## Content Pack: Berry

## Filling

### Exotic

***Juice***: Juice needs ingestion to start inflating. Deal an additional 2+Size Sadism and apply 1 more square of knockback when you move into a character’s space. You are extremely heavy and gain 1 DR per Inflated size. Inflate with 5 Juice per round. This can be refreshed with more external Juice. Characters inflated with Juice will slowly change to the color of the Juice over 5 rounds. Juice will automatically stop filling a character just before their Critical Limit.

***Contagious Juice***: Contagious Juice only needs contact to start inflating. Deal an additional 2+Size Sadism and apply 1 more square of knockback when you move into a character’s space. You are extremely heavy and gain 1 DR per Inflated size. Inflate with 5 Juice per round. This can be refreshed with more external Juice. Characters inflated with Juice will slowly change to the color of the Juice over 5 rounds. Contagious Juice will automatically stop filling a character just before their Critical Limit. If they Pop, all characters within 3 squares will be coated in Contagious Juice rolling to attack at 3d4.

***Bursting Juice***: A Subtype of both regular and Contagious Juice, this Juice will continue inflating characters to their Bursting Limit.

## Inherents

***Juice Infused***: Your character is permanently infused with Juice and gains it at a rate of 1 per round of combat. If inflicted with Juice from an outside source, the rate of inflation from Juice is doubled. Out of combat, gain 5 Juice per hour. Capacity+5, Limits+5.

***Juice Resilient***: If inflicted with Juice, you may make a Domination roll equal to 8 to prevent the Juice from inflating you beyond the initial amount.

***Juice Vampire***: Helpless. 1 Action. Roll to Strike to drink Juice from an enemy. Steal up to 5 Juice at once. Restore 2 Masochism per Juice taken. All inflation from Vampire is doubled once when exposed to sunlight. Capacity -2.

***Berry Breath***: Takes 2 Actions to Charge and 1 to Release. On Release, roll to Shoot at -5 and inflict 1 Contagious and Bursting Juice to all characters 6 squares in front of you. A Crit will inflict 5 each instead. You can expend Capacity to empower this ability. Per 5 Capacity spent, raise the Juice by 2. You can add up to 15 Capacity at once. If this ability is Gagged, you will begin to inflate at a rate of 5 Capacity per round. You can choose to Gag yourself to charge the Ability further.

## Abilities

***Juice Thrower***: Mundane, Top-Flow. 3 Actions. Target all characters 6 squares in front of you. Roll to Shoot, on success, apply 1 Contagious Juice.

***Juice Gum***: Flow or Bottom, Self Pleasure, Helpless. 1 Action-Free Action. Activating the Juice Gum the first time or refreshing it costs 1 action. Chewing is a free action. Gain 1d4+4 Juice per use. Has 7 uses before needing to be refreshed. Does not work if Gagged.

***Juice Grenade***: Mundane, Group-Multi. 1 Action. Can be used twice per combat. Select a location up to 6 squares away. At the start of your next turn, roll to Shoot against all characters within 2 squares of the initial locations. They must Evade it or become Exposed. On crit apply Juice on success as well.

***Berry Sling***: Mundane, Top-Flow. Single. 1 Action. Can be used thrice per combat. Roll to Shoot at -6 against target. Does not work if target is Gagged. On success, inflict 15 Bursting Juice.

***Contagion Taint***: Magic-Fervor. Costs 7 Mana or 1 Power Die, 1 Action. Roll Cast against target’s Dominance, if the target has a Juice, make it Contagious Juice as well.

***Bursting With Flavor***: Magic-Fervor. Costs 7 Mana or 1 Power Die, 1 Action. Roll Cast against target’s Dominance, if the target has a Juice, make it Bursting Juice as well.

***Gum to Mouth Summon***: Magic. Pleasure. Costs 4 Mana and 1 Action. Roll Cast at +4 against target’s Dominance. On success, they gain 2 Juice Inflation each time they are hit before they spit the gum out. Spitting the gum out requires 1 action.

***Taint Potion***: Magic-Fervor, Single. 1 Action. Costs 4 Mana or 1 Power Die. apply Juice to potion If done with a Power Die, affect 2 Potions at once. On Crit, affect all Potions carried by the target.

***Blue Beam***: Fervor. 1 Action and 1 Power Die. Roll Cast against target’s Evasion. On success, inflict 6 Damage and 1 Juice. On Crit, inflict Bursting Juice.

***Berrier***: Fervor, Single. Costs 1 Power die. 2 Actions. Roll Cast against target’s Dominance if unwilling. On success Target gains 4 SR for 3 rounds but also 2 Juice.

***Juice Accelerator***: Magic-Fervor,Top-Flow, Single. Costs either 7 Mana or 1 Power Die. Make a Cast roll against the target’s Dominance, on success doubles internal inflation rate of Juice on a target for 2d4+P Rounds.

***Bog***: Magic, Group. Costs 12 Mana, 3 Actions. Select a square up to 10 squares away. All squares within 4 of that initial square will be effected. For 1d4+P rounds, effected squares will apply 2 Reduced and 3 Contagious Berry to anything standing in them or that moves over them.

## Weapons

### Tags

***Inflates:*** Inflation weapons can be chosen to inflate with Juice as well but have -2 to inflation rolls.

## Potions

***Juice Antidote***: Prevents internal Juice effects on target until they receive them again. Inflates with 2 Carbonation. Has two uses.

### Gum Variants

All potions can have a Gum variant which is more potent but inflicts Juice on the drinker. Creating a Juice Variant also requires

***Painkiller Gum***: Heal 10 Masoschism, inflate by 4 with Juice.

***Suppressant Gum***: Deflate by 10, but gain 1 Bursting Juice.

***Sparkling Gum***: Gain 3 Evasion for 3 rounds but inflate by 2 with Juice. Does not stack.

***Power Gum***: Gain 3 power die, Inflate with 7 Bursting Juice.

***Mana Gum***: Gain 10 Mana and 5 Juice.

***Anesthetic Gum***: Gain 4 SR, gain Reduction until combat ends, inflate with 1 Bursting Juice.

***Spiced Gum***: Restore 5 Masochism to a KO’d character, inflate with 1 Juice. Has two uses.

## Settlements

***Juicer***: Resets inflation back to 0 for 5 Wealth. Found in Small and larger.

***Juice Processor***: Found in Average and larger. Provides 1 Wealth per 10 Juice removed at local Juicer.

## Special Items

***Juice Alter***: Once per combat, change the type of Juice inside you for free. Costs 200 Wealth.

***Hazard Suit***: Prevents inflation from contact with substances. Costs 200 Wealth.

## Exploration

### Special Environmental Conditions

### Dungeon

## Bads