



SAVAGE DRINKING

WARNING! MATURE CONTENT



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INTRODUCTION

While the original *Savage Drinking* rules were clever, and actually worked after a fashion, they were also a bit cumbersome and far too complicated for typical Savages. To that end, we have revised them, and tried to streamline them down for simplicity.

The first change is to the Derived Statistics, which are no longer being worried about. Forget Tolerance and Buzz. Instead, we have opted to treat alcohol consumption and its effects simply as another aspect of Fatigue.

There are a couple of minor changes that need to be taken into consideration, although they are mostly 'suggestions' as opposed to hard and fast rules changes. First of all, the effects of Fatigue should be extended out by one more level, so that it effectively mirrors the Wound track. Second, it is highly recommended that mental Fatigue be given its own matching track – referred to as 'Stress' in order to try and avoid confusion.

That's it. On to the mechanics...



NEW HINDRANCES

Allergic to Alcohol (Major)

Alcohol acts as a poison to you – at least more so than to a 'normal' person. If, after consuming alcohol, you fail your Vigor roll, you take a Wound rather than Fatigue.

Cheap Drunk (Minor or Major)

You just can't hold your liquor very well. If this is a Minor Hindrance, then you always have a -2 penalty to your Vigor rolls to resist intoxication. If

this is a Major Hindrance, then the penalty is -4 .

Prone to Hangovers (Minor or Major)

If someone is going to wake up the next morning with a hangover, you're probably it. If this is a Minor Hindrance, your Vigor is considered one die type lower for purposes of recovering Fatigue (or add an hour if your Vigor is already $d4$). If this is a Major Hindrance, it takes you twice as long to recover Fatigue from intoxication than your Vigor would usually indicate.

NEW EDGES

Drinks Like a Fish

Type: Social

Requirements: Seasoned, Vigor d10+

The character has conditioned himself to chug and hardly feel it. He is able to hold his liquor very well, and gains a +2 bonus to his Vigor roll to resist intoxication.

Fast Metabolism

Type: Background

Requirements: Novice, Vigor d8+

Booze seems to flow right through the character,

helping to stave off over-intoxication. He recovers Fatigue as if his Vigor was one die type higher (or every 15 minutes if his Vigor is already d12). Note that this also means he'll probably pee a lot over the course of an evening.

Never Hungover

Type: Background

Requirements: Novice, Vigor d10+

For some reason, the character never seems to suffer from hangovers as much as the rest of his companions. He recovers all Fatigue from drinking after sleeping for at least six hours.

SPECIFIC GEAR

Drinks are rated for their alcoholic potency, based on a single serving of the beverage, and expressed as a modifier to a character's Vigor roll. While specific drinks may vary, a rough guide for drink potency is given below:

<i>DRINK</i>	<i>MODIFIER</i>
Water	No check needed
Weak Beer	+2 to Vigor roll
Regular Beer	+1 to Vigor roll
Wine	No modifier to Vigor roll
Strong Wine	-1 to Vigor roll
Spirits	-2 to Vigor roll
Strong Spirits	-4 to Vigor roll
Exotic Spirits	-6 to Vigor roll

The type of drinks that are actually available, and their cost to purchase will vary from campaign to campaign. A rough rule of thumb is that stronger alcohol will cost more, and that better alcohol will both cost more and be less readily available. There are exceptions to this, of course: any fool with a still can make a corn mash whiskey, after all.



GETTING DRUNK

As a character drinks alcohol, he will eventually begin to accrue Fatigue in the form of intoxication. This is kept track of in the same way – and along with – other forms of Fatigue (*i.e.* if a character is already worn out from other activities, he will succumb to drink more quickly). The one main difference is that each level of Fatigue gained from drinking carries an equivalent reduction to Wound penalties, up to the number of Wounds taken (the character just doesn't feel the pain).

<i>FATIGUE TAKEN</i>	<i>CONDITION</i>
No Fatigue	Sober
1 Fatigue	Tipsy
2 Fatigue	Drunk
3 Fatigue	Sloshed
4+ Fatigue (Exhausted)	Passed Out

When ever a character drinks down an alcoholic beverage, he must make a Vigor roll that is modified by the potency of the drink (as defined by the table on page 3). If the roll succeeds, there is no immediate effect. If the roll fails, the character suffers one level of Fatigue. Note that it gets harder to stay relatively sober the more drunk a character gets, because of accumulated Fatigue penalties.

Example: Average Joe drinks a Porter (considered to be a 'regular beer'), so he must make a Vigor roll with a +1 bonus. He rolls a d6 for his average Vigor, and gets a 2. Even with the +1 bonus, Joe still fails, and takes a level of Fatigue – he's now Tipsy, and suffers a –1 penalty to all of his actions until he can sober up a bit. On the bright side, he can negate 1 point of Wound penalties, which might help after the obligatory brawl breaks out.

This process goes on until the character either quits drinking for the evening, or he passes out.



SEEING A MAN ABOUT A HORSE

While drinking will slowly impair a character's performance, time eventually purges the system. Time, and a fair amount of pissing.

Once a character has accumulated Fatigue from intoxication, he can recover from it once he stops drinking. He will begin to recover Fatigue levels based on his Vigor die, assuming that he doesn't drink any more alcohol during the period of time indicated. The higher his Vigor is, the quicker he'll recover.

The table below shows the rate of recovery, based on the character's Vigor die type. The character will also probably have to pee every hour or so after he has started drinking.

VIGOR	RECOVER 1 FATIGUE
d4	Every 4 Hours
d6	Every 3 Hours
d8	Every 2 Hours
d10	Every Hour
d12+	Every Half hour

Example: Average Joe is Drunk, and has a Vigor d6. If he stops drinking for the next three hours, he will recover 1 Fatigue, and he will only be Tipsy.

THE MORNING AFTER



Sometimes there are some... er... 'unpleasant' aftereffects to drinking. Namely, hangovers.

After a night of quaffing booze, characters usually sleep. After at least four hours of sleeping, if a character wakes up and still has Fatigue left from intoxication, he is considered hungover. In practical terms, there is no change, since he is still suffering from the same level of Fatigue, with one exception: He no longer gains the benefit of a reduction to Wound penalties. In fact, he probably feels a whole *lot* of pain right then.

The Fatigue still wears off at the same rate, based on the character's Vigor die type, so he'll eventually feel up to par.

Example: Average Joe drank so much that he Passed Out. Eight hours later, the rest of his group drags him out of bed, so they can get on with the adventure. He effectively had four levels of Fatigue from intoxication, and recovering at a rate of one Fatigue every three hours, he has regained two of his Fatigue levels. However, he is still suffering from 2 Fatigue – although, after another hour (a cold bath and some bland food), he's feeling marginally better, having recovered another Fatigue. After another three hours, he'll be feeling almost as good as new.

If a character makes sure to imbibe plenty of water while he is drinking, he won't wake up as dehydrated. As a result, he can reduce his Fatigue by 1, as a bonus (In the above example, Average Joe – if he'd been supplementing his liquor with water – would wake up with only 1 Fatigue, and be feeling pretty good after that first hour).

Another way to deal with a hangover is 'the hair of the dog'. If a character with a hangover begins to drink right away, each level of Fatigue that he can acquire from intoxication will simply 'replace' the hangover Fatigue. Hey... At least he'll have the reduction to Wound penalties again.

OPTIONAL RULES

1) A particularly nasty GM may wish to enforce alcoholism – as the character continues to drink, his body begins to need a certain amount of alcohol in order to feel relatively normal (this is a function of the physiological effects of alcohol on the brain and nervous system). This will only compound over time, and although the character won't become 'Exhausted' by achieving four permanent levels of Fatigue, he *will* effectively be Incapacitated by being almost non-functional.

This is simulated by having a character make a Spirit roll after he has been regularly drinking for a period of time (see the table below). If he fails, he acquires a permanent Fatigue level that can't be removed, but which is similar to a hangover in that intoxication Fatigue will simply 'replace' it. In order to offset the penalty, he has to drink alcohol, with each level of Fatigue acquired from intoxication negating one level of the character's permanent Fatigue.

The character can drink until he has no penalties, and then the Fatigue penalties are applied as usual. The caveat is that he only has four *effective* levels of Fatigue, so even though he may seem to be doing well, he will still be non-functional after reaching four levels of Fatigue. Also, even if he stops once he feels 'normal', he will still get worse over time as the cycle of drinking continues.

Example: Boozer Brad has acquired a bit of an alcohol problem. Most of the time, he functions at -1 to almost everything, unless he can get a bit of beer in his system. After chugging a few brews, he finally fails a Vigor roll, and gets Topsy. He seems to function pretty well at this point, as far as most people can tell, but he's still Topsy, and will pass out if he fails three more Vigor rolls.

It should be noted that there will eventually come a point when the character can't reach a 'perfect' level (i.e. having no penalties from Fatigue) before reaching the point of Incapacitation.

<i>SPIRIT</i>	<i>ALCOHOLISM THRESHOLD</i>
d4	1 Week
d6	2 Weeks
d8	1 Month
d10	2 Months
d12+	4 Months

2) The GM may wish to allow a character to take one extra Edge that affects drinking or sex, which is paid for with either one Major Hindrance or two Minor Hindrances that also affect drinking or sex.

