

NSFG: Urdgar NPC Pack

Requires the core book of NSFG to be used. This content pack provides types of urdgars to be used with the game. Minors should not use this product.

Monsters

Links to Tokens

<https://drive.google.com/drive/folders/1ZBzzgU4-cMue8UJ2x57ghoxVXlhJn2ZZ?usp=sharing>

Urdgar

Pleasures: Puffkiss, Blow Yourself

Masochism: 10

Offensive Roll: 1d6+2

Sadism: 2d4, Counts as Fire Breath for weaknesses.

Defensive Roll: 1d6

Evasion: 6

SR: 1

Speed: 3

Capacity: 0/5

Limits: 7/8

Domination: 3

Mana Pool: 0/3

An Urdgar is a bipedal green lizard with a white belly, red feet, and red vestigial wings in place of arms. Urdgars prefer enclosed environments and are very common across the Mantle. Devious and only a little dumber than the average person, they are a surprising threat with a home field advantage. They are notoriously inflatable.

Phasegar

Pleasures: Puffkiss, Blow Yourself

Phase Step: The Phasegar can move through all objects including solid surfaces. This ability is disabled when the Phasegar reaches Inflated 1 or larger. If a Phasegar is inflated while in a wall they will be immediately ejected out on the nearest surface.

Masochism: 15

Offensive Roll: 2d6+5

Sadism: 2d6

Defensive Roll: 2d6

Evasion: 9

SR: 2

Speed: 4

Capacity: 0/10

Limits: 16/17

Domination: 4

Mana Pool: 0/6

An Urdgar that has somehow learned to pass through solid surfaces. Phasegars are purple and black where a regular Urdgar is green and red. They are much better than their regular kin in every way.

Firegar

Pleasures: Puffkiss, Blow Yourself, Breathstopper

Fire Breath: Helpless. Takes 2 Actions to Charge and 1 to Release. On Release, roll to Shoot on all characters 6 spaces in front of you, on success deal 11 Sadism. You can expend Capacity to empower this ability. Per 5 Capacity spent, raise either the Sadism by 3 or the range by 1sq. 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.

Masochism: 20

Offensive Roll: 2d6+4

Sadism: 1d6

Defensive Roll: 2d6+2

Evasion: 4

SR: 6

Speed: 1

Capacity: 0/8

Limits: 16/17

Domination: 7

Mana Pool: 0/3

An Urdgar that can breathe fire. A Firegar is red and gold instead of green and red, making them stand out in a crowd. They are more durable than a regular Urdgar but are slower.

Flygar

Pleasures: Puffkiss, Blow Yourself, Dance

Flight Capable: Can fly at all times. Use Defensive roll for flying ability.

Masochism: 10

Offensive Roll: 3d6

Sadism: 1d6+3

Defensive Roll: 3d6

Evasion: 8

SR: 2

Speed: 6

Capacity: 0/5

Limits: 10/11

Domination: 6

Mana Pool: 0/3

An Urdgar with well developed wings that has regained the ability to fly. Flygars are blue and white where Urdgars are green and red. They are both agile and fragile.

Spikegar

Pleasures: Puffkiss, Blow Yourself, Humiliate

Spikey Exterior: If a character moves into your space or starts their turn in your space they take 5 piercing Sadism.

Taut Toughness: Bottom. Passive. Increase SR by 1 per Inflated 1-x size. Prevents instant popping by Piercing Sadism. This does not effect Soft Sadism.

Masochism: 30

Offensive Roll: 2d6+2

Sadism: 1d4

Defensive Roll: 2d6+3

Evasion: 4

SR: 6

Speed: 3

Capacity: 0/5

Limits: 20/21

Domination: 1

Mana Pool: 0/3

An Urdgar covered in spikes, Spikegars are exceptionally durable and elastic, even for a Urdgar. Spikegars are almost all stone grey except for their white belly.

Armored Urdgar

Pleasures: Puffkiss, Blow Yourself, Stomp

Haphazard Armor Plates: Once the Armored Urdgar is Exposed, it is permanent. It is immune to inflation while armored as well.

Masochism: 10

Offensive Roll: 2d6+3

Sadism: 2d6+3, Counts as Fire Breath for weaknesses.

Defensive Roll: 1d6

Evasion: 1

SR: 15

Speed: 1

Capacity: 0/5

Limits: 13/14

Domination: 2

Mana Pool: 0/3

This Urdgar has put together scrap metal in a haphazard but impossibly effective suit of armor that makes it invulnerable to most assault.

Supreme Urdgar

Pleasures: Puffkiss, Blow Yourself, Breathstopper, Humiliate

Desperate Roll: Even at Inflated 1 and larger the Supreme Urdgar can still move at 1 Speed.

Haphazard Armor Plates: Once the Supreme Urdgar is Exposed, its SR is halved permanently. It is immune to inflation while armored as well.

Fire Breath: Helpless. Takes 2 Actions to Charge and 1 to Release. On Release, roll to Shoot on all characters 6 spaces in front of you, on success deal 11 Sadism. You can expend Capacity to empower this ability. Per 5 Capacity spent, raise either the Sadism by 3 or the range by 1sq. 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.

Phase Step: The Supreme Urdgar can move through all objects including solid surfaces. This ability is disabled when the Supreme Urdgar reaches Inflated 1 or larger. If a Supreme Urdgar is inflated while in a wall they will be immediately ejected out on the nearest surface.

Flight Capable: Can fly at all times. Use Defensive roll for flying ability.

Spikey Exterior: If a character moves into your space or starts their turn in your space they take 5 piercing Sadism.

Taut Toughness: Bottom. Passive. Increase SR by 1 per Inflated 1-x size. Prevents instant popping by Piercing Sadism. This does not effect Soft Sadism.

Masochism: 40

Offensive Roll: 3d6+3

Sadism: 2d6+3

Defensive Roll: 3d6

Evasion: 6

SR: 14

Speed: 3

Capacity: 0/10

Limits: 30/31

Domination: 2

Mana Pool: 0/3

A rare Urdgar with the strengths of all types; Supreme Urdgars are leaders among them. They look similar to a regular Urdgar but are richer in color and about a foot taller.