to escape the grapple as normal, being purged by the Voracious character and knocked Prone if they do. Characters with prey in their gut are Stuffed for as long as it takes for the swallowed creature to expire. If a swallowed creature of two Sizes less than the grappler perishes in the gut, it counts as an enormous meal. If the swallowed creature is smaller, it counts as a large meal. Overeating penalties are applied as usual.

Insatiable

Requirements: Voracious, Athletics d12

A more skilled predator than this hero there has never been. Insatiable characters can swallow creatures equal to their own Size. For every Size above -2 a swallowed creature is, it counts for 5 more Satiety.

Silver Gut

Requirements: Voracious, Arcane Background (Miracles)

This hunter's tummy is holier than a cold steel sword dipped in silver and laid gently upon a consecrated altar. As the result of their piety, their guts churn away at the supernatural with unparalleled efficiency! Characters with a Silver Gut can harm creatures ordinarily immune to non magical damage by swallowing them. Incorporeal/ghostly creatures can be swallowed regardless of their Size. For every Size above -2 the swallowed phantom is, it counts for 5 more Satiety.

Baleful Belches

Requirements: Seasoned, Vigor d8

This slovenly champion's belches have no equal. A character with this Edge may spend 5 Satiety to belch so powerfully that it proves injurious to all caught in its path (Small Blast Template centered in front of character). These belches deal Vigor+1 damage.

Brimstone Belches

Requirements: Baleful Belches, Vigor d10

This hero lets out burps that register on the Richter Scale and could easily make a dragon blush. A character with this Edge may choose to spend more Satiety per belch in increments of 5, resulting in +1 extra damage for every increment. Additionally, the Range of the attack is improved to that of the Cone Template.

Photosynthetic

Requirements: Vigor d10

This character has graduated beyond a green thumb to a green tum! Their extraordinarily strange constitution enables them to gain sufficient sustenance from sunlight. For every hour a Photosynthetic character spends sunbathing with a sufficient quantity of skin exposed (determined by GM,) they gain 5 Satiety. For every Obesity Hindrance the character has, Satiety gained per hour increases by 2.

Lactose Lush

Requirements: Vigor d8

Adipose Alchemy

Requirements: Arcane Background (Any), Artificer

This talented chemist has discovered the power to distill mass. Given four hours and five Power Points, this character can "store" excess mass. After an uninterrupted four hour period of work, the character loses weight equal to their Obesity Threshold and stores a level of Obesity in an object, typically some kind of potion, pill, injection, or other form of medicine. Whatever the form, it is generally non-perishable. When a character consumes the substance in which the alchemist's Obesity has been stored, they instantly gain weight equal to their Obesity Threshold. To administer the effect unwillingly, a Touch Attack (like that used to activate a Touch Range Power) is required.

Curvy

Requirements: Novice, Attractive

This hero's fat goes to all the right places. For every level of Obesity the character has, they gain a +1 to their Performance and Persuasion rolls if the target is attracted to their general type.

Curvacious

Requirements: Seasoned, Curvy

There is no attribute of this specimen's form that is not perfectly enhanced by soft, jigging blubber. For every level of Obesity the character has, they gain a +2 to Performance and Persuasion rolls, and initial reactions toward them from Extras attracted to their gender are improved by one tick if the target is attracted to their general type.