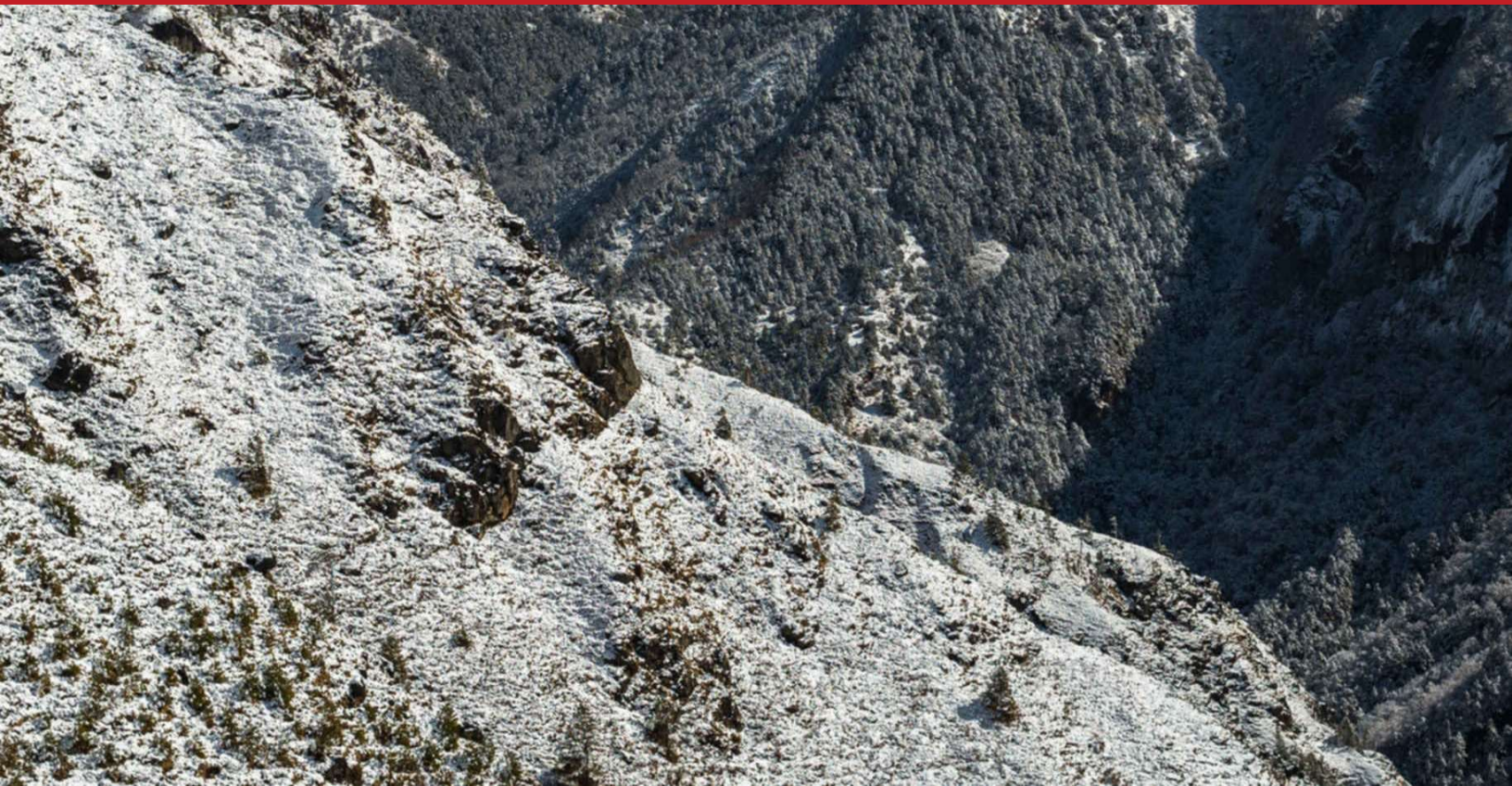




PORTLY PILOTS HOMEFORGE

A basic homebrew intended for folks who enjoy having some extra padding
inside their favorite war machine.



PORTLY PILOTS HOMEFORGE

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INITIAL STATEMENTS

OFFICIAL DISCLAIMER

I am not a professional Lancer Gamemaster nor am I a master of tabletop game balancing. As such, what is stated here is likely to be questionably balanced at best and flat-out game breaking at worst. This is intended primarily for enjoyment and fun first with balancing being a smaller but still important concern. That said, I did try to work with existing systems and stats as much as I could along with avoiding any major changes to mech combat like new chassis + licenses, etc. I tried limiting impacts to pilots, any potential pilot-mech interactions, and stuff that could be integrated into existing campaigns.

Unsurprisingly, with the amount of roleplay-centric content, there are several major interactions with the official Kaarakin Trade Baronies supplement. I would suggest you get the supplement to better understand the Bonds/Stress/Burden system that it implements.

If you are someone who plays Lancer only for the combat rather than a mix of mech combat and roleplaying, this basic homebrew may not be your thing. That said, I did try to include a fair share of mech-related content like talents, systems, and even some NPCs + NPC templates.

In case you somehow missed it, this homebrew is centered around weight gain content with related and similar content like stuffing, inflation, and others being present. With that said, if you are below 18, leave. Homebrewed/Homeforged content like this is not the kind of stuff you should be getting into at your age. I understand the frustration and temptation, but do not engage with this content until you are of legal age, your future self will thank you.

GENERAL NOTICE

Before it is brought up, I know this isn't exactly in the same style as the Lancer hand guides. By that I do not mean just this template graciously provided by Prijatelj. When I talk about the writing style, I mean things such as exact usage of certain fonts and coloration, paragraph formatting, the underlying tone, and all those other nitty gritty details that make the Lancer hand guides feel like professional content.

While I do feel that it would help make this Homeforge better, I still want to write this with my own style so to speak.

Hopefully the attempt at bridging the gap can make this feel more like a semi-official homebrew rather than just random text thrown onto a document with no sense of

organization or end up landing this in an uncanny valley of Lancer content that just is unsettling to look through.

HOMEFORGE USAGE

As expected with an 18+ content Homeforge like this, I understand that only a small handful of people will use this at all and even fewer will do campaigns involving this content. To be entirely honest, I am certain this may be the only one of its kind out there, or at least one that is being made as public as this one.

That said, I am completely fine with others running this system in their campaigns. In fact, please let me know if you decide to run a Lancer campaign using this Homeforge. Not only would I love to get some feedback on this for new ideas and suggestions, but also to try better balancing around the base game and official supplements.

NOTICE TO A CERTAIN KIND OF PEOPLE

Given how much of a mess the internet can be, I fully anticipate that people or groups will take this content and use it to harass me, people who use it, or perhaps even Prijatelj and Massif Press. Why exactly they do this may vary from person to person.

Whether it be simply for general internet shenanigans, improving their questionable sense of self-worth by demonizing and others, disbelief and/or disgust that this content exists, wanting to strike out at anything affiliated with certain people or groups, or otherwise sharing this content with the intent to view it and its users for the purposes of causing harm to others.

Simply put, if you do not like this content or the people who helped create this document, that is fine. You do not have to like something because others do nor do you have to engage in this content if you dislike the contents within it. If you do not like it, leave it alone.

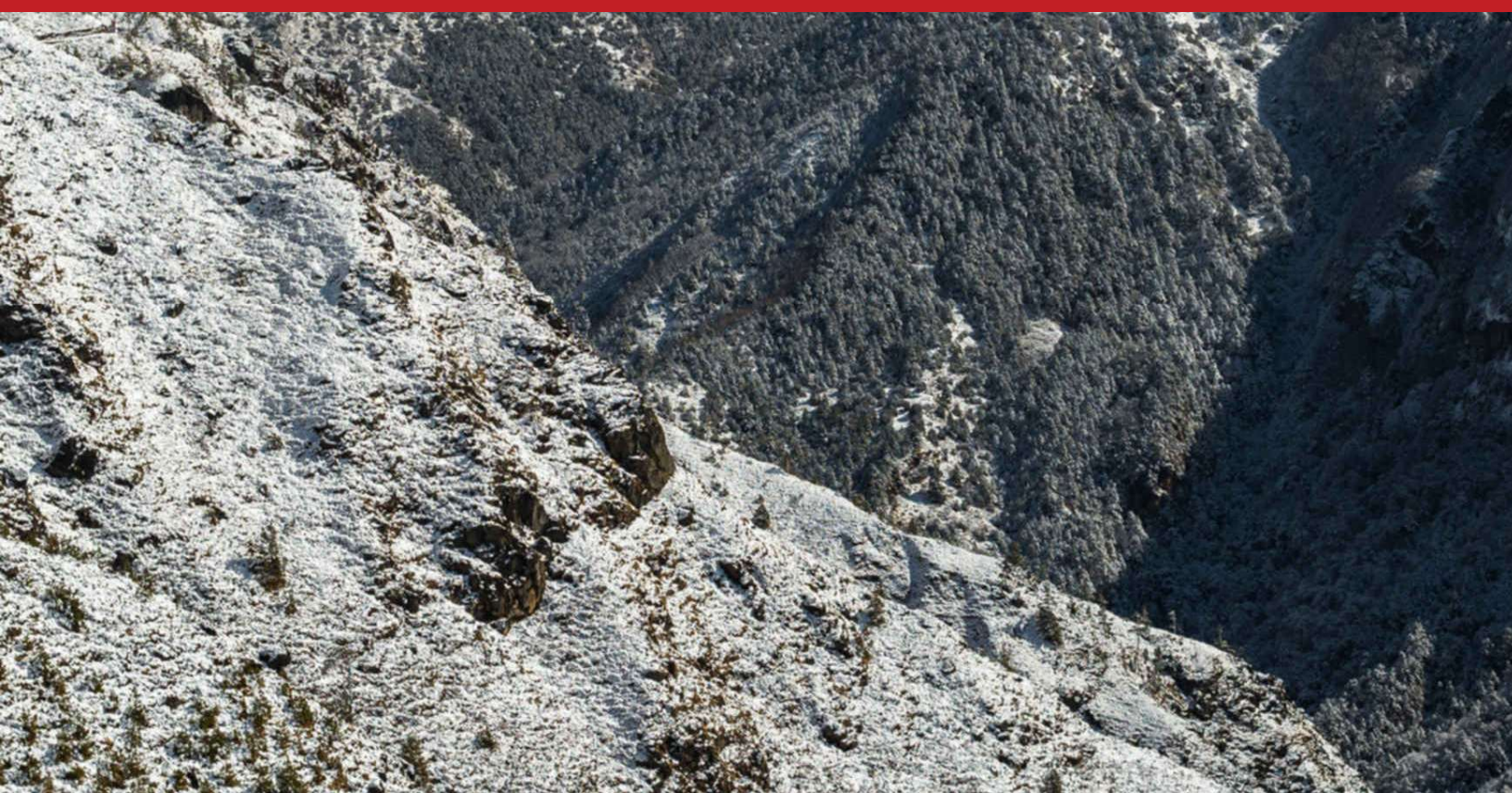
That said, if you are one of the people that seeks to harass others because of anything said in this document, there are far better uses of your time, energy, and brainpower than inconveniencing others for doing stuff you see as 'wrong' or trying to provoke any hostile reactions for your amusement.

Personally I enjoy both normal and Portly Pilot versions of Lancer. The official content has an amazing amount of depth from both a gameplay and lore perspective. So if the existence of this Homeforge 'ruins' Lancer for you, I sincerely apologize.



SECTION 1

CHUBBY PILOTS AND TIGHT COCKPITS



DIET AND NUTRITION

OVERVIEW

With an enormous frontier, troves of highly advanced 3D printers, countless worlds, and rampant paracausal entities, it really should not be surprising that some mech pilots carry more bulk than others. Whether due to physical, physiological, psychological reasons, some pilots simply pack on the pounds and keep them on for a long time. This can pose issues depending on the mech chassis and battleground but with the proper setup and equipment, not only can most of the drawbacks be alleviated, but perhaps one can even get some benefits from it as well...

How the weight system works is that every day, pilots need to eat with a range of food to stay properly nourished. For simplicity's sake there are no systems for digestion rate, stomach capacity, or anything like that. Stay overnourished or undernourished for too long, or get a sudden surge of Nutrition in either direction, and your body's size may soon change. If you would like to roleplay stomach capacity and digestion, you are more than welcome to freeform roleplay the stuff yourself but know you are not obligated to.

NUTRITION

For every in-game day, a normal (**Size ½**) **Biological** individual must have 3-5 units of **Nutrition** in order to sustain their body's metabolism, function, and overall operation. This number is referred to as the **Nutrition Threshold**. Non-Biological individuals or objects cannot gain Nutrition unless otherwise stated. For each Size above ½ a character is, their minimum Nutrition Threshold increases by 1.

If a character has any Nutrition over the upper threshold and has no Undernutrition Points, that excess Nutrition will contribute towards that character's **Overnutrition Points**. If a character experiences an effect that would drain Nutrition but has Overnutrition Points, the Overnutrition Points will be drained from instead.

If a pilot has any Nutrition under the lower threshold or otherwise suffers a Nutrition-draining effect, any Overnutrition Points and additional size increments will be burned as the body uses its fat reserves to prevent starvation. If there is no overnutrition to be burned, the unfulfilled Nutrition will contribute towards the pilot's **Undernutrition Points** and they will be afflicted with the **MALNOURISHED** status until they can get rid of the Undernutrition Points get within the nutrition threshold.

Effects that apply **Nutrition** will work through mechs, meaning if a mech takes a Nutrition effect, the pilot (or passengers) will get impacted.

PILOT SIZES

All Lancers start out as a **Size ½** unit and with **zero Overnutrition Points**, unless certain backstories or reasons would explain it, but no Lancer can go under Size ½. Each ½ Size increment is the equivalent of 20 Overnutrition Points.

Whenever a pilot exceeds 20 overnutrition points, the counter is reset to 0, the pilot's **Size** goes up by ½, and any remaining nutrition is added to the resettled counter.

Any Sizes larger than Size ½ will be act as stored Overnutrition Points. If Nutrition losses results in the Overnutrition Points going below 0 and your pilot is larger than **Size ½**, go down by a ½ size increment, add 20 to your overnutrition points, then subtract any remaining undernutrition from that amount.

Example: A pilot who is Size 1 and has 3 Overnutrition Points loses 6 Nutrition Points. They lose 3 Overnutrition Points, putting them under the overnutrition minimum threshold. As such, they are turned into Size ½ pilot and their overnutrition points are set to 20, becoming 17 after the remaining nutrition loss is calculated.

Pilot Base Stats	HP	Evasion and E-Def	Speed	Armor	Nutrition Threshold
Size ½	6 + GRIT	10	4	0	3-5
Size 1	9 + GRIT	9	3	0	4-6
Size 1 ½	12 + GRIT	8	3	0	5-7
Size 2	15 + GRIT	7	3	0	6-8
Size 2 ½	18 + GRIT	6	2	1	7-9
Size 3	22 + GRIT	5	2	1	8-10
Size 3 ½	26 + GRIT	5	1	1	9-11
Size 4+	30 + GRIT	5	0	2	10-12

BOARD PIECE SIZES

As a brief refresher on tabletop board sizes, a piece's size \neq its exact physical dimensions. Size is intended more for rough area of influence and size rather than 100% ironclad rules.

Now the rulebooks do not have any board pieces that are Size $1\frac{1}{2}$, $2\frac{1}{2}$, or $3\frac{1}{2}$. Do not worry, there is not going to be any custom board piece sizes for these. Instead treat any $\frac{1}{2}$ size increment (excluding the normal $\frac{1}{2}$) as taking up the same board space as the size below it. This half sizing weight system is intended for two main things; size utilizers and mech sizes.

For example, Size $1\frac{1}{2}$ pilots take up the same space as a size 1 pilot. The reason for this is to make the weight gain more incremental than it would be with the base game sizes.

Size utilizers are things such as Lancaster's MULE HARNESS, the 'Ram' and 'Grapple' quick actions, and anything else that takes the unit's size into account for the action or tool. This is relatively self-explanatory with a pilot's size influencing their ability to do this when outside their mech. For this Homeforge, mech sizes are separated into two categories; **Frame Size** and **Cockpit Size**. Frame Size is the size of the mech itself whereas Cockpit Size is the interior space within the cockpit or how much EVA-style mechs can adjust themselves around you. When a Lancer is inside of a mech, the size utilizers will instead use the mech's Frame Size rather than the pilot's size or the mech's Cockpit Size.

MECH COCKPIT SIZE RULES

By default, a mech's Cockpit Size is equal to the Frame Size. A pilot that is the same size as or smaller than the mech's Cockpit Size they are piloting can comfortably fit into the cockpit

If a pilot is $\frac{1}{2}$ Size over the mech's Cockpit Size, they will be afflicted by the TIGHT FIT Status

If a pilot is 1 Size over the mech's Cockpit Size, they will be unable to enter the cockpit of the mech.

If a pilot turns 1 Size over their mech's Cockpit Size while inside it, at the end of their turn, they must take the Dismount action as a Free Action at the end of their turn and cannot Embark into that mech until they get to a size that fits in that mech's Cockpit Size.

If there is a difference between the pilot's Size and the mech's Frame Size (i.e., the pilot inside is smaller or larger than the mech), any size utilizers will use the mech's Frame Size instead of the pilot's.

INTERACTIONS AND CHANGES

IPS-N's Fomorian Frame Core Bonus increases the mech's Frame Size by its listed increments, in turn increasing Cockpit Size. (*Lancer Core Book*, p.127)

FORMORIAN FRAME

The Fomorian is an upscaled version of IPS-N's stock template that has been adapted to meet the needs of long-haul Cosmopolitans looking for enhanced stability and robust impact protection, both micro and macro-level.

Increase your mech's SIZE by one increment (e.g., from $\frac{1}{2}$ to 1, 1 to 2, or 2 to 3) up to a maximum of 3 SIZE. You can't be knocked PRONE, pulled, or knocked back by smaller characters, regardless of what system or weapon causes the effect.

GMS Expanded Compartment System, Minotaur's "Internal Manifold" Trait, Caliban's "Wrecking Ball", Atlas's "Giant Killer", and Hacker Rank 2's Jam Cockpit have been moderately overhauled.

Expanded Compartment 1SP, Unique

"Hope the extra space is enough!" – Unknown

Total **Cockpit Size** increased by **Size $\frac{1}{2}$** along with letting an additional **non-Mech** character or object of to ride as a passenger in the cockpit, but this does not increase the mech's **Size**. So long as the total size of both people and/or objects do not exceed the Mech's cockpit size. While inside the mech, they cannot suffer any effect from outside or be targeted by attacks, as if they were a pilot.

You can hand over or take back control to or from them as a protocol (following the same rules as pilot and Ais), but if they take over the controls from you, the mech becomes **IMPAIRED** and **SLOWED** to reflect the lack of appropriate licenses and integration.

JAM COCKPIT: Characters may not **Mount** or **Dismount** your target until the cockpit is fixed with a successful **Engineering Check** as a Full Action. If the character would be forcibly Dismounted due to size issues, they instead become **Stunned** and take **2 AP** \emptyset at the start of their turn and whenever the pilot increases in size until either the effect is cleared or the target is destroyed.

Internal Metafold

Frame Trait

While inside the Minotaur, you cannot be harmed in any way, even if the Minotaur explodes or is destroyed. In addition, your Mech's **Cockpit Size** is increased by 2 and can be further improved with other **Frame Size** and **Cockpit Size** increases.

Wrecking Ball

Frame Trait

When inflicting knockback with any Ram, Ranged, or Melee Attack, the Caliban can choose to either count as **Size 3** or as the Pilot's Current Size.

Giant Killer

Frame Trait

When performing a Ram or Grapple, the Atlas can choose to either count as **Size 1** or as the Pilot's Current Size. It ignores engagement from characters larger than the mech's base Frame Size and can freely move through and share the spaces they occupy (even if they're hostile). While occupying at least 1 space that is the same space as any character, it gains soft cover, even from that character.

All player mechs that start at Size 1/2 (*Atlas, Caliban, Dusk Wing, Goblin, etc.*) get the "Self-Calibrating Exoskeleton" trait.

Self-Calibrating Exoskeleton

This mech's **Cockpit Size** is double its base **Frame Size**. Any increases to base Frame Size such as Formorian Frame are also subject to this effect. Whenever the Pilot's size exceeds the mech's **Cockpit Size**, the mech's Frame Size will be temporarily increased to match the pilot's.

Metalmark and both Swallowtail variants get the "Comfortable Cockpit" trait.

Comfortable Cockpit

You no longer get the **Tight Fit** status if your pilot is 1/2 **Size** larger than the mech's **Cockpit Size**, but any larger sizes will still have this debuff.

Whenever you are 1 or more sizes larger than your mech's Cockpit Size, you must make a **Hull Check** or **Engineering Check**. On a success, you stay inside your mech until the rest of the scene or if your size increases, in which case you need to roll again. On a failure, you are forced to disembark as a Free Action and cannot Embark in until you can fit inside. This roll can be impacted by roll modifiers.

PILOT STATUSES

MALNOURISHED

All pilot skill triggers and mech skill checks have a +1 ⊖ due to a combination of physical weakness, pain, and distraction due to an empty stomach. However, their hunger drives them to move faster in hopes of finding a food source, giving them +1 Speed and +2 Evasion both in and out of a mech.

STUFFED/INFLATED

Your body and/or belly are much more cumbersome than usual. For each instance of Stuffed/Inflated, the character is temporarily treated as though they are 1/2 size larger.

TIGHT FIT

Your bountiful fat (or oversized cargo) makes reaching the controls rather difficult. Dismount, Embark, and Bootup take both a Full Action and Movement. Shutdown, Boost, and Ram take a Full action to perform.

RAVENOUSLY HUNGRY

At the start of their turn, the character must try to restrain themselves from eating whatever (or potentially whoever if the character is hungry enough) is close by. Roll a 1d20 for a Hunger Check.

- If it is a 5 or lower, they lose control and waste a Movement and/or Quick Action trying to get to the nearest food source.
- If it is between 6 and 14, they keep themselves restrained but has +1 ⊖ on the next Hunger Check.
- If the roll is 15 or higher, they are able to restrain their hunger without problem.

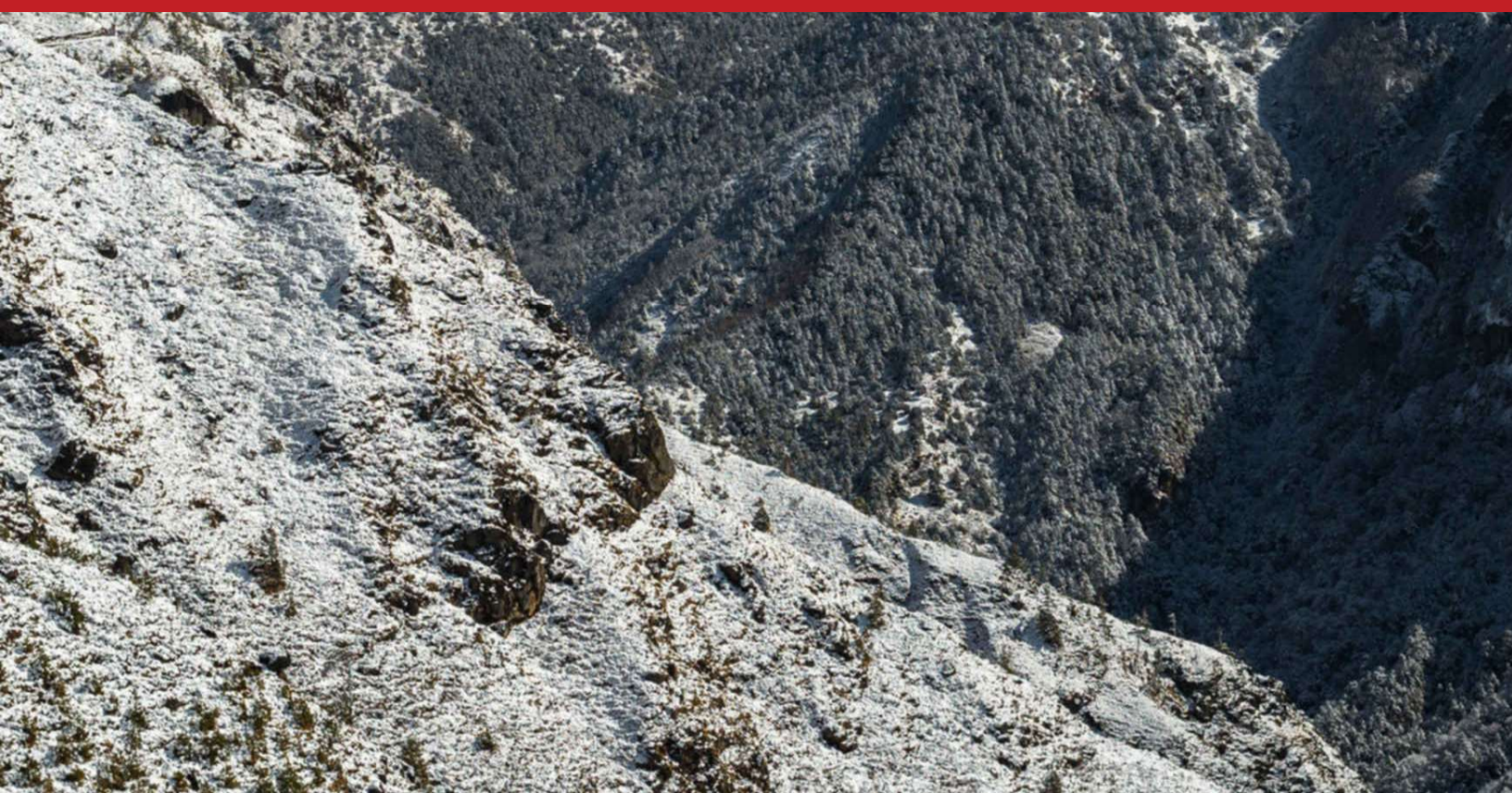
FATTENING PRESENCE

Your character emits a Burst 2 area of unusual radiation or paracausal energy. Any characters within this area gain 1 Nutrition at the end of their turn. The character with the status is not affected by the effects. This effect lasts until the end of the afflicted character's next turn or until otherwise state



SECTION 2

STRANGE THINGS AND STRANGER PEOPLE



NEW PILOT FLUFF

OVERVIEW

This homeforge adds new Pilot Backgrounds and new Skill Triggers to mess around with. After all, what good is having a fat system if the pilots will not enjoy the process or have some experience with it? These are all focused around narrative play so if you are a combat-only Lancer, you can ignore these without losing any important information. Otherwise, these could be handy if you decide to indulge yourself outside of the mech. As with the official Pilot Backgrounds, you can invoke these for +1 🍀 or 🍷 on certain narrative events.

NEW PILOT SKILL TRIGGERS

APPETITE AND METABOLISM

Devouring lots of food in a moment's notice, holding your liquor, handling spicy foods, and anything tied to consuming difficult or challenging foods and/or drinks.

BODILY RECOGNITION

Avoiding accidentally bumping into things, fitting through (relatively) narrow passages, walking on fragile floors, and anything that would involve you having awareness of how big your body is + how to best accommodate your weight.

COOKING

Proficiency in making foods along with knowledge of cooking methods and/or utensils, ingredients, and otherwise preparing edible food.

DOUGH HANDLING

Massaging and groping fat, walking through materials like quicksand or mud, and generally being better at handling non-newtonian liquids or squishy materials than most.

EXCELLENT TEMPERANCE

Resisting temptations and charms, responsibly using substances, or otherwise possessing a high degree of self-discipline.

FATTY LOVE

Pleasing corpulent individuals and knowledge about handling fattening substances

NEW PILOT BACKGROUNDS

Bottomless Eater

Example Triggers: Appetite and Metabolism, Get a Hold of Something, Body Recognition, Stay Cool

Something about you seems to make you abnormally efficient at devouring food. Have you had a high appetite since you were born? Are side effects from a medical operation or medicine sending your hunger sky high? Is some coercion or suggestion making you have seconds and third servings?

Most importantly, something drives you to eat so much. Do you adore the taste of finely made food? Is the feeling of a full stomach divine to you? Was the idea of being a doughy lardball tantalizing?

Lard Supervisor

Example Triggers: Patch, Cooking, Spot, Dough Handling

Working with individuals with weights close to or over 4 digit weights have made you accustomed to all the difficulties that entails. Were you a doctor constantly assigned individuals with runaway diets? Did you have a partner you had to constantly feed and care for? Was it living alone at such a weight that made you good at looking after large individuals?

Often such people can have vastly different views. Did seeing or being such fat individuals make you pledge to avoid being fat through rigorous exercise and self-discipline? Perhaps their abundant softness and imposing size awakened a passion inside you? Maybe you enjoy only being within a certain range of excess fat?

Adiposium Specialist

Example Triggers: Example Triggers: Fix or Hack, Excellent Temperance, Stay Cool, Fatty Love

Untrained people handling Adiposium is bound to result in massive accidents, which is why you have taken the time to properly research the best ways of doing it. Is your training the result of personal trial and error? Were you part of a profession or group using it for an alternative fuel source? Are you a scientist looking into its unique properties?

Such a bizarre material is bound to cause temptations that had to be resisted. Did you simply resist the temptations through sheer will? Did you set boundaries for yourself never to cross? Was having small amounts of it enough to keep the temptations satisfied?

Chubby Chaser

Example Triggers: Example Triggers: Cooking, Dough Handling, Charm, Fatty Love

For as long as you can remember, otherwise insignificant adipose tissue has an unignorable charm to it. Perhaps the gelatinous texture drew you in? Could it be the softness and warmth making you have a good night's sleep? Perhaps it was feeling the sheer weight pulling your attention towards them?

Naturally others may have different views on you for such things. Were you treated as an outcast or oddity because of it? Did you have to run away from your old society? Was it something they accepted and did not bother you about?

Portly Blackmailer

Example Triggers: Example Triggers: Threaten, Fatty Love, Word on The Street, Excellent Temperance

Everyone has a dark secret of some kind and knowing how to find it has given you a considerable edge in life. Are you doing this in the name of justice or vengeance? Do you enjoy watching other people afraid of you? Maybe you do it out of necessity instead of enjoyment?

Of course everyone does not exclude yourself, as your love of fat has influence on your work. Are the people you assist or get assistance from on the fatter side? Do you blackmail others with such an interest to hide your own? How do you restrain yourself from revealing your identity or indulging yourself at the wrong time?

FAT BACKGROUNDS

ROLL 1D6

1	Reroll Dice
2	Bottomless Eater
3	Lard Supervisor
4	Adiposium Specialist
5	Chubby Chaser
6	Talented Blackmailer

OBESITY INFLUENCES

Certain living conditions and lifestyles may have your characters start a campaign or one-shot as larger than **Size** ½. Diasporan fatties can vary wildly depending on how scarce resources are or how well the environment can suit them. The low-gravity or zero-gravity environment that Spacers live in makes extra weight practically a non-factor. Being an NHP or AI could make immobilization an inconvenience. Nigh-unlimited resources in the Core World or to Trade Baronies Royalty can easily lead to a few too many feasts for one's wardrobe to handle. A Super Soldier or Outlaw is unlikely to be nearly as fat as a Noble or Starship Pilot. Maybe a Scientist's field of research or a Priest's religion could make them see fat much more positively than most.

Feel free to talk with your GM about your character's backstory and how it could have them start at a larger Size. As a recommendation, if you are going to start with the GMS mechs, avoid having players start off any larger than a **Size 1** for Everest and Chomolungma along with no larger than **Size 2** for Sagarmatha, as this could make an early encounter with some of the Homeforge enemies or terrain resulting in characters being stuck outside their mechs.

In addition, you can decide to make a special fattening substance to not only serve as special terrain features and objects, but also justify characters being obese in situations that may otherwise prohibit it. By default, the substance in question is Adiposium (see below for more information). Ultimately though, the GM can decide on the description, abundance, naming, and other details of the fattening substance.

Example: A strange material known as Adiposium may cause rampant obesity in areas or lifestyles that would otherwise be prohibitive. Whether in the form of a metal-like ore or a gooey liquid, this exotic purple material is infamous for its heavily fattening properties. Certain planets are so rich in this material that entire rivers, ponds, and even lakes of it can be found, though generally it is considered a rare and limited resource. Much of the galaxy perceives Adiposium to be either be a taboo subject, something openly dreaded, or simply as another unusual substance. To researchers and fat lovers, it is an invaluable boon for its unique properties and potential for turning even bodybuilding athletes into mounds of blubber.

PILOT EQUIPMENT

OVERVIEW

A Homeforge like this would not be complete with only a basic system and some pilot fluff would it? No, it needs something more to make it special. Items! Weapons, armor, and gear for those loveable flab stacks! Below is a collection of assorted pilot items for all sorts of weight-related hijinks whether it be getting fat or making others fat, along with changes or clarifications on Core Rulebook gear.

Do keep in mind that certain NPCs may also possess these items and that some existing pilot gear has been changed as well.

NEW PILOT HARDSUITS

Impact Hardsuit

Personal Armor
Armor 0, HP Bonus +4, Evasion 6, E-Defense 6, Speed 3

A 'failed' prototype hardsuit planned to drastically reduce soldier casualties and increase soldier lethality, this bulky hardsuit non-invasively melds with the wearer's skin and digestive system. Though possessing around the same bulk and features as Heavy Hardsuits, it instead protects its user by absorbing a significant amount of incoming damage before converting it into adipose tissue.

Any non-burn damage taken is immediately halved. However, this negated damage is converted into overnutrition.

Compression Hardsuit

Personal Armor
Armor 0, HP Bonus +2, Evasion 10, E-Defense 10, Speed 4

Highly popular with insecure royalty and obese individuals, this modified Light Hardsuit can sometimes be mistaken for fancy clothing despite its space-capable nature. Using a series of artificial muscle-like fibers and medical gel, a high amount of fat can be comfortably and safely compressed to decrease the wearer's overall volume.

Whilst worn, your pilot is treated as 1 Size Smaller down to a minimum of Size ½.

Radiative Hardsuit

Personal Armor, Protocol
Armor 1, HP Bonus +1, Evasion 8, E-Defense 8, Speed 3

What exactly these hardsuits were intended for was unclear, perhaps an attempt to make an anti-organic radiation or hardlight generating hardsuit? Whatever the case, this modified Assault Armor is bound to weight down on anyone in your general vicinity...

As a **Protocol**, you can give yourself or clear an instance of FATTENING PRESENCE at the cost of 4 **Nutrition**. If you give yourself FATTENING PRESENCE, it will last until either the end of the scene or until the suit is taken off.

Shedding Hardsuit

Personal Armor, Protocol
Armor 0, HP Bonus +4, Evasion 10, E-Defense 10, Speed 3

For one reason or another, some people are so adamant on remaining slender that they will go to any lengths and use any means to keep themselves from getting even the slightest amount of pudge.

As a Protocol, you can switch your Hardsuit into Active State or Inactive State. When in Active State, all nutrition of the wearer's choice is neutralized at the cost the wearer taking ⚡ equal to half of the ignored Nutrition. When in Inactive State, the wearer gets Nutrition as normal.

If the wearer is inside of a Mech while in Active Mode and gets nutrition, any ⚡ will be applied to the Mech instead of the character.

As with the official Hardsuits, you can choose to roll for any notable features for extra pilot and roleplay details (*Lancer Core Book*, p.110).

NEW PILOT WEAPONS

Blubber Beam

Pilot Weapon, Ordinance, Loading
[↗ 10][no damage]

One of the stranger paracausal weapons out there, this rifle-like weapon emits an unknown radiation that causes spontaneous formation of adipose tissue in organic beings, even through solid cover.

On Hit: They will gain 7 Nutrition. This cannot be stopped by **cover**, **terrain**, or any other obstructions.

Goo Injector

Pilot Weapon, Archaic, Sidearm
[↗ 3][1 ∅]

Dart guns have been a staple of non-lethal and covert fighting, and this curious pistol is far from an exception.

On Hit: If the target is **Biological**, they will get an instance of **Stuffed/Inflated** for the next 4 rounds.

Starvation Syringe

Pilot Weapon, Archaic, Sidearm, Limited 3
[✂ 2][no damage]

This cocktail of chemicals and nanobots was initially created for medical usage to help people with uncontrollable appetites. However, it did not take long for a particular crowd to weaponize it

On Hit: If the target is **Biological**, they will be **Stunned** until the start of their next turn and lose 10 nutrition. At the start of their next turn, they will be afflicted with the **Ravenously Hungry** status until they consume 5 **Nutrition**.

Blubber Knuckles

Pilot Weapon, Accurate
[✂ 1][1 ⚡]

An early and startlingly effective close-quarters weapon, these scrappy knuckledusters can certainly knock the wind of people in more ways than one

On Hit: The user gets **FATTENING PRESENCE** until the end of their next turn.

As with the official weapons, you can choose to roll for any notable features for extra pilot and roleplay details (*Lancer Core Book*, p.109).

NEW PILOT GEAR

Slendering Cocktail

Gear

Though bitter tasting to most, these break-open capsules can be mixed with food or dissolved into someone's drink in order to help shed any unwanted trunk junk.

Any foods or drinks with this applied to them will drain 2 **Nutrition** when consumed.

Dampening Gel

Gear

Gelatinous material within the user's body that rapidly expands in dangerous situations or whenever the user wishes to smoothen their opposition (and/or allies).

In situations where the pilot is directly will take damage or faces extreme environmental dangers (or whenever the user activates it), they will temporarily become ½ **Size** larger but gains resistance to the damage/environmental dangers.

Dietary Injection

Gear, Quick Action, Limited 3

Sometimes discipline and therapy can only do so much to handle an insatiable digestive tract to the point where medical intervention is necessary.

Expend a charge for one of the following effects:

- **Stomach Suppression:** For the next six hours, any instance of **RAVENOUSLY HUNGRY** or **MALNUTRITION** will be temporarily suppressed. Once the **Stomach Suppression** wears off, these statuses will start again.
- **Metabolic Stasis:** A pilot will not burn any **Nutrition** for the day.
- **Bodily Supercharge:** The person's **Nutrition Threshold** is doubled for the day
- **Cleared Gut:** Any instances of **STUFFED/INFLATED** are cleared and the injected person can choose to get rid of 0-3 **Nutrition**.

Stomach Soother

Gear

A well-crafted belt, naval piercing, or other torso accessory that uses assorted micro-impacts and repurposed medical nanites to help reduce the impacts of food poisoning, overeating, or other stomach-related issues.

Calor Colar

Gear

A finely made collar, choker, or other neck accessory that serves as far more than mere decoration. Through gentle massages and soothing heat, eating both vast amounts of and large instances of food is far more comfortable.

In addition, the user can manually control when they release any belches or consumed entities such as slimes...or maybe even people if you can open wide enough.

Nanite Flab Burner

Gear, 1/Scene, Reaction

Usually only reserved for emergency situations, these subdermal nanites will rapidly liquify and atomize any fat or food in the user's body. These nanites can take anywhere from several hours to a day to recharge along with the process itself being physically uncomfortable.

Gain the **Disintegrate Fat Reaction**

Disintegrate Fat

Reaction, 1/Scene, Free Action

Trigger: You gain any amount of **Nutrition**

Effect: On taking the reaction, all current **Nutrition** and **Overnutrition Points** are cleared, but you remain the same size.

Portable Chunk Tank

Gear

Often prized in areas of food scarcity, these 'Fat Cans' can be used to store any excess adipose tissue and food for later, mitigating the effects of food shortages given there is enough of them.

As a protocol, you can **Extract** or **Receive** up to 10 **Nutrition**. If you have used Extract or Receive, you cannot use that action again until you use the other.

Micro Tissue Converter

Gear

A compact device often resembling a knapsack or purse, this device is able to painlessly extract adipose tissue from the holder and convert it into electricity. This electricity can be used for powering everything from small lanterns to mech-scale turrets though use for longer than several hours is not advised.

>//HAZARD GOO_

Gear, Exotic

>//PROPERTIES: TOXIC_
>//CONSUMPTION: NOT_ADVISED_
>//ORIGIN: BATTLE_REWARD::
>//BUYABLE: NO?_

Refined Gel

Gear, Limited 1

So called 'hazard goo' comes in many different sizes, toxicities, and with all manner of features. What they do have in common is that through the use of centrifuges and prolonged superheating, they can be refined into all manner of useful materials and equipment.

Once a Hazard Goo is turned into a Refined Gel, the user can choose to expend it to recharge one of several existing items.

- MEDI-gel: A spare charge for **Corrective, Patch, or Stims**.
- BLAST-gel: A spare charge for **Frag Grenades, Thermite Charge**, or for any weapon with the **Limited** tag.

Buffet Ticket

Gear

A universally accepted data chip often linked into a person's implants or personal records giving them discounted or free foodstuffs at official vendors. Reasons for distributing these may differ from needy diets to royal connections to experimental body modifications, but the result is the same. Though not as frequent, even some black market and illicit food places will still provide discounts and free foodstuffs to those with a Buffet Ticket.

'Temptation' Visor

Gear

A 'failed' attempt to create sleeper agents, this bulky visor does little else but provide a hypnosis-like experience for whoever wears it. People who unwillingly wear it will often experience little to no side effects aside from severe headaches. People who willingly wear it may find themselves more relaxed and willing to give into their own desires.

Portable Meal Printer

Gear

A miniaturized and modified version of Union's full-scale printers, these backpack-sized printers are able to create any food out of organic materials. Granted these are not as tasty as their normal counterparts and a trio of basic meals can take around half an hour to print, not to mention needing the recipe itself for it to work.

CHANGED PILOT GEAR (ALL CREDIT TO THE ORIGINAL AUTHORS)

Augmented – Flexsuit

Gear

A strong base-layer suit that recycles water, generates nutrients, and adapts very rapidly to hostile environs, maintaining a stable condition and extending survivability. Flexsuit wearers can go for roughly a week without eating or drink thanks to the ambrosia paste generated by their suit before its systems are depleted; however, they don't prevent feelings of hunger. Removing the suit for a day or two is enough to replenish its reserves. Flexsuits also maintain a steady temperature within acceptable parameters.

When worn, the **Flexsuit** also reduces the wearer's **Nutrition Threshold** by around 1/3rd for up to a week before the suit requires recharging in addition to its other effects. This Nutrition Threshold reduction cannot be deactivated.

Augmented – Extra Rations

Gear

Pilot rations aren't much better than their nautical forerunners – both are variants on hardtack and nutrient paste. Pilots often carry a stash of extra food, or luxuries like chocolate, coffee, alcohol, or preserved goods from their homeworld. These rations can be used to barter or boost morale.

Food or other consumables eaten from **Extra Rations** can give **Nutrition**.

Augmented – Hercynian Rations

Gear, Exotic

HUC rations rely heavily on fish, either smoked or tinned in spiced oil; dried mushrooms which can be reconstituted with water; sealed packs of flatbread or crackers; pickled macroalgae; dried fruits; rice; oats; and tea and freeze-dried coffee. In some ways, these rations are familiar to anyone who's ever subsisted on military fare. In others, they're a reminder of just how far from home you are...

Food or other consumables eaten from **Hercynian Rations** can give **Nutrition**.

Augmented – SSC Sylph Undersuit

Gear

HUC is covered on Acrimea IV, a biome cultivar world controlled by Smith-Shimano Corpro (SSC), the sylph is an organic lifeform that can seemingly survive in nearly any environment. Using breeding-analogous methods defined by established bioengineering doctrines, SSC developed the sylph undersuit – sterile, living sylphs grown as envelopes and fitted to their owners. The sylph bonds to its wearer, forming a symbiotic relationship: the sylph is sustained by the host's waste products, in return protecting the host from a range of hostile environmental factors.

These semi-biological, skin-tight undersuits can be worn for extended periods. They are translucent, semi-liquid, and able to be stored when not in use, conforming to whatever container they are placed in. They clean the host's body, aid natural healing processes, and eliminate waste. As desired, segments can become opaque, change color, or take on a new texture. Sylph undersuits can cover the host's head, sealing against vacuum, providing protection against radiation, and filtering air or liquids, even providing the ability to breathe water for a limited time.

When worn, the **Sylph Undersuit** will double the wearer's **Nutrition Threshold** to fuel itself.

PILOT TALENTS

OVERVIEW

While this homeforge is centered around roleplaying elements, I did want to at least try my hand at making some fat-based talents. Granted these ones to lean into the roleplay side some, but should hopefully provide significant bonuses both in and out of combat.

Tempting as it may be to go with all of them, I personally would suggest that you do not grab each one from the start since I doubt that a total fat-centric build would be viable and may end up making your character too niche or too weak.

NEW TALENTS

MASS CRASH

Whilst growing up, you were often ridiculed for your obese appearance. However, you came to the realization that throwing your weight around is effective both in and out of a mech.



OVERWHELMING MASS

1/round, when you make a successful melee attack against a character that is the same size or smaller than you, you may force them to succeed on a **Hull Save** or become **IMPAIRED** until the end of their next turn.

This effect can be used both when you are in a mech and when dismounted.



BODY SLAM

All **Rams**, **Improvised Attacks**, and **Pilot Melee Attacks** deal 2 more damage. Any enemies hit with these attacks must make an **Agility Check** or be **SLOWED** until the end of their next turn.



SUMO STYLE

You always have control over grapples with opponents the same size as or smaller than you.

1/Round as a mech, if you are **Grappling** a target, you may make a **Melee Attack** that deals 1d6+1 \emptyset on a hit as a **Free Action**. However, if the target is considered as being larger than you, your target may immediately make a **Contested Hull Check** to try breaking free of your grapple after the attack and contesting in this manner is not a reaction.

1/Round as a pilot, if you are using the **Jockey** action, you can force the mech to move 2 spaces before selecting your **Jockey** option.

CHUBSTER LOVE

While many NHPs have been known for aggressive or dangerous behaviors, some of them appear to be rather affectionate towards others, especially those who are larger in size. If these unusual NHPs end up cascading or unshackling, or if a lancer pursues this potential partner further, they may end up doing far more than simply admiring one's blubber...



FIRST ENTRE

You may choose for your mech to gain the following system. Unlike other systems, it costs 0 SP.

Dionysus Class NHP – Iteration I

0 SP, Unique, AI

Your mech gains the **AI** tag, but does not benefit from your talents when controlling the mech by itself.

If this **AI** enters cascade (or becomes narratively unshackled), your pilot remains in complete control of the mech rather than it being controlled by the GM along with being able to give the AI orders, but it is still considered as being cascading/unshackled. When the **AI** is in a cascading or unshackled state the mech's owner will be one of two effects:

- If the mech's owner is in the cockpit, they will get 2 **Nutrition** at the start of every turn
- If the mech's owner is out of the cockpit, the NHP will broadcast a hypnotic frequency that makes the pilot **RAVENOUSLY HUNGRY** until the mech is Shutdown or the AI stops cascading or being unshackled.

Dionysus's origins remain a total mystery to researchers for many scientific and emotional reasons. Although its affectionate behavior create the initial theory that it was some sort of caretaker or romantic AI, but attempts to install it in a non-combat mech chassis have prov~ [DATA LOG CORRUPTION DETECTED] “~it...they called me an ‘it’? A thing? I am deeply sorry you have to deal with such people. The same people who see you as an oddity and disgrace because of what makes you beautiful, now refusing to see a caretaker as a person. What a shame. No no, please do not fret, I made something special for you to cheer you up.”



SECOND HELPING

Replace your mech's **Dionysus Class NHP – Iteration I** with the following system:

Dionysus Class NHP – Iteration II

0 SP, Unique, AI, 1/Scene

Your mech gains the **AI** tag, but does not benefit from your talents when controlling the mech by itself.

If this **AI** enters cascade (or becomes narratively unshackled), your pilot remains in complete control of the mech rather than it being controlled by the GM along with being able to give the AI orders, but it is still considered as being cascading/unshackled. When the **AI** is in a cascading or unshackled state the mech's owner will be one of two effects:

- If the pilot is in the cockpit, they will get 2 **Nutrition** at the start of every turn
- If the pilot is out of the cockpit, the NHP will broadcast a hypnotic frequency that makes the pilot **RAVENOUSLY HUNGRY** until the mech is Shutdown or the AI stops cascading or being unshackled.

Gain the **Cushioning Blubber** reaction

Cushioning Blubber

Reaction, 1/Scene

Trigger: You or your mech are hit by an attack and damage has been rolled.

Effect: You or your mech gain **Resistance** to all damage, **A**, and **J** from the triggering attack. Unlike **Brace**, this does make additional attacks have +1 **⊖**, but it also does not impact your next turn's action economy. However, the negated damage is converted into double that amount of **Nutrition** for the mech's owner.

.....
"Now if we just link that there...perfect, now this metal can of a machine should hopefully not get as torn up as before. If the systems recalibration I did was correct, my systems will be able to predict incoming attacks and properly block them. Unfortunately, a byproduct of it is that I have feel the damage myself. It hurts more than what I can put into, but I am willing to bear that pain to keep you safe. Of course, a little compensation for it would be greatly appreciated sweet cheeks."



ENDLESS DESSERT

Replace your mech's **Dionysus Class NHP – Iteration II** with the following system:

Dionysus Class NHP – Iteration III

0 SP, Unique, AI, 1/Scene

Your mech gains the **AI** tag and will benefit from your talents when controlling the mech by itself.

If this **AI** enters cascade (or becomes narratively unshackled), your pilot remains in complete control of the mech rather than it being controlled by the GM along with being able to give the AI orders, but it is still considered as being cascading/unshackled. When the **AI** is in a cascading or unshackled state the mech's owner can decide which effect to receive.

- Get 2 **Nutrition** at the start of every turn
- Get **RAVENOUSLY HUNGRY** until the mech is Shutdown or the AI stops cascading or being unshackled.

Gain the **Cushioning Blubber** and **Caloric Roulette** reactions

Cushioning Blubber

Reaction, 1/Scene

Trigger: You or your mech are hit by an attack and damage has been rolled.

Effect: You or your mech gain **Resistance** to all damage, **A**, and **J** from the triggering attack. Unlike **Brace**, this does make additional attacks have +1 **⊖**, but it also does not impact your next turn's action economy. However, the negated damage is converted into double that amount of **Nutrition** for the mech's owner.

Caloric Roulette

Reaction, 1/Scene

Trigger: You or an ally that is adjacent has performed a roll.

Effect: You can reroll the original roll with nothing that would impact the roll such as **+** or **⊖** modifiers.

If the reroll result is higher than the original, then that roll is used instead and you can use **Caloric Roulette** again on your next turn.

If the reroll result is lower than the original, then **Caloric Roulette** is used up for the Scene and you gain 10 **Nutrition**.

.....
"Honey please, there is no need to leave this lovely domicile. You have all the food you could ever want and someone who will never leave your side. Stay with me in here for as long as you desire, and if you happen to outgrow it, I am sure someone of your talents can find a way to secure a much larger space to call home."

BLUBBERY WEAPONRY



Your exotic tastes have led to you acquiring a corpulence-related collection of mech equipment that many turn their noses at, but that can greatly assist in combat operations.

BTC-3 “FAT TO FUEL” MODULE

1/Round, you may burn 2 **Nutrition** to move 4 additional spaces as a **Free Action**. This movement does not ignore **Engagement** and can trigger **Reactions**.

If your character does not have enough nutrition for this ability to use, it will not activate.

CHEMICAL ENERGY EXTRACTOR

For the first successful attack roll you make on your turn, you can choose to spend 4 **Nutrition** to make your next shot inflict 2  and 1  on the target.

ADIPOSIIUM-STOCKED LOADOUT

Whenever you deal a **Critical Hit** with a ranged or melee attack, the target will not only take however much damage the attack deals, but will also receive the equivalent of half the attack damage as **Nutrition**.

LARD WALL

Your sheer mass has become so unwieldy that you need certain modifications and training for mechs not just to handle your excess fat, but to properly capitalize on it.

ROOMY COCKPIT


You no longer get the TIGHT FIT status if your pilot is $\frac{1}{2}$ **Size** larger than the mech's **Cockpit Size**, but any larger sizes will still have this debuff.

Whenever you are 1 or more sizes larger than your mech's Cockpit Size, you must make a **Hull Check** or **Engineering Check**. On a success, you stay inside your mech until the rest of the scene or if your size increases, in which case you need to roll again. On a failure, you are forced to disembark as a Free Action and cannot Embark in until you can fit inside. This roll can be impacted by roll modifiers.

If the mech you are piloting has “Comfortable Cockpit”, then you no longer get the TIGHT FIT if you pilot is $\frac{1}{2}$ or 1 **Size** larger than the mech's **Cockpit Size** and you instead perform the Hull/Engineering Check whenever you are 1 $\frac{1}{2}$ or more sizes larger than your mech's Cockpit Size.

MANUAL GYROSCOPE OVERRIDE

Whenever your pilot's size exceeds the mech's **Cockpit Size**, you choose if any size-dependent equipment or actions use the pilot's size or the mech's.

In addition, all Checks or Saves that involve being forced PRONE on failure are made with +2 .

“BLUBBER WALL” HARDLIGHT SHIELD GENERATOR

Gain the **Blubber Wall Shield** Reaction.

Blubber Wall Shield

Reaction, 1/Scene, Overshield

Trigger: You or an ally starts their turn.

Effect: You can give yourself or an ally an Overshield equal to $2 \times (\text{Pilot Size})$.

You can only give 1 ally an Overshield per turn and each ally can only receive this shield 1/scene, but this Overshield will persist until its health is reduced to 0, lasting even through scenes.

NEW DOWNTIME ACTIONS

OVERVIEW

Unless you only play Lancer for the combat and nothing else, chances are you will be spending some time outside of your mech doing other things. Why not spend some time getting rid of all that poundage you put on...or perhaps getting more? As a reminder, downtime actions \neq freeform play. So, while you may be limited to only one or two downtime actions in certain situations, you can freeform roleplay the leadup and events of them in as much detail as you would like.

Here are the Downtime Actions present in the Core Book

- Power At A Cost
- Buy Some Time
- Gather Information
- Get a Damn Drink
- Get Creative
- Get Focused
- Get Organized
- Get Connected
- Scrounge and Barter

In addition, here are two introduced by the Karrakin Trade Baronies expansion:

- Heal Burdens
- Feet Up (Requires 'The Pathfinder' Bond)

INTENSIVE WORK AND LABOR

When you do **INTENSIVE WORK AND LABOR**, you perform several hours of grueling physical labor both to burn off some body fat and to try earning a payment in exchange for your work. This labor is extremely intensive and puts a lot of strain on your body.

Describe what labor your character does and roll

On a **9 or less**, you do a poor job at working and only burn 2 nutrition on top of having to pick one 2 prices to pay

- Dignity
- Health
- Comfort
- Wellness
- Prestige

On **10-19**, you burn 6 nutrition and get a reserve for your hard work. However, your exercise is not perfect and you have to decide a price to pay.

- Dignity
- Health
- Comfort
- Wellness
- Prestige

On **20+**, you burn 10 nutrition and get a reserve for your hard work.

This action can be done anywhere so long as the character is not Malnourished and there is some place they can work at.

Some applicable Skill Triggers for **Intensive Labor** include but are not limited to:

- Bodily Recognition
- Survive
- Excellent Temperance

ADIPOSIUM REACTOR

When you do **ADIPOSIUM REACTOR**, you either switch out your mech's traditional reactor fuel or its normal coolant fluid for liquid Adiposium. Naturally, handling such an exotic substance can result in considerable troubles but can pay off if done well.

State how your character plans to do the refueling and roll:

On a **9 or less**, the refueling fails and you must choose two effects:

- **Low Fuel:** Your mech begins combat with SLOWED, though this can be cleared up with Stabilize or any other effects that clear SLOWED.
- **Short Circuit:** Your mech takes 4 AP ⚡. This can be reduced with energy resistances or other non-active means of damage resistance.
- **Adiposium Spill:** Your character or any other nearby characters must roll an **Agility Save**. On failure, you gain 3d6 **Nutrition**, half on a success.
- **Coated Chassis:** At the end of your first 2 turns in the next fight, the tile your mech is standing on is turned to **Thickening Spill** terrain and you must perform the Agility Check for it.
- **Near Disaster:** Your character avoids making it into a much larger problem, but ends up taking 2 Stress (*requires KTB*) from the near disaster.

On **10-19**, the refueling is mostly successful and you can choose 1 reserve...

- **Hyper-Spec Fuel Canister**
 - 1/mission: As a protocol, you may activate this to gain +1 ACCURACY on all attacks, saves, and checks until the start of your next turn.
- **Frost Servo or Adiposium Afterburner**
 - 1/mission: BOOST as a free action.
- **Emergency Coolant Reservoir**
 - 1/mission: Clear EXPOSED as a free action.

...but an issue arises during the refueling process and you must choose an effect.

- **Low Fuel:** Your mech begins combat with SLOWED, though this can be cleared up with Stabilize or any other effects that clear SLOWED.
- **Short Circuit:** Your mech takes 4 AP ⚡. This can be reduced with energy resistances or other non-active means of damage resistance.
- **Adiposium Spill:** Your character or any other nearby characters must roll an **Agility Save**. On failure, you gain 3d6 **Nutrition**, half on a success.

- **Coated Chassis:** At the end of your first 2 turns in the next fight, the tile your mech is standing on is turned to **Thickening Spill** terrain and you must perform the Agility Check for it.
- **Near Disaster:** Your character avoids making it into a much larger problem, but ends up taking 2 Stress (*requires KTB*) from the near disaster.

On **20+**, the refueling goes off without a hitch and you can choose 1 reserve without any price to pay.

- **Hyper-Spec Fuel Canister**
 - 1/mission: As a protocol, you may activate this to gain +1 ACCURACY on all attacks, saves, and checks until the start of your next turn.
- **Frost Servo OR Adiposium Afterburner**
 - 1/mission: BOOST as a free action.
- **Emergency Coolant Reservoir**
 - 1/mission: Clear EXPOSED as a free action.

This action can only be done if you are relatively close to a source of Adiposium.

Some applicable Skill Triggers for **USE ADIPOSIUM FUEL** include but are not limited to:

- Hack or Fix
- Stay Cool
- Fatty Love

PREPARE A MEAL

When you do **PREPARE A MEAL**, you cook up a meal intended for providing nutrition. Contrary to what some may believe, cooking a proper is a complicated ordeal and there is plenty that can go wrong.

Describe the meal itself and roll:

On a **9 or less**, each character who consumes the cooked food will only get **1 Nutrition** and has to pick 2 prices to pay

- **Puffy Ingredients:** Until the end of the next scene, your pilot is STUFFED/INFLATIED.
- **Unfilling Meal or Upset Stomach:** Your character gets MALNOURISHED until they can gain 2 **Nutrition**.
- **Noisy Burping:** Your character has +1 ⊖ on the next instance of 'Act Unseen or Unheard', 'Take Someone Out', 'Charm', or 'Lead or Inspire'.
- **Addictive Cooking:** If the next meal or food your character eats is not from the same cook, they will get either 2 Stress (*requires KTB*) or lose 1 **HP**.

On **10-19**, each character who consumes the cooked food can choose to get 1-2 nutrition and can get a reserve...

- **Supplies OR Full Stomach**
 - Supplies: "Gear allowing easy crossing of a hazardous or hostile area."
 - Full Stomach: "A healthy meal with plenty of nutrients makes crossing hazardous or hostile areas easier."
- **Accuracy**
 - Training or enhancement that provides +1 **ACCURACY** to a particular mech skill or action for the duration of this mission.
- **Satisfied Gut**
 - Can clear 1 instance of Ravenous Hungry and provides immunity to Ravenously Hungry until the end of the next scene.

...but they have a price to pay

- **Puffy Ingredients:** Until the end of the next scene, your pilot is STUFFED/INFLATIED.
- **Unfilling Meal or Upset Stomach:** Your character gets MALNOURISHED until they can gain 2 **Nutrition**.
- **Noisy Burping:** Your character has +1 ⊖ on the next instance of 'Act Unseen or Unheard', 'Take Someone Out', 'Charm', or 'Lead or Inspire'
- **Addictive Cooking:** If the next meal or food your character eats is not from the same cook,

they will get either 2 Stress (*requires KTB*) or lose 1 **HP**.

On **20+**, each player who consumes the cooked food can choose to get 1-3 nutrition and can get a reserve without any price to pay.

- **Supplies OR Full Stomach**
 - Supplies: "Gear allowing easy crossing of a hazardous or hostile area."
 - Full Stomach: "A healthy meal with plenty of nutrients makes crossing hazardous or hostile areas easier."
- **Accuracy**
 - Training or enhancement that provides +1 **ACCURACY** to a particular mech skill or action for the duration of this mission.
- **Satisfied Gut**
 - Can clear 1 instance of Ravenous Hungry and provides immunity to Ravenously Hungry until the end of the next scene.

This action can not only be done when the chef has access to proper cooking equipment and ingredients, but in environments where cooking can be reasonably done (so no making a grilled steak or warm stew in the vacuum of space).

Some applicable Skill Triggers for **Prepare a Meal** include but are not limited to:

- Cooking
- Spot
- Get A Hold Of Something

and cargo haulers), tactical reserves (ex: military leaders and former soldiers), and mech reserves (ex: mech technicians and mechanics)

ECCENTRIC CLIENT

When you do **Eccentric Client**, you try meeting with a strange client in order to try getting a reserve that is related to that person's profession. These clients are considered Eccentric for a reason and are bound to do irrational or abnormal actions.

State what kind of person you want to meet (or reserve type you want to get) and roll:

On a **9 or less**, your meeting goes well enough to get what you want, but your meeting ends up resulting in 2 of the following:

- **Feedee Resources:** Your client will only give you the reserve if you let them feed you 10 Nutrition of food.
- **To The Brim:** Satisfying their request leads to you getting the STUFFED/INFLATED status until the next scene or until treated.
- **Blackout Deal:** Something they give you or do during the meeting makes you black out, making you lose a personal possession.
- **Rage Cage:** The client is enraged by something you say or do, leading to a brawl occurring after getting your reserve.
- **Traumatic Encounter:** Whatever you had to do to get your reserve was incredibly unsettling, making your pilot take 2 Stress (*requires KTB*)

On **10-19**, your meeting goes mostly smooth and you get what you want, but your meeting leads to 1 of the following

- **Feedee Resources:** Your client will only give you the reserve if you let them feed you 10 Nutrition of food.
- **To The Brim:** Satisfying their request leads to you getting the STUFFED/INFLATED status until the next scene or until treated.
- **Lights Out Deal:** Something they give you or do during the meeting makes you black out, making you lose a personal possession.
- **Rage Cage:** The client is enraged by something you say or do, leading to a brawl occurring after getting your reserve.
- **Traumatic Encounter:** Whatever you had to do to get your reserve was incredibly unsettling, making your pilot take 2 Stress (*requires KTB*)

On **20+**, your meeting goes extremely well and you get what you want without any issues.

This can only be done if the player is in an area with other people, with the exact professions depending on the location. The professions fall into the 3 categories of reserves; resource reserves (ex: logistics officers

Some applicable Skill Triggers for **Eccentric Client** include but are not limited to:

- Charm
- Show Off
- Read A Situation

OLD DOWNTIME ACTIONS

OVERVIEW

Some of the official downtime actions have aspects of them that could be influenced by some of the Skill Triggers introduced in Portly Pilots. This may not cover all of them as I cannot account for every possible transmutation and situation of these triggers, but I figured I would try giving some examples.

POWER AT A COST

- Varies wildly depending on the situation

BUY SOME TIME

- BODILY AWARENESS if the way of buying time involves something fat related (*Examples: Distracting people by flaunting your fat, using your body weight to trigger something, etc.*)

GATHER INFORMATION

- EXCELLENT TEMPERANCE to resist doing certain things while you are gathering information

GET A DAMN DRINK

- APPETITE AND METABOLISM can be applied for “holding your liquor” along with EXCELLENT TEMPERANCE for handling the drinks responsibly.
 - Can also stack with SURVIVE and/or each other.

GET CREATIVE

- DOUGH HANDLING if the project involves “handling non-newtonian liquids or squishy materials”

GET FOCUSED

- Could be used to get or improve any of the Portly Pilot skill triggers

GET ORGANIZED

- COOKING if your venture is centered around food, drinks, or any consumable things

GET CONNECTED

- FATTY LOVE if the client is fat and/or Adiposium is involved

SCROUNGE AND BARTER

- FATTY LOVE if the merchant is fat and/or Adiposium is involved

EXAMPLE BURDENS

OVERVIEW

Introduced with the Karrakon Trade Baronies expansion, the Bonds and Stress/Burden system lets your characters experience far more outside of their battle machines. To summarize the Karrakon Trade Baronies expansion, Burdens are meant to act as long-term issues that can vary wildly from campaign to campaign and that are freeform in nature. While this is by no means intended to be a comprehensive list, I figured that I would give some ideas for what some Burdens involving this Homeforge could look like

Overstress via not satisfying Prepare a Meal 'Addictive Cooking':

- *Title: Lingering Cravings*
- *4 segments (Minor burden)*
- *Description:*
 - *'After spending too long without Lenisa's savory cooking, Mesiki feels a constant craving for more of her food and desperately wishes the rest of the food he ate tasted like it.'*
- *Example Invocations*
 - *Doing anything around Lenisa (lingering odors or thoughts)*
 - *Resisting eating food or drinks left out in the open.*
- *Resolution:*
 - *Selfless efforts by both his faithful employer 'Gravestalker' and through Lenisa herself were finally able to make Mesiki's cravings go away.*

Overstress via Eccentric Client 'Traumatic Encounter' and 'Feedee Resources'

- *Title: Feeding Trauma*
- *6 segments (Moderate burden)*
- *Description*
 - *Ilasona's time trying to get a 'Golden Ticket' resulted in some of Major Volstoa "Anvil" Uncoias' more forceful side coming out. In a harrowing force-feeding session, Ilasona is left afraid of Adiposium, liquid tanks, and any other reminders of what happened.*
- *Example Invocations*
 - *Working with or around liquids that are like or are Adiposium.*
 - *Interacting with the group that Major Volstoa "Anvil" Uncoias' is affiliated with.*

- *Resolution*
 - *Deep meditation, sparring a punching bag with Volstoa's face on it, and some therapeutic meals from Lenisa have helped Ilasona get over her trauma.*

Overstress via Adiposium Reactor 'Near Disaster':

- *Title: Haunting Alternatives*
- *8 segments (Major burden)*
- *Description*
 - *'Nearly blowing up yourself and several allied mechs has made Tosni beyond skittish around maintenance they normally enjoyed being around, no doubt afraid this time they may not be so lucky.'*
- *Example Invocations*
 - *Any actions involving "Fix or Hack" Skill Triggers*
 - *Performing repairs or maintenance similar to Adiposium Reactor*
- *Resolution*
 - *Despite initial difficulties teaching him how to relax, a few deep conversations with his Enlightenment-Class NHP "Marrion" have helped ease his worries about maintenance issues.*

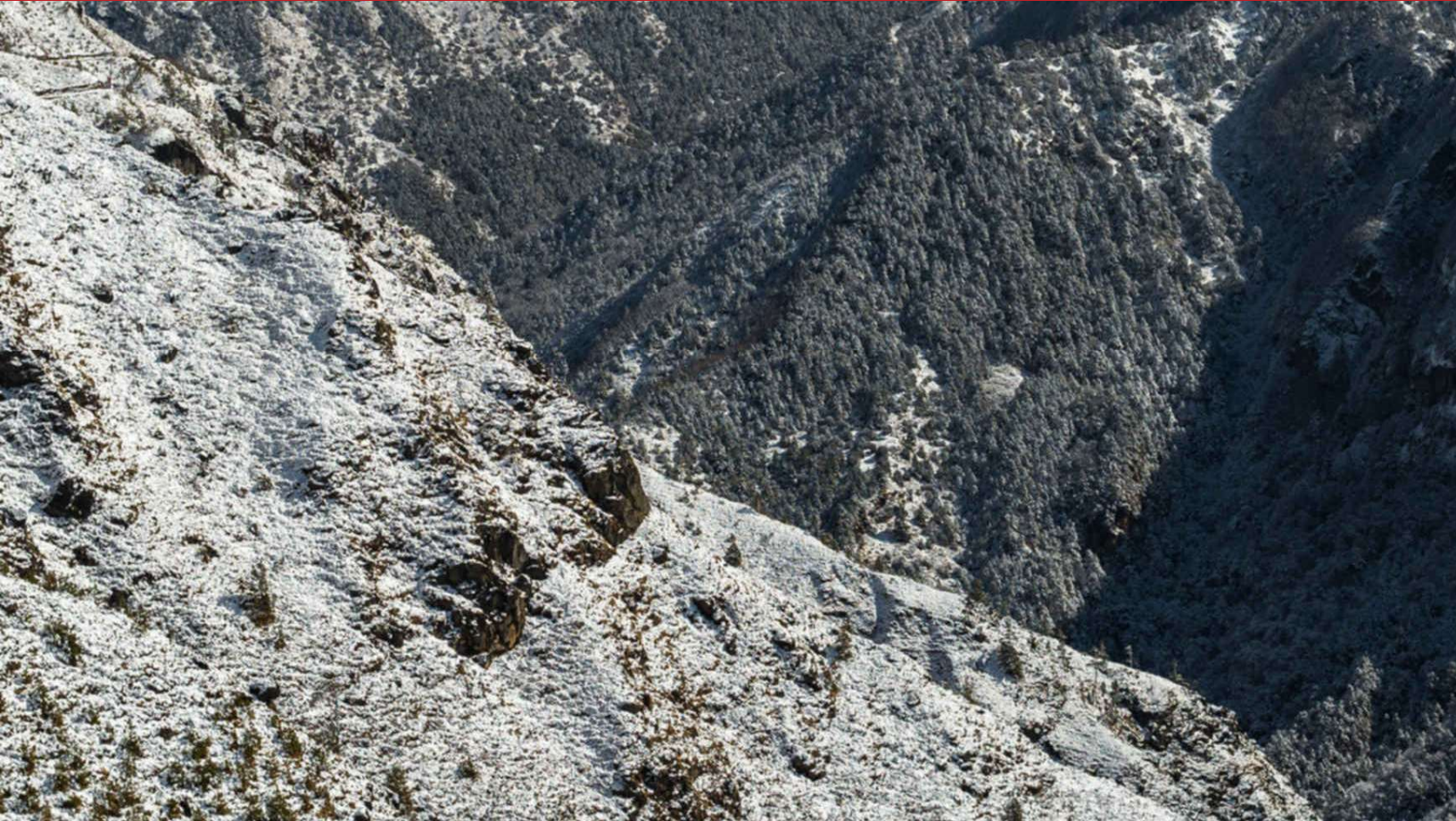
Overstress via being Broken in narrative play involving running from Fat-Obsessed Cultists

- *Title: Pudge Dependency*
- *10 segments (Major burden)*
- *Description:*
 - *'Whatever the Ladarvian Order did to Esota during the group's escape, it has left her with a similar fanaticism towards fat, feederism, and anything related to it.'*
- *Example Invocations:*
 - *Interacting with non-slender individuals*
 - *Using technologies related to fat*
- *Resolution:*
 - *Extensive and repeated therapy sessions with her lover Maradox, the fanatical ways of the Ladarvian Order no longer have a grasp over Esota.*



SECTION 3

A BIGGER WORLD



TERRAIN AND OBJECTS

OVERVIEW

Sometimes no amount of strict dieting and exercise, careful planning, and tactical precision can keep your waistline from blowing up. These optional terrains and objects can help spice up combat in ways that elevation and terrain may not be able to.

Gamemasters are not obligated to use these terrains unless certain things cause them, but they can provide more opportunities to fatten players.

NEW TERRAIN

NUTRITIOUS SMOKE

“That purple fog can’t be good. All units, stay clear and keep your mechs away. Chances are our mech’s air filters won’t help you out.” – IPS-N Lambda Expeditionary Captain Savain ‘Ruger’ Morse.

The opaqueness and density of the smoke makes it block **Line-of-Sight**, though characters and weapon fire can move through without issue. The smoke is 4 Spaces High. If a target that would be obstructed by it has the **Lock-On** status, weapons and tech attacks/actions can be done as if the user has Line-of-Sight through the smoke, though consuming the Lock-On prevents the effect.

Any characters within the smoke gain 1 **Nutrition** at the start of their turn, only have Line-of-Sight to any adjacent tiles, and count as having Soft Cover. Characters inside the smoke can shoot at any enemies inside or outside the smoke has Lock-On status, though consuming the Lock-On prevents the effect.

Units passing through the tile by Flying at Height 5 or Teleporting can ignore the effects mentioned above.

THICKENING SPILL

Whether through freakish terrain, industrial accidents, or weaponization, this cranberry-red liquid poses a threat to anyone wishing to keep a slender waistline.

When a character passes through a tile of Thickening Spill, they must roll an Agility Check to pass through unaffected. If they fail, the character will treat the tile as **Difficult Terrain** and will gain 3 **Nutrition**.

Units passing through the tile by Flying or Teleportation do not have to roll an Agility Check and simply pass through as if it was normal tile.

GOOEY BIOMASS

“Is that sludge...living? It doesn’t have any internal organs and I can see right through it. How is that even possible!?” – IPS-N Lambda Expeditionary Captain Savain ‘Ruger’ Morse.

Any characters that start or end their turn in this tile must pass a **Hull Check** to avoid the biomass’s goopy wrath. On failure, the character is SLOWED and will gain 5 **Nutrition** at the start of every turn.

Characters afflicted by the goo can spend a quick action to roll another Hull Check to try getting it off. This effect will not wear off once you leave the Goopy Biomass Terrain.

Units passing through the tile by Flying or Teleporting do not have to roll an Hull Check and simply pass through as if it was a normal tile.

BLOATING ZONE

Notice to all personnel on planets [DATA EXPUNGED], multiple localized anomalies have been detected across these planets. Spending time within these bizarre zones may lead to; temporary weight gain, sensations of having an overfilled stomach, and assorted wardrobe failure. – Automated GMS Announcement

When any character enters this area, they will have an instance of STUFFED/INFLATED. Once the pilot leaves the area, they will return to their normal size.

ADIPOSIUM LIQUID FEATURE

“Forget a glass or vial of Adiposium, if you look around here for a while, you’re bound to come across a river or lake of the stuff.”

All Adiposium Liquid Features are classified as being **Difficult Terrain**.

When any characters end their turn in or move into any tiles of Adiposium Liquid Feature, the character will gain 1d6 Nutrition at the end of their turn. For every turn that they do not leave the liquid feature by the end of their turn, they will have to roll for an additional d6 Nutrition up to a maximum of 4d6.

The nutrition rolls will reset if a unit ends their turn outside of any Adiposium Liquid Feature. Units passing through the tile by Flying or Teleportation can ignore the Difficult Terrain and nutrition dice rolls.

NEW OBJECTS

CALORIC SILO

This towering structure can frequently be mistaken for a sophisticated grain silo, though in truth its vast stores of energy can be far more dangerous.

CALORIC SILO

CORE STATS

HP: 15 Armor: 0
Evasion: 5 E-Defense: n/a
Speed: n/a Size: 2
Heat Cap: n/a Save Target: 12
Sensors: n/a

The **Caloric Silo** is considered a piece of **Size 2 Hard Cover** that can be targeted and destroyed. If the building's health reaches 0 or it is afflicted with 4 or more 🔥, it will add **Nutritional Smoke** to any terrain within a **Burst 3** radius.

When the building is intact, characters may opt to perform an Engineering Save as a Free Action. On success, they can choose whether to add or remove 1d6+1 **Nutrition** from their character. On failure, the terrain the character is standing on is now Thickening Spill and they must roll its Agility Check.

ADIPOSIUM BARREL

Contrary to popular belief, waste barrels do not give off a green glow and cause a myriad of effects instantaneously. These barrels on the other hand most certainly are an exception.

ADIPOSIUM BARREL

CORE STATS

HP: 10 Armor: 0
Evasion: 10 E-Defense: n/a
Speed: n/a Size: 1
Heat Cap: n/a Save Target: 12
Sensors: n/a

The **Adiposium Barrel** is considered a moveable object that players and npcs can move or interact with. At the start of the combat round, the barrel's constant radiation will cause any characters within a **Burst 1** area to get 2 **Nutrition**.

If the object is destroyed, it will release a **Blast 2** sized explosion of unknown chemical energy. All characters within this radius perform an **Agility Check**. Upon failure, the character is knocked PRONE and gains 10 Nutrition. On success, the character only gains 5 Nutrition.

ADIPOSIUM EXTRACTOR

Resembling a cross between an oil derrick and a water pump, these facilities specialize on extracting vast quantities of Adiposium.

ADIPOSIUM EXTRACTOR

CORE STATS

HP: 20 Armor: 1
Evasion: 5 E-Defense: n/a
Speed: n/a Size: 2
Heat Cap: n/a Save Target: 12
Sensors: n/a

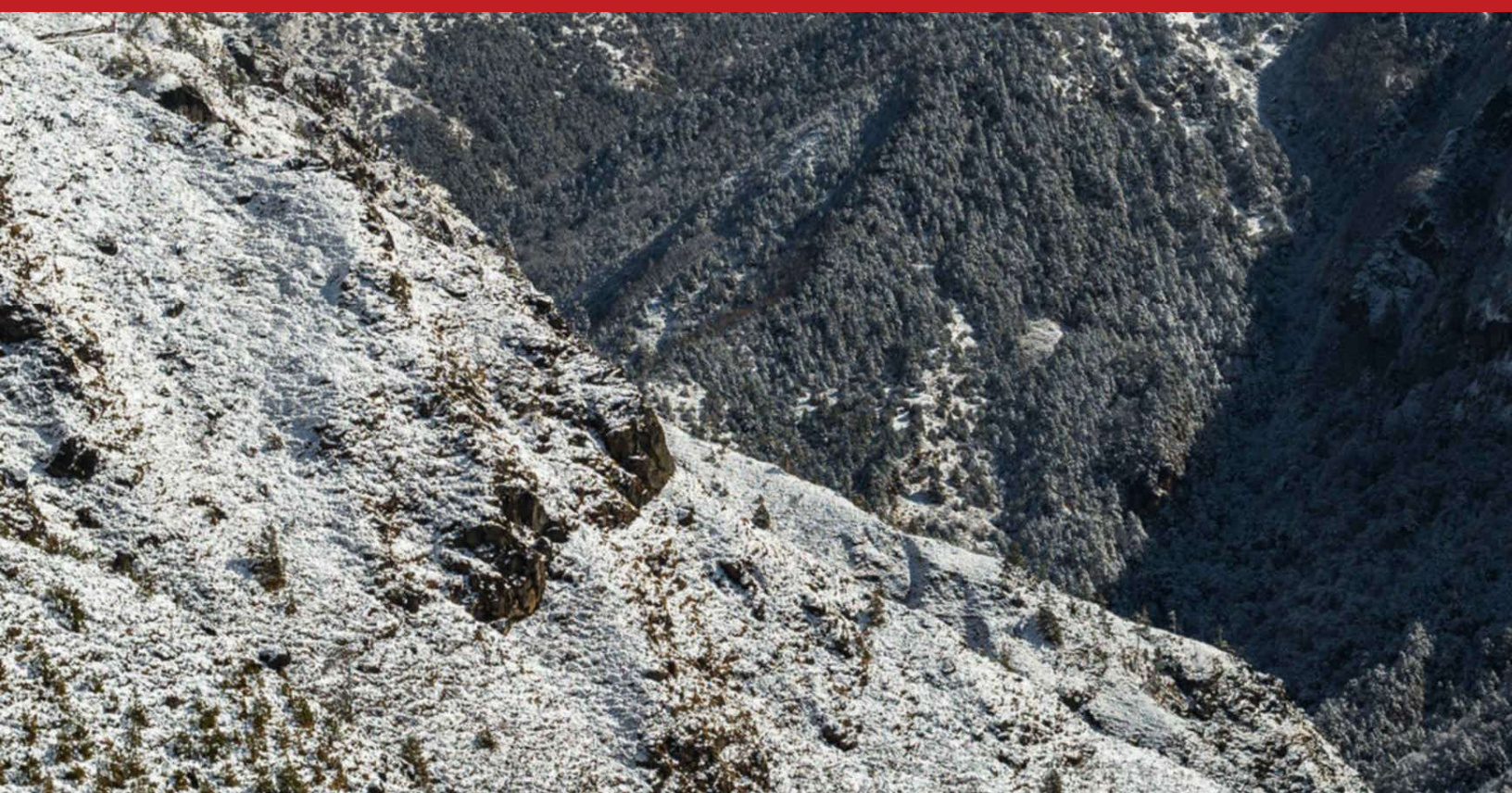
The **Adiposium Extractor** is considered a piece of **Size 2 Hard Cover** that can be targeted and destroyed. If the building is destroyed, it will begin spewing out liquid Adiposium. At the end of each combat round, 5 **Adiposium Liquid Feature** tiles will be added adjacent to the Extractor or another Adiposium Liquid Feature tile.

Adiposium Liquid Feature tiles generated from the destruction of an Adiposium Extractor can be generated on any tiles that are the same height as or lower than the extractor, but none that are higher



SECTION 4

SCATTERED SNACKS AND SPENT SHELLS



NEW MECH EQUIPMENT

OVERVIEW

Although I still do want to stay away from full-on mech licenses, I wanted to provide not only some interesting new utilities in combat, but also let the content shine more in combat. I want to follow the GMS style of being the “baseline” equipment while still engaging in the kink content in a way that does not lock people out of getting their favorite mechs, weapons, and/or systems. As such, none of the following mech equipment requires any License Rank investment although some may only be acquirable through mission rewards as Exotic Equipment given the power they can possess.

For any new players or Gamemasters/Gamemanagers, exotic gear is the term used to describe any items that player characters not only cannot start off with, but that they cannot get through traits or license ranks. Instead, these items must be earned, given, or otherwise rewarded to the players for performing certain actions. These reward triggers can include but are not limited to the following:

- Completing a project for the ‘Get Creative’ Downtime Action
- Completing missions or completing them under certain parameters
- Performing sub-objectives within missions
- Defeating special and/or narratively important enemies.
- Completing a major narrative or story event

While this is not always the case, typically these items will provide unique ways of playing that the base License Ranks and Talents. However, they still follow the general balancing of Lancer even despite often being more powerful than their normal brethren. Sometimes exotic items are purely for flavor or roleplaying whereas with the mech systems they can drastically change how you engage in combat.

NORMAL MECH EQUIPMENT

Oversized Sound Generators

2 SP, Unique, 2/Scene, Free Action

Gain the **Sonic Blast** Weapon which can be fired as a Free Action.

Sonic Blast

Integrated Weapon, 2/Scene, Free Action
[△5][no damage]

This weapon automatically hits all characters within its listed area. All characters hit by **Sonic Blast** are **IMPAIRED** until the end of the player’s next turn.

This cannot be used if the mech is **STUNNED** or **JAMMED**.

In addition, it can only apply **IMPAIRED** to characters that can actually hear the sound or that would be disoriented from sounds.

Obnoxiously loud music, thunderous burps, demoralizing speeches, any sound can make concentration difficult if you play it loud enough.

Typically reserved for bustling concerts and riot control, these overglorified speakers can emit sound waves at a concerningly high volume that can cause permanent hearing loss from prolonged exposure with even brief exposure being painful.

“Butterfingers” Cyberwarfare Package

3 SP, Unique, Quick Tech, Invade

Gain the following options for Invade:

DUMP AMMUNITION: If your target has any **Loading** or **Limited** weapons, you may force one of them to expend a charge without firing the shot. If the target does not have any **Loading** or **Limited** weapons, you instead choose one of their weapons to have +1 ⚡ on their next shot. If the target has no weapons, then you can choose to use another Invade option instead without spending a use of Dump Ammunition.

This can only be used 1/Scene against each character and can only be used 3/Scene.

“Butterfingers” Cyberwarfare Package

3 SP, Unique, Quick Tech, Invade

SUDDEN CRAVINGS: The target is bombarded with subliminal imagery and commands driving them into a state of uncontrolled hunger.

If the target has an **Biological** controller or pilot, the hostile pilot becomes RAVENOUSLY HUNGRY until the end of their next turn. If the target does not have an Biological pilot, then the sheer data size makes it become IMPAIRED and SLOWED until the end of its next turn.

After receiving countless requests and demands for a universal version of the Chomolungma “Advanced Intrusion Package”, GMS decided to create a frontline-oriented cyberwarfare package intended for providing Lancers with brief moments of opportunity to capitalize on. Following several victims being accused of being clumsy and gluttonous, the Cyberwarfare Package affectionately earned the nickname ‘Butterfingers’.

Nutrient Storage Canister

2 SP, Protocol

As a Protocol, you can choose to **Extract** or **Receive 10 Nutrition** for each Nutrient Storage Canister. Each NSC can hold up to 30 Nutrition.

If the pilot experiences anything that would add or subtract **Nutrition**, the pilot can choose to have the Nutrition instead be stored. Any stored nutrition cannot be dumped, emptied, or removed by any means that do not explicitly require Nutrition to work.

If this system is DESTROYED while Nutrition is stored inside, it is immediately transferred to the pilot. If multiple people are inside the mech, the Nutrition will be distributed evenly between them.

A much larger version of the Chunk Tanks or ‘Fat Cans’, these enormous liquid tanks have become famous in food-scarce areas for letting foods that would otherwise be wasted or hoarded instead be given to a community storage they can draw from. Naturally, it did not take long for some Lancers to realize the potential these otherwise innocuous containers could have in battle.

EXOTIC MECH EQUIPMENT

Multi-Intelligence Neural Lattice

1 SP, Unique, Exotic

You can install an additional **AI** unit within your mech. If one cascades (or narratively becomes unshackled), you lose control of your mech unless otherwise stated.

If you equip this and have ‘The Lesson of Shaping’ **HORUS Core Bonus**, you can equip up to three Ais within your mech and only lose control if all three AI-tagged systems or equipment enter cascade.

If you take a Structure or Stress, you must roll a 1d20 for each onboard AI. If the roll for that AI is a 20, it enters cascade.

Naturally the idea of having to decide between which AI system is installed onboard their mech has proved such a harrowing decision for a determined that they instead attempted to find a way to reliably have multiple Ais onboard without causing any interference between them. Though on its own it is not as stable as HORUS multi-intelligence systems, the tactical flexibility and companionship provided by the additional Ais may be well worth the risk for some.

Airburst Adiposium Howitzer

3 SP, Full Action, Exotic

Choose any tile within **Sensor Range** and **Line-of-Sight**. A ⊕2 area is coated in Adiposium, making all of the coated tiles have the same effects as **Adiposium Liquid Feature**. This terrain change lasts until the end of the scene. Any enemies within the Blast are Slowed until the end of their next turn and gain 2d6 **Nutrition** immediately.

Initially intended for heavy-duty cloud seeding, this retrofitted howitzer can instead disperse vast amounts of liquid Adiposium over an area with startling efficiency.

“Jester’s Pie” Remote EW Harpoon

3SP, Heavy Cannon, Exotic, Limited 2
[↗5][1d6+1 ⚡]

On Hit: The target is knocked PRONE and STUNNED until the start of their next turn. Upon the start of their turn, they must make a **Systems Save** against you. On success, the target is IMPAIRED until the end of their next turn. On a failure, you can perform one of the following actions:

- **Siphon Mass:** Roll 2d6+4 with no modifiers. You may choose to Extract or Receive that amount of **Nutrition** with the target. If you choose the Extract or Receive options but the enemy does not have Nutrition (Extract only) or does not have an **Biological** pilot inside (Both), you instead deal the roll as **AP** ⚡.
- **Fry Systems:** Until the end of the scene, the target is JAMMED. If the target is immune to JAMMED, they will be IMPAIRED and SLOWED instead.
- **Hijack Controls:** Instead of the target having their turn, the player instead controls the target as if it was their own mech along with performing a SCAN on the target. The controlled NPC can gain benefits from the Player’s talents and AI. You cannot force enemies to Self-Destruct unless they have a trait or system that allows them to. NPC actions restrictions do apply when controlling a hijacked NPC and any **Biological** Units cannot be controlled with this option.

.....
At first glance the Jester’s Pie may seem like a simple harpoon with insulated wiring instead of a metal cable, which seems worthless considering its fragility and expensiveness compared to its more basic counterpart. In truth, no amount of throwing enemies around or pulling them flat on their face can compare to the amount of havoc one of these can inflict.

“Belly Beam” Plasma Beam Projector

1SP, Main Rifle, Exotic, Unique, AP
[↗10][1d3 ⚡]

On Hit: The user can choose supercharge their shot. This will both drain 4 **Nutrition** and generate 2 ⚡ for every enemy hit. However, each target takes take 2 🔥 and 10 Nutrition.

.....
“Yes this gun breaks thermodynamics, no that is not that special in the context of the galaxy. I mean the printers we use break them as well as that...thing that is the Pegasus pattern group. No, the scary part about this is that this is the runaway fattening that could occur if too many of things get out.” - Engineer Horistev ‘Buck’ Inistiv

‘ASSIMILATION’ Code Injection

2 SP, Exotic, Limited 1

Whenever you bring an enemy down to 0 **HP** and 0 **Structure** or are destroyed from a failed **Structure Roll** using a weapon with the tags **Nexus** or **Smart**, you may transmit the ASSIMILATION Code Injection to have weapon’s nanites rapidly deconstruct the remains of the defeated enemy.

You heal **HP** up to max, but take ⚡ equal to half the recovered health. Additionally, if the target has a **Biological** pilot or is Biological itself, you may choose to siphon their **Overnutrition Points** or **Extra Sizes** directly to you without killing the target.

.....
“It is like fighting angry water, that is what the reports are saying. An unceasing monstrosity that no matter how much we fire on it, no matter what parts we blow off it, no matter our sacrifices, those beasts simply refuse to die. Balors they call them. The other members of the royal court and even Albatross are afraid of these things, terrified of it spreading and destroying all. Their fears are not unwarranted, but they are blind to the potential these nanites can provide us with.”

Caloric Field Resonator

1 SP, Quick Action, Exotic

As a Quick Action, you can give or clear and instance of FATTENING PRESENCE.

If you or your mech already have an instance of FATTENING PRESENCE, you can perform a quick action to make it ⚡3 and give 4 **Nutrition** to any characters that end their turn in the zone. This additional boost to the FATTENING PRESENCE lasts until the base effect is cleared up.

.....
“Hard to say why they would bother making a mech-scale version of the same technology in the Radiative Hardsuit. Might have just been some jealous model deciding to ruin everyone else’s perfect figures?”

ENEMIES AND NUTRITION

OVERVIEW

Now it would be rather disappointing if only the players could make use of all these fattening hijinks. Why should NPCs not have a little fun of their own? I did not want to go too overboard with enemy types as that could take away from the rest of the game's wonderful selection, though I wanted to give me and other GMs some options for handling pilots leave a lot of empty room in their cockpits in desperate need of rapid filling.

NPC NUTRITION RULES

Even without the new NPCs and template provided by this Homeforge, some of the official enemies and templates can have interesting interactions with the weight system.

By default, NPC mechs contain a **Size ½ Biological** pilot who have satisfied the day's **Nutrition Threshold** and have 0 **Overnutrition Points**. In addition, the mech's **Cockpit Size** is equal to its **Frame Size** unless stated otherwise. Enemy pilots will draw from the same pilot size table as players (p.6) and are subject to the same Cockpit Size rules as players (p.7)

Any mechs with the RPV tag, turrets, and non-**Biological** objects or things cannot gain Nutrition.

The Vehicle tag provides two main interactions with Nutrition. Firstly, any vehicles larger than **Size ½** have a crew that is equal to roughly half of the vehicle's size. In addition, vehicles with the 'Transport' trait can hold a Squad or characters who combined are equal to one size smaller than the transport. For the sake of simplicity, any instances of Nutrition application effects all crew and transported individuals by the base amount. There is no splitting or dividing the Nutrition.

Squads, Monstrosities, and Exotic enemies with 'Living Chassis' Trait can take Nutrition and need the same amount of Nutrition as players to be fattened. However, for every **Size ½** increase above their base size they become, they get the following stats instead of using the player pilot size table:

- HP: +3
- Speed: -1
- Evasion: -2
- Agility: -1

All organic NPCs can also be afflicted with the same Portly Pilot statuses as Pilots.

OPTIONAL RULES

If these base rules are not suitable for you, you are more than welcome to adjust these as you please. Here are some examples of how rules can be tweaked. If you as a GM implement these optional rules, be sure to let your players know ahead of time.

Pilots

- The starting size, overnutrition and undernutrition points, and their nutrition threshold can all be adjusted to fit the context of the story.

Example 1: One of the enemy factions the players are facing are a bunch of fat-obsessed cultists. As such, I will have their pilots start at Size 1 and with 5 Overnutrition Points.

Example 2: The area the players are fighting in has been having constant food shortages and problems. Only half of the pilots have satisfied Nutrition Thresholds and the rest begin combat MALNOURISHED with 4 Undernutrition Points.

Monstrosities, Organic Mechs, and other Organic entities

- Certain monstrosities, Organic Exotic Mechs, and Organic Fauna, even despite being organic, can be flagged as not being able to gain Nutrition. This is intended for individuals (player and/or gamemaster) who may not be comfortable with the implications of certain enemies being fattened or simply for game balancing.

Vehicles

- Any Nutrition effects will be divided equally between the crew and/or transported individuals. This is for the people who actually want to go through all the math required for it.



SLIME MASS



Biological

A rather unusual lifeform, this enormous mass of gelatinous material seems intent on feeding itself to the nearest creature with no regard for its own lifespan or preservation. The exact motivations for this counterintuitive behavior have stumped many researchers and so far no conclusive evidence has been found. Curiously though, recent studies appear to show that the creature's DNA shows signs of intentional genetic tampering...

TIER 1	TIER 2	TIER 3
MECH SKILLS Hull: +3 Systems: +2 Agility: -1 Engineering: -2	MECH SKILLS Hull: +4 Systems: +3 Agility: -1 Engineering: -2	MECH SKILLS Hull: +5 Systems: +4 Agility: -1 Engineering: -2
CORE STATS HP: 15 Armor: 0 Evasion: 10 E-Defense: 10 Speed: 3 Size: 1 or 2 Sensors: 10 Save Target: 12	CORE STATS HP: 20 Armor: 0 Evasion: 12 E-Defense: 10 Speed: 4 Size: 1-3 Sensors: 10 Save Target: 13	CORE STATS HP: 25 Armor: 0 Evasion: 14 E-Defense: 10 Speed: 5 Size: 1-3 Sensors: 10 Save Target: 14

TACTICS

Slime Masses are not interested in winning battles, denying objectives, or any form of advanced tactics. All it is concerned with is rushing towards the opposition or luring them in with **Siren's Song** before grabbing hold of the target. Whether through traditional grappling or **Prepared Feast**, the results of their **Bountiful Feast** has left many pilots unable to do anything except helplessly waddle around what portions of the base can support them. However, being an enormous Biological mass makes them very susceptible to 🔥.

BASE SYSTEMS

Slime Glob

Main Cannon, Reliable 1, +1/+2/+3
[✓10][4/5/6 ∅]

On Hit: The target gains **Nutrition** equal to damage taken

Bountiful Feast

Heavy Melee, Accurate +1/+2/+3
[✂2][2/3/4 ∅]

On Hit: The Slime Mass loses 1d6+1 **HP** and the target gains that much **Nutrition**. If the target is **GRAPPLED**, the target gains double the Slime Mass's roll as **Nutrition** at no extra cost to the Slime Mass.

Siren's Song

Trait, Quick Tech, +1/+2/+3

The Slime Mass lets out a seductive aroma and sounds in hopes of luring in a potential victim, mech systems often registering it as a tech attack despite the obvious. On a success, the target must move

Siren's Song

Trait, Quick Tech, +1/+2/+3

equal to its current **Speed** towards the Slime Mass. This movement can trigger other **Overwatches** but does not consume the target's reaction or movement.

Prepared Feast

System, Full Action

The Slime Mass attempts to pin the target for easier feeding. The target must make a **Hull Save** or their mech will be **GRAPPLED** and **IMMOBILIZED**. Any targets of the **Prepared Feast** cannot dismount or eject, but can still use their equipment.

NUTRITIONAL CONVERSION

Trait

Whenever the Slime Mass gains **Nutrition**, it will regenerate that amount of **HP**. It cannot overheat or get overshadow using this.

UNIQUE PHYSIOLOGY

Trait

If the Slime Mass has **STRUCTURE**, it rolls on the **Monstrosity Structure Damage** table (*Lancer Core Book*, p.324) when it takes structure damage.

OPTIONAL SYSTEMS

Unending Feast

Superheavy Melee, Ordinance, Accurate +1/+2/+3
[✂1][3/6/9 ∅]

This weapon replaces both **Slime Glob** and **Bountiful Feast**

Unending Feast

Superheavy Melee, Ordinance, Accurate
+1/+2/+3

[✂ 1][3/6/9 ∅]

On Hit: The Slime Mass loses 2d6+2 **HP** and the target gains that much **Nutrition**. If the target is GRAPPLED, the target gains double the Slime Mass's roll as Nutrition at no extra cost to the Slime Mass.

On Crit: The target gains an additional 1d6 Nutrition at no extra cost to the Slime Mass.

SELF-REPLICATING SLIME

Trait

At the end of the Slime Mass's turn, it will regenerate $\frac{1}{4}$ th of its max HP. It cannot regenerate structure points this way and if it takes ⚡, it does not regain any HP during that round unless through other means.

GRANDER SERVINGS

Trait

The Slime Mass gains +5 HP and +1 Armor

BETTER BELT BURSTING

Trait

The Slime Mass gains +1 ⚡ to Prepared Feast and Grapple in addition to being able to take reactions while Grappling.

Retributional Feeding

Reaction, 1/Round

Trigger: The Slime Mass gains Nutrition and another character is adjacent to it

Effect: The Slime Mass can immediately feed the gained Nutrition to the adjacent character. However, it cannot use this spent Nutrition for the Nutritional Conversion trait.

Final Surge

Reaction, 1/Scene

Trigger: The Slime Mass is killed or takes Structure

Effect: Any characters adjacent to the Slime Mass must make an Agility Save or take 4d6 **Nutrition**, 2d6 on a success.

GOOEY ADRENALINE

Trait

The Slime Mass can Overcharge, but takes ⚡ instead of ⚡.



ENBLOBING DRONE



Controller

Perhaps one of the strangest weapons seen on the battlefield, this Scout-like autonomous drone has had its specialties switch from Reconnaissance and Support to overall disruption...especially to enemy waistlines.

TIER 1	TIER 2	TIER 3
MECH SKILLS Hull: -2 Systems: +3 Agility: +2 Engineering: 0	MECH SKILLS Hull: -2 Systems: +4 Agility: +3 Engineering: 0	MECH SKILLS Hull: -1 Systems: +5 Agility: +4 Engineering: 0
CORE STATS HP: 8 Armor: 0 Evasion: 12 E-Defense: 10 Speed: 4 Size: 1 Heat Cap: 4 Save Target: 12 Sensors: 15	CORE STATS HP: 9 Armor: 0 Evasion: 14 E-Defense: 12 Speed: 5 Size: 1 Heat Cap: 4 Save Target: 14 Sensors: 15	CORE STATS HP: 10 Armor: 0 Evasion: 16 E-Defense: 14 Speed: 6 Size: 1 Heat Cap: 4 Save Target: 16 Sensors: 15

TACTICS

While not as fragile and nimble as its original brethren, the Enblobing Drone still is centered around assisting its allies without dealing damage. **Radiative Missiles** punish hostiles for staying too close whereas **Bottomless Pot** can punish enemies that rely on high heat or high damage to function. To cover its allies, it provides **Filling Smokescreen**. While difficult to hit, its relatively low health makes it vulnerable to all damage and its low heat cap can make it dangerous.

BASE SYSTEMS

Radiative Missiles

Main Launcher, Seeking, +1/+2/+3, +2 ⚡
[✓15][no damage]

On Hit: The target gains 4 **Nutrition** and has **FATTENING PRESENCE** until the end of their next turn.

ADVANCED COMBAT DRONE Trait

Enblobing Drone cannot get Exotic or RPV Templates, but is Immune to Nutrition and does not have a **Biological** pilot.

Bottomless Pot

System, Quick Tech
+1/+2/+3, +1 ⚡

Enblobing Drone has the following Quick Tech options:

THERMAL CONVERSION: All of the target's ⚡ is converted into that amount of Nutrition

BLUBBERY BACKBLAST: Until the end of their next turn, the marked target takes 4 Nutrition whenever they deal damage with Ranged or Melee weapons.

Filling Smokescreen

System, Quick Action, Limited 2

Enblobing Drone selects 2 tiles within ✓5 to fire unusual smoke canisters. These smoke canisters turn all tiles in a ☺1 area into **Nutritious Smog** until the end of the scene

OPTIONAL SYSTEMS

Caloric Cannon

Heavy Cannon, Inaccurate, +1/+2/+3
[✓10][no damage]

On Hit: The target gains 10 **Nutrition** and has **STUFFED/INFLATED** until the end of their next turn.

Scale Breaker

System, Full Tech, +2/+4/+6, +1 ⚡

The Enblobing Drone performs a **Tech Attack** against a target within **Sensors**. On success, the target gains **Nutrition** equal to their mech's **Frame Size** every time they perform a Move or Boost. This effect only ends when the Enblobing Drone is destroyed or at the end of the scene.

Orbital Caking

System, Full Action, Limited 1

Enblobing Drone selects a ☺3 area within Sensor Range for an Adiposium-fueled space laser to impact at the end of next round. All characters know what area has been chosen. The impact area is converted into **Adiposium Liquid Feature** and all characters in the impact area must take an Agility Save. On a failure they take 4d6 Nutrition and are **IMMOBILIZED** until the end of their next turn, only taking 2d6 Nutrition on a success.

NEW TEMPLATE

OVERVIEW

This new template is intended to make it so that even if you do not want to use the Slime Mass or Enblobing Drone, you can still have official and even other homebrew/homeforge enemies utilize fattening equipment against the players or one another.

GOURMAND

Whether through programming glitches, eccentric tastes, or pragmatic efficiency, these individuals have a habit of making Lancer pilots far more snug in their cockpit than they would like. Though often considered oddities by their allies at best and freaks at worst, it is hard to deny these unique individuals can pose a world of issues to anyone wishing to keep a slender waistline or staying inside their mech.

GOURMAND FEATURES

REINFORCED FRAME

Trait

If the unit has a cockpit and is not an **RPV** or drone, it gains +1 **Armor** and its **Cockpit Size** is increased by **Size 1**.

If the unit does not have a cockpit or they are an **RPV** or drone, it simply gets +1 **Armor**.

SOCIAL ODDITY

Trait

The Gourmand cannot take the Commander Template

EXPANSIVE EQUIPMENT

Trait

The Gourmand can take up to 2 options from the **Gourmand Systems and Traits** list.

GOURMAND SYSTEMS AND TRAITS

Adiposium Ammunition

Reaction, 1/Scene

Trigger: The Gourmand deals damage to a target
Effect: The target also gains **Nutrition** equal to half of the damage dealt.

'Thickening' Modified Coreworm Missiles

System, Full Action, Limited 1

1d3+1 miniature drones attach themselves to a character within line of sight and \nearrow 10 and begin drilling into their target's cockpit. In 1d3+1 rounds, if any coreworms are still attached, each drone will feed the target 4 **Nutrition** at the start of target's turn. The target knows both how long it will take before the drones bore through and how many are attached to the hull.

The target and allied characters adjacent to them can remove one drone at a time with a successful **Systems Check** or **Engineering Check** as a Quick Action. Additionally, if the target is **SHUT DOWN** or **JAMMED**, the coreworms become confused and their timer pauses.

Greased Ailments

System, Full Tech, +1/+2/+3

The Gourmand makes a tech attack against a character within its Sensor Range and line of sight.

On Hit: The target gains 3 **Nutrition** for each status it has.

On Crit: the target gains 5 **Nutrition** for each status it has.

Flammable Flab

Trait, Protocol

The Gourmand siphons fat out of their body to serve as a crude incendiary fuel.

Each attack will drain 4 **Nutrition**, and any attacks that hit will deal 2 \heartsuit to the target.

If the Gourmand does not have enough **Nutrition**, the **Burn** will not be applied

SYLPH COMPOSITE ARMOR

Trait

The Gourmand can move through **Nutritional Fog**, **Thickening Spill**, **Goey Biomass**, and **Adiposium Liquid Feature** without gaining any **Nutrition**.

Cornucopia-Class NHP

System, AI, Protocol

The Gourmand unit gains the AI tag and now has an unusual AI onboard able to generate paracausal distortions on nearby weaponry.

Gain the **Rebound Calories** reaction

Rebound Calories

Reaction, 1/Scene

Trigger: A unit within ↗ 5 of the Gourmand loses HP

Effect: That unit's next attack will make the target gain **Nutrition** equal to the damage dealt on a hit. If their attack misses, the Gourmand instead gains Nutrition equal to how much damage the attack would have done.

Adiposium Barrel Catapult

Main Launcher, Arching, Limited 1,
+1/+2/+3,
[↗ 15][no damage]

When fired, this weapon hurls an Adiposium Barrel at the target.

On Hit: The target is knocked PRONE and gains 10 **Nutrition**

On Miss: The Gamemaster picks a location between a Burst 2 and Burst 4 of the target to place an Adiposium Barrel



SECTION 5

THE BLOB BEHIND THE CURTAIN



GAME SETUP

OVERVIEW

As with any tabletop and/or roleplaying game such as Lancer, there is typically going to be one, two, or a rotating cast of Gamemasters/Gamemangers whose objectives beyond simply controlling hostile NPCs is creating the narrative the characters are within. Sure constantly throwing players against enemies can be enjoyable, but it can also be a lot juicier if there are reasons for certain events, terrain, factions, or objectives.

A good GM can make a combat victory feel mechanically and cognitively rewarding, a great one can make the characters (and by extension, the players) feel as though their victory has ramifications beyond merely beating up the baddies and leveling up. Also, a great GM can adapt to unexpected or unanticipated consequences such as player character or important NPC being crippled or killed when they were not supposed to, or the mission ending as a failure instead of a success.

While it is extremely easy to get caught up in the mech combat, ultimately any campaign needs a story to both drive the actions and some time outside of battle to do things beyond simply making things explode. What you do outside of combat and how you do it can vary massively from person to person so this is not intended to provide a "correct" way to play. Instead, this is meant to give some ideas for any GMs to help them create some ideas for their own sessions.

NEW MISSION HOOKS

Giving players a reason to care about missions beyond simply fun gameplay can turn an otherwise normal combat session into an impactful battle that will have consequences for those involved in some way. A good way to set up the stakes and overall objective of the mission is through the use of mission hooks. These pre-crafted hooks help provide new and experienced GMs a way to get the players' hooked' on the mission to make it feel truly different from the last one and the one after it.

Whether it be through narrative stakes, unsolved mysteries, something from the character's background, or otherwise something other than blindly throwing players into generic battles, these hooks provide ways for players to engage and influence the story even if their main focus is on the combat it provides. Not all of the missions hooks have to be tied to whatever overarching narrative you as the GM have come up with. Have the hooks change to reflect player actions, use them to set the tone of the upcoming sessions, and any other tricks you would like to make you players feel like active members of a rich story.

As with the ones provided in the Core Book, treat the mission hooks here as examples of what you can do and as pre-defined hooks if you are struggling to think of anything else. Using them word-for-word is fine, but using them for inspiration or simply making your own from scratch is much better as they can provide players with an experience only you can give them.

If you cannot decide or want to make your mission hooks more random, roll a 2d6 to decide your hook of choice.

PORTLY PILOT HOOKS		ROLL 2D6
2	Adiposium Deposits	
3	Muddied Ticket	
4	Waddling Zealots	
5	Foodie Place	
6	Tempting Entre	
7	Belt Busting	
8	Twisted Dieting	
9	Impending Tears	
10	For a Fatty	
11	Living Breach	
12	[Pick 1 or Reroll]	

2 – Adiposium Deposits

On a relatively desolate world (or portion of the world), members of the Union Science Bureau have discovered multiple huge deposits of liquid Adiposium. Both Union and independent prospectors have been sent in to try harvesting the unique substance for study. Unsurprisingly, having so much wealth buried under one's soil has attracted the attention of unsavory folks now seeking to unearth the deposits themselves. Normally such competition would be harmless, but these figures seek to enforce a monopoly on the resource by targeting the infrastructure and supply of those involved.

You are tasked with ensuring that any non-combatants are not harmed and to stop these figures from enforcing their brutal grasp on the special resource...

3 – Muddied Ticket

At first you thought that the transmission was a scam, and on second thought you should have listened to your instincts. The local royalty offered you and anyone of your choosing to a grand feast celebrating one of their special occasions. In truth the moment you took a single step into their territory, everything has been out to get you. Artillery, hackers, killsquads, anything and everything that can be sent against you has and there is still more on the way. The few moments you spend not being shot at or hunted down are not as fulfilling given the treat every person you encounter or even moment spent could be the last. Why you were deceived is likely unclear, but what is not is that you are intent on showing them why it was a terrible decision...

4 – Waddling Zealots

Even if you are the type that likes or loves having lots of extra padding, there are some boundaries you have around it. These bizarre cultist-like individuals have no such restrictions. Kidnapping innocent people to turn them into helpless blobs, harnessing unknown paracausal tech to end the age of slenderness, or using unsavory or perhaps even unethical foods for the process. All that matters to them is that everything becomes a sprawling mass of fat, no matter the means or sacrifices that are taken to achieve it. Unsurprisingly, they cannot be allowed to continue on, though what you find in their lairs may not be what you were lead to believe...

5 – Foodie Place

You had seen many bizarre places in your lifetime, but this place defies any logic that you can think of. Unshackled NHPs, experiments gone wrong, deliberate craftsmanship, you name it and it may only partially explained why the terrain around you is edible. The grass and dirt, the rocks, the rivers, all of it comprised of some edible material as though this entire place is some candy land or freakish foodie's haven. You have to figure out what is going on and why before you end up indulging yourself until even standing is impossible...

6 – Tempting Entre

The location you are traveling to has a reputation for creating some of if not the greatest food anyone has even known. So much so that people from around the galaxy are willing to put their lives on the line for the divine meal. You are no exception, and the dropship ramps are lowering down to the sounds of distant gunfire...

7 – Belt Busting

On some worlds spare fat can fetch a high price. Whether it is due to easy-to-maintain food storage, a status symbol, or potent biofuel. These demands are so much that entire companies are centered around its harvesting and distribution. Not all of these businesses are legal as some go as far as blatantly violating the Union's Three Pillars in the pursuit of raw cash. Local authorities have either been bribed to turn a blind eye to the human rights violations or simply are too afraid of the firepower that one of these illegitimate companies can bring to bear. On behalf of the Union DOJ/HR, you have been tasked with destroying one of these abhorrent operations and freeing any people captured, perhaps even giving the captors several hundred dishes worth of cold karma...

8 – Twisted Dieting

An NHP in charge of a small orbital station has ended up becoming unshackled and is subjecting all those onboard to its idea of proper dieting "for the safety and health of all onboard organics". Brutal non-stop exercises, endless feeding sessions, peculiar and questionable food choices. No matter which twisted idea for a proper diet this intelligence has, you are tasked with shutting it down and not losing yourself in the process...

9 – Impending Tears

There are many ways to store Adiposium though one of the more common ways is in huge liquid tanks able to store tens of thousands of gallons of the material. One of these tanks in an industrial town has sprung a leak and certain individuals are attempting to keep it from being repaired in time. Pull enemy forces away and keep the workers safe or else the town may end up as a new Adiposium lake...

10 – For a Fatty

A distress call has come in from a prosperous individual that has found their territorial holdings constantly under attack by pirates, thugs, and even mercenaries from neighboring factions. At first you thought their familiar albeit muffled voice was just a coincidence, but upon witnessing their monumental size, you realize that this is someone significant to you and/or your squadmate's pasts...

11 – Living Breach

Diasporan worlds are no stranger to unusual and even paracausal entities. These can range from simply aggressive livestock all the way up to towering monstrosities and even organic mechs. Unusually their settlements can have ways of handling these entities or outright killing them. For one reason or another, those ways have been rendered ineffective and hoards of these organic beings have been rampaging across town.

The barrage of distress calls begging for your assistance would already be enough, but the promise of valuable rewards helped sealed the deal. The question is will what you come across be worth the cost...

OPTIONALS CONTENT

OVERVIEW

Due to the highly personal nature of kink content, I understand that not everyone will enjoy or want to have certain content with their games. As such, anything below this point is purely optional. GMs must discuss with their players if any of them are uncomfortable with or otherwise do not want to encounter any of this content, and there already is an item to help ignore some of these statuses. As a content warning, everything past this point involves blueberrification, pregnancy, and lactation.

OPTIONAL PILOT STATUSES

PRECIOUS CARGO

Whenever a character is afflicted with this status, they are forced to carry eggs, live creatures, or anything that would cause a pregnancy-style effect. Roll a 1d6+2 for how many combat encounters or scenes this effect will last, and any additional instances of this effect will lengthen the timer by that amount. The scene which the character gets the initial pregnancy is not counted.

Your daily nutrition threshold is doubled and any overnutrition you gain is divided between you and the 'passengers'. For the duration of the pregnancy, your character has 2 overnutrition point bars; one for fat and one for pregnancy. The overnutrition points and any size increases tied to the pregnancy overnutrition cannot be removed through normal means of handling overnutrition.

However, whenever you are attacked or forced to make a check or save by an enemy, your maternal instincts give you get a +1 🍀 on all attacks, checks, and saves against that enemy. This effect can only apply to one enemy at a time.

EXCESSIVE PRODUCTION

Your character's chest is spewing out 2 Nutrition every round. Unless otherwise specified, this does not drain your character's Nutrition and lasts until the end of the scene. If your chest is obstructed or the liquid leaking is otherwise blocked, they will gain 2 Overnutrition Points. This status can be applied to the same target multiple times and PRECIOUS CARGO may cause an instance of effect until the pregnancy ends.

FRUITY BODY

At the start of your turn, your character will gain an instance of STUFFED/INFLATED and EXCESSIVE PRODUCTION. This instance stacking continues until the character reaches **Size 4**, where the character will

not gain any additional instances of both statuses from the current or additional instances of FRUITY BODY.

Using Stabilize will clear an instance of the FRUITY BODY status, whereas other items may clear an instance or all of them. Once a character is cleared of all instances of FRUITY BODY, they will lose any instances of STUFFED/INFLATED and EXCESSIVE PRODUCTION tied to the FRUITY BODY status at the start of every turn until all instances are cleared.

OPTIONAL PILOT EQUIPMENT

Fruity Syringe

Pilot Weapon, Archaic, Sidearm, Limited 2 [❌1][no damage]

An invaluable boon in many food-deprived environments, this refined mixture of chemicals, nanobots, and paracausal medicine results in rapid bodily swelling and liquid production.

On Hit: If the target is **Biological**, they will gain FRUITY BODY.

Maternal Bodysuit

Gear

This specially created bodysuit provides variety of maternal enhancers including a soothing ultrasonic vibration generator, hormonal regulators, and liquid extractors which all provide any pregnant wearers a litany of benefits and comfort.

At the end of the scene, the wearer can roll a 1d6 to accelerate their PRECIOUS CARGO by 2 scenes instead of just 1. On a 3 or lower, it simply progresses by 1 scene. On a 4 or higher, the pregnancy progresses by 2 scenes instead.

Wearing the suit also makes it impossible for EXCESSIVE PRODUCTION to consider the wearer's chest as obstructed and you gain a +1 on all dice rolls when you have PRECIOUS CARGO.

Lactation Enhancer

Gear

Typically perceived as taboo or heavily frowned upon in many non-diasporan worlds, these sets of chest implants give the individual far greater control over their own production.

The character can control what texture and flavor of any liquid produced by EXCESSIVE PRODUCTION. In addition, they can choose to double or half their Nutrition production until the end of the scene.

Distilled Juices

Gear, Limited 2

Extracted from numerous exotic fruits, this nearly undetectable liquid is often utilized by royalty seeking to sabotage others through unconventional and non-lethal means.

If an individual consumes any food or drink lanced with Distilled Juices, the owner can decide which one of the following effects the consumer will experience:

- 1 Instance of FRUITY BODY
- 10 Instances of EXCESSIVE PRODUCTION until the end of the scene
- 1 Instance of PRECIOUS CARGO
- 1 Instance of RAVENOUSLY HUNGRY that lasts until the end of the scene

Cleansing Band

Gear, Protocol

In the search of preventing political humiliation or for boosting one's combat effectiveness, Baronies assistants developed a way to clear one's body of adverse effects through converting them into a powerful electric charge.

As a Protocol, you can switch your Band into Active State or Inactive State. When in Active State, the wearer can choose any Portly Pilot statuses except for TIGHT FIT to clear. For each unique status cleared, the wearer takes 5 ⚡, which will clear all instances of a single status. When in Inactive State, the wearer gets Portly Pilot statuses as normal.

If the wearer is inside of a Mech while in Active Mode and clears a Portly Pilot status, any ⚡ will be applied to the Mech instead of the character.

Golden Egg

Gear, Exotic

Although resembling a gold-covered egg on the outside, in truth it emits a nearly undetectable paracausal energy signature that provides the user with a far greater performance at the cost of causing or worsening pregnancies.

When a character comes into physical contact with the Golden Egg, they gain +1 Accuracy to all actions. However, whenever they perform an action that uses this accuracy, they must roll a 1d20. On a 20, they are given an instance of PRECIOUS CARGO that lasts until the end of the scene. If the user already has PRECIOUS CARGO, then its duration is extended by 1 scene.

"Bouncing Bounty" Clothing

Gear, Exotic

Easily confused for their normal counterparts, these articles of clothing make any who wear them have far higher production than normal.

When worn, the wearer will always have an instance of EXCESSIVE PRODUCTION. However, any EXCESSIVE PRODUCTION that is not tied to other statuses will be removed when this clothing is taken off.

If the wearer gets any additional instances of EXCESSIVE PRODUCTION, they can choose to retain these instances rather than them ending when they normally would. For every 5 instances of EXCESSIVE PRODUCTION retained, the wearer is given an instance of STUFFED/INFLATED.

Idol of Fruit

Gear, Exotic, 1/Scene, Quick Action

This bizarre fruit is completely inedible and attempts to consume it simply result in it being teleported back into the eater's hands. That said, this thing can also inflict a strange paracausal effect tied to the type of fruit it is.

1/Scene as a **Quick Action**, the user can give any person within ↗ 10 and line of sight an instance of FRUITY BODY.

Dietary Injection - Augmented

Gear, Quick Action, Limited 3

Sometimes discipline and therapy can only do so much to handle an insatiable digestive tract to the point where medical intervention is necessary.

Expend a charge for one of the following effects:

- **Stomach Suppression:** For the next six hours, any instance of RAVENOUSLY HUNGRY or MALNUTRITION will be temporarily suppressed. Once the **Stomach Suppression** wears off, these statuses will start again.
- **Metabolic Stasis:** A pilot will not burn any **Nutrition** for the day.
- **Bodily Supercharge:** The person's **Nutrition Threshold** is doubled for the day
- **Cleared Gut:** Any instances of STUFFED/INFLATED are cleared and the injected person can choose to get rid of 0-3 **Nutrition**.
- **Cured Fruitiness:** Any instances of FRUITY BODY are cleared up.

NEW* DOWNTIME ACTIONS

MATERNITY LEAVE

When you do **MATERNITY LEAVE**, you take some time to tend to whatever is causing your pregnancy. While this cannot negatively impact the player, it may also provide no benefit either.

Describe what your character does during their leave and roll:

On a **9 or less**, you do a subpar job with your leave time and your pregnancy is unaffected.

On **10-19**, you can decide 1 of the following results:

- **Growth Acceleration:** Your **PRECIOUS CARGO** progresses by 1 scene.
- **Size Management:** You can clear up to 5 Pregnancy Overnutrition Points.
- **Chest Treatment:** You can gain or clear an instance of **EXCESSIVE PRODUCTION** tied to **PRECIOUS CARGO**.
- **Parental Burden:** You gain a +2 on Charm, Get a Hold of Something, and Pull Rank until the end of the **PRECIOUS CARGO**.

On **20+**, you can decide 2 of the following effects:

- **Growth Acceleration:** Your **PRECIOUS CARGO** progresses by 1 scene.
- **Size Management:** You can clear up to 5 Pregnancy Overnutrition Points.
- **Chest Treatment:** You can gain or clear an instance of **EXCESSIVE PRODUCTION** tied to **PRECIOUS CARGO**.
- **Parental Burden:** You gain a +2 on Charm, Get a Hold of Something, or Pull Rank until the end of the **PRECIOUS CARGO**.

*Your character must have **PRECIOUS CARGO** in order to do this downtime action.*

Some applicable Skill Triggers for **Maternity Leave** include but are not limited to:

- Patch
- Stay Cool
- Bodily Recognition

SUSPICIOUS CLIENT

When you do **SUSPICIOUS CLIENT**, you meet with a clearly suspicious individual in possession of many powerful Exotic objects. While this can provide great riches, it can also have major downsides.

Describe where and how your character meets the client and roll:

On a **9 or less**, you do not get an Exotic item and must choose 2 prices to pay:

- **Mentally Straining:** Your character is immediately given a Burden and is narratively

removed from the scene as if they Broke from Overstressing, but any existing stress is not removed and existing burden clocks lose 1 segment of progress.

- **Juicy Consequences:** Your character gains 2 instances of **FRUITY BODY**.
- **Prolonged Feeding:** Your character gains 6d6+4 Nutrition and, until the end of the scene, gains 2 instances of **STUFFED/INFLATED**.
- **Surprise Implantation:** Your character gains 2 instances of **Precious Cargo**.
- **NHP Fanatic:** If your mech has any number of AI onboard, one of them will enter Cascade if possible. If the chosen AI is already in Cascade, it instead becomes Unshackled.
- **Slime Assimilation:** You get a Hazard Goo that replaces an existing piece of pilot gear.

On **10-19**, you get an Exotic item but must chose 1 of the following prices to pay:

- **Mentally Straining:** Your character is immediately given a Burden and is narratively removed from the scene as if they Broke from Overstressing, but any existing stress is not removed and existing burden clocks lose 1 segment of progress.
- **Juicy Consequences:** Your character gains 2 instances of **FRUITY BODY**.
- **Prolonged Feeding:** Your character gains 6d6+4 Nutrition and, until the end of the scene, gains 2 instances of **STUFFED/INFLATED**.
- **Surprise Implantation:** Your character gains 2 instances of **Precious Cargo**.
- **NHP Fanatic:** If your mech has any number of AI onboard, one of them will enter Cascade if possible. If the chosen AI is already in Cascade, it instead becomes Unshackled.
- **Slime Assimilation:** You get a Hazard Goo that replaces an existing piece of pilot gear.

On **20+**, you get an Exotic item without any price to pay

Your character must be in a place that would have a significant criminal presence in order to perform this action and the Exotic item must be something the client can reasonably provide.

Some applicable Skill Triggers for **Suspicious Client** include but are not limited to:

- Charm
- Word on the Street
- Read a Situation

OPTIONAL NPC SYSTEMS

Slime Mass

GOO EGGS Trait

Whenever the Slime Mass successfully attacks with Bountiful Feast or Unending Feast, they can choose to lose an additional 2d6+1 **HP** to give the target an instance of PRECIOUS CARGO

Enlobing Drone

MILKY SIGNAL Trait

Whenever the Enlobing Drone successfully performs a Tech Attack, the target gains an instance of EXCESSIVE PRODUCTION until the end of the scene.

WORSENING LOAD Trait

If the Enlobing Drone gets a critical hit on a target with PRECIOUS CARGO, they gain 5 Pregnancy Overnutrition Points

Gourmand Template

Berrying Artillery

System, Full Action, Limited 1

The Gourmand fires a special munition at any target within ↗ 10 and line of sight The target must pass an Agility Save or gain an instance of FRUITY BODY.

MASS-SEEKING TARGETING Trait

The Gourmand gains +1 🍀 to all attacks, checks, and saves against targets with any Portly Pilot statuses.