

## **Cyberpunk: FED**

**By Emily**

**A Preface:** This is a weight gain focused rules expansion for Cyberpunk: RED! It is unplayable without the core rules! Other than that, the only thing I really wish to stress is that this isn't my best work. For one, I don't know if the system or subject matter are very suited to fetish content, but that aside I really ought to have been more flowery and verbose in my wording with this one. Perhaps if there's enough interest I'll go through and polish it up, add some more content. Enjoy, and please contact me with any comments you have about the work!

Each edgerunner can carry a different amount of extra poundage before they're hindered by it. This is represented by a new Derived Statistic: Weight Limit. An Edgerunner's Weight Limit is equal to their Will + BODY score + their base weight (not counting weight from cyberware) multiplied by 10. This is the number of pounds a character can gain before it hinders their functioning.

Characters primarily gain weight offscreen during timeskips or at the beginning of a new week because of the workings of the Lifestyle system. The below values represent how much weight a character remaining mostly or entirely sedentary for a week would gain on any given lifestyle:

Kibble: +5 lbs.

Generic Prepak: +8 lbs.

Good Prepak: +10 lbs.

Fresh Food: +3 lbs.

These values are halved if the character performs significant physical activity over the course of the week.

If a character opts to increase their lifestyle cost by 50%, they can Overeat. This doubles their prospective weight gain when sedentary, and guarantees normal weight gain even when active. If a character wishes to get fatter faster, however, they may invest in supplements and even more food for a 100% increase in Lifestyle cost. This quadruples potential sedentary weight gain, and guarantees double normal weight gain levels even when active.

Whenever a character's weight exceeds their Weight Limit, they increase their Weight Threshold. Weight Thresholds are the various milestones of inconvenience a character reaches as the result of their gluttony and excess.

Obese: This Edgerunner is noticeably porky. Garments sized for thin people don't fit them. Appropriately sized apparel costs 1.5x base. -2 MOVE (min. 2 Hit Point Total -3.

**Morbidly Obese:** This Edgerunner couldn't hide their paunch if they tried. Appropriate apparel costs 2x base. -3 MOVE (min. 2) -2 DEX (min. 2), Hit Point Total +7,

**Obscenely Obese:** This Edgerunner's blubber is really starting to get in the way. Appropriate apparel costs 3x base. Every round an obscenely obese Edgerunner spends standing up unassisted they must make an Endurance roll to avoid taking a d4 of damage and being rendered immobile for a round. -4 MOVE (min. 1), -3 DEX (min. 1), Hit Point Total +10.

**Unbelievably Corpulent:** This Edgerunner's bulk is beyond legendary. Appropriate coverings for this titanic lardball would be rather hard to come by, but might run 5x base price. MOVE = 0, DEX -4 (min. 1), Hit Point Total +17.

Paired Cyberlegs reduce the MOVE penalty of every Obesity level save for Unbelievably Corpulent by 1.

New Cyberware:

**Metabolic Control Module (Internal Body):** A metabolic control module allows minute control over the metabolism. A character can double or halve the amount of weight they gain during downtime using this cyberware, cumulative with Overeating. Additionally, when they consume food they may choose to convert it directly into fat. Every full meal consumed in this way is converted into 2 lbs. 500 EB (Expensive)

**Lipolysis Override Rig (Internal Body):** A Lipolysis Override Rig hijacks the body's natural fat creation and storage process, lipolysis, to armor the patient. A character who has installed this augmentation must supplement their diet with a steady supply of a proprietary blend of metals and chemical compounds, causing a 10% increase in lifestyle price. If a character misses a dose, they lose health equal to their BODY every day and cannot naturally heal until they obtain an adequate fix. In exchange for this tradeoff, an Override Rig weaves those chemical compounds and metals into the tissue of a character's fat, effectively armoring them. For each Weight Threshold a character has crossed, they gain 2 global SP. This is cumulative with worn armor (excluding exoskeletons). 1000 EB (Very Expensive)

New Items:

**Pudge Pills:** Pudge Pills are the latest innovation in quick weight gain. For every capsule consumed, Continental Brands guarantees 20 pounds of fat tissue will form on your body over the course of the next 4 hours, or your money back! 50 EB per capsule (Costly)