

NSFG: Mammal NPC Pack

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

Monsters

Enemies cannot Overroll. Enemy Capacity does not increase per size unless specified.

Big and Bad Wolf

Berserker: Mundane. Passive. After taking sadism or inflation, increase sadism by 1 for 1 rounds. Effect stacks and refreshes after taking damage.

Puffkiss: Requires Dominant-Top-Single, Pleasure, Bypass. 1 Action. Roll to strike. On hit, inflates target in melee by 3d4. On a crit raise the roll by 2d4. For a Power Die, this can have up to 10 of your filled Capacity added to it. If Pleasure, raise your roll by 2d4.

Tempest Breath: Helpless. Takes 2 Actions to Charge and 1 to Release. On Release, deal 5 Knockback in a 3x6 space in front of you. A Crit will raise the Knockback to 10 spaces. You can expend Capacity to empower this ability. Per 5 Capacity spent, raise the Knockback by 1. 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. This ability can knock down walls in its way. Replace size in breaking formula with Knockback/2.

Pleasures: Puffkiss, Breathstopper, Obey Me, Dance

Masochism: 20

Offensive Roll: 2d6

Sadism: 2d6+2, On Crit Reduce

Defensive Roll: 2d6

Evasion: 4

SR: 4

Speed: 5

Capacity: 0/9

Limits: 9/10

Domination: 6

Mana Pool: 0/3

Cat Witch

Mana Regen: Magical. Pleasure Self Pleasure, Helpless. 1 Action. Gain 3 Mana. Can potentially be cast on others if you roll Cast higher than the target's Dominance+2. If pleasure, gain 6 Mana straight to your Capacity. If it crits raise the mana given to 6.

Runic Sealing: Magic or Fervor. Costs 6 Mana or 1 Power die, and 1 Action. Roll to cast at -4 against target's Dominance. Gag target for 1 round. On a success, double length. On a crit, base length is 2 rounds.

Summon Blindfold: Magic, Single. Costs 4 Mana and 1 Action. Roll cast against target's Dominance. On success Blind target until removed. A crit will refund the Mana cost. Removal takes 2 actions.

Shadow Swell: Magic. Costs 15 Mana. 1 Action. Roll Cast-4 against the target's Evasion. On a success the target inflates with shadows (functions as air) at a rate of 4d4+1 per round, starting at the end of the current round. If the target Pops, all within 2 squares of them are Blinded for 2 rounds. If the caster is defeated, the swelling automatically ends. A crit will raise the inflation rate to 6d6+4.

Pleasures: Mana Regen, Infinite Canteen, Puffkiss, Mock

Masochism: 15

Offensive Roll: 1d6+3

Sadism: 2d6 Ranged 6sq

Defensive Roll: 2d6

Evasion: 5

SR: 0

Speed: 4

Capacity: 0/8

Limits: 7/8

Domination: 6

Mana Pool: 0/8

Cheetah Assassin

Hit and Run Style: Mundane. Light. Passive. If you attack after moving, gain 2 to your attack roll.

Dodge Roll: Light. Passive. After Evading an attack, move up to half your Speed.

Precipice of Doom: Mundane. Single. Self-Pleasure on success. Free action. After landing a blow roll a 1d4 with no modifiers. On a 4, add 25 Sadism, otherwise deal only 1 Sadism for the entire attack.

Pleasures: Puffkiss, Taser, Facesit

Masochism: 13

Offensive Roll: 2d6+2

Sadism: 2d6+2

Defensive Roll: 1d6+3

Evasion: 7

SR: 0

Speed: 10

Capacity: 0/7

Limits: 11/12

Domination: 4

Mana Pool: 0/3

Chimera

Three Unique Heads: When at and under 40 Masochism, lose 1 die for all rolls but gain +5 to roll and 1 SR. When at and under 20 Masochism, lose 1 die for all rolls but gain +5 to roll and 1 SR.

Pleasures: Slap, Puffkiss, Dance

Masochism: 60

Offensive Roll: 3d6

Sadism: 3d6, Blunt or Piercing

Defensive Roll: 3d6

Evasion: 4

SR: 5

Speed: 7

Capacity: 0/16

Limits: 19/20

Domination: 5

Mana Pool: 0/10

Coyote Gadgeteer

Inflation Gas Spray: Mundane. Single. Once per day. 1 action. Place up to 2 sqs of Inflation gas adjacent to you for one round. If a character is occupying that space roll Strike against them. On failure they do not take the initial Inflation Gas instances. On a crit they take two inflation gas instances.

Overclocker: Mundane. Free action. Add Agile to ANY weapon, but disable its use for the next round.

Flashbang: Mundane, Group-Multi. 1 Action. Can be used twice per combat. Roll Shoot against everyone with Line of Sight to you's Evasion, Blinds and Deafens a characters for a round on success. A crit will extend it to two rounds.

Drone: Assistant Type: Mundane. Costs 2 Ability Slots. Once per round can add a d6 to any roll you make and boost either your SR or Evasion by 2. (add targeting?)

Drone: Inflation Type: Mundane. Costs 2 Ability Slots. Can deflate or inflate characters at a rate of 2d4 per round; doing so to an unwilling character will have it roll to Strike at 2d6. It can also administer potions in the same way. The drone can hold two potions at once. (add targeting?)

Airstrike: Mundane. Requires a Drone. Each drone you have can hold 1 Airstrike. Order the drone to fire a missile up to x spaces away, loaded with either explosives or Inflation Gas. An explosive missile will inflict 3d6 Sadism in a 3 space radius around the landing point on a success. A character at the epicenter will take 4d6 Sadism instead. Any Crit rolled will Reduce the target. An Inflation Gas missile will roll to Strike at 2d6+3 and inflict one instance of Gas to all character in a 3 space radius around the landing point on a success. For the next round and 2 rounds after the 3 space radius around the landing point will be filled with Inflation Gas. If the Inflation Gas missile crits, the target takes 2 instances of Inflation Gas.

Pleasures: Mock, Humiliate, Bully, Blow Yourself, Terrorize, Puffkiss

Masochism: 10

Offensive Roll: 3d6

Sadism: 1d2, Exposes, Ranged 8 sq

Defensive Roll: 1d6

Evasion: 4

SR: 0

Speed: 6

Capacity: 0/5

Limits: 17/18

Domination: 3

Mana Pool: 0/1

Deer Lunamancer

Mana Fount: In combat gain 5 Mana per round. Out of combat gain 5 mana per hour.

Celestial Ray: Magic. Single. Costs 12 Mana and 1 Action. Designate a target within 10 sq and roll Cast-4 against their Evasion. On a success, inflict Blind for 1 round and 2d6+5 Sadism. On a crit, raise damage to 4d6+7.

Pleasures: Mock, Asset Boost, Dance, Mana Regen

Masochism: 15

Offensive Roll: 2d6

Sadism: 2d6+2

Defensive Roll: 2d6

Evasion: 7

SR: 3

Speed: 5

Capacity: 0/7

Limits: 15/16

Domination: 3

Mana Pool: 0/15

Fox Piercer

Perfect Hit: Mundane. Passive. Inflicting a critical attack will count as if the target was Exposed.

Pleasures: Puffkiss, Tie Up

Masochism: 15

Offensive Roll: 6d6-6

Sadism: 1d6+3, On crit, Reduce, Piercing

Defensive Roll: 1d6

Evasion: 5

SR: 3

Speed: 5

Capacity: 0/8

Limits: 7/8

Domination: 6

Mana Pool: 0/4

Goat Vanguard

Tackle Charge: Mundane. Costs 3 Actions. Move your Speed through all characters. Against every character you move through, roll to Strike at -2. On success, apply 2 Knockback and 1 Reduction. On a Crit, apply Prone as well.

Grapple: Mundane or Fervor. 1 Action. Roll to Strike, on success, Expose target. If crit apply another Exposure to target.

Counterattack: Mundane, Passive. On Parry success, gain 1 action to use against attacker.

Pleasures: Stomp, Slap, Spank, Bully

Masochism: 20

Offensive Roll: 2d6

Sadism: 1d6+3, On crit Knockback 2

Defensive Roll: 1d6+2

Evasion: 4

SR: 4

Speed: 5

Capacity: 0/12

Limits: 9/10

Domination: 4

Mana Pool: 0/2

Hellhound

Fireball Breath: Helpless. Takes 2 Actions to Charge and 1 to Release. On Release, launch a fireball at either a target or a square. If launched at a target, roll Shoot against the target's Evasion. On a hit, they take 8 Sadism, and everyone within 2 sq must see if their Evasion beats your roll or take 4 Sadism. The target can attempt to swallow the fireball if they roll Strike higher than your Cast roll. On a success, the target will inflate with 6d6 Fire. If you target a square, roll Shoot and everyone within 2 sq must see if their Evasion beats your roll or take 5 Sadism. You can expend Capacity to empower this ability. Per 5 Capacity spent, raise either the Sadism by 2 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.

Fire Immune: Immune to all fire type damage.

Pleasures: Obey Me, Summon Gag

Masochism: 14

Offensive Roll: 2d6-3

Sadism: 2d6 Fire

Defensive Roll: 1d6-2

Evasion: 5

SR: 3

Speed: 6

Capacity: 0/9

Limits: 7/8

Domination: 7

Mana Pool: 0/8

Horse Warrior

Combat Technique: Medium. Passive. Every round, raise SR by 1 and lower Evasion by 1, or do the opposite.

Fight Through: Once per day, ignore an instance of Sadism that would KO you.

Pleasures: Puffkiss

Masochism: 25

Offensive Roll: 1d6+4

Sadism: 2d6+2 Ranged, Pierce

Defensive Roll: 2d6-2

Evasion: 6

SR: 3

Speed: 8

Capacity: 0/8

Limits: 9/10

Domination: 2

Mana Pool: 0/5

Hyena Interrogator

Schadenfreude: Once every 4 rounds, if a character is popped, gain a Power Die.

Electro Weaponry: Fervor. Group-Multi. Costs a power die and 2 actions. All allies inflict 2 Sadism for the next round, cannot stack.

Shock Chain: Magic-Fervor. Group-Multi. Costs 7 Mana or 1 Power Die and a full round action. Roll to Strike the initial target. On a hit, inflict 9 Sadism and then roll to strike on all characters with 3 squares of the original. If those hit, inflict 5 Sadism to the new target. If any Strike Crits, it Stuns the target.

Pleasures: Puffkiss, Spank, Humiliate, Slap, Stomp, Blow Yourself, Dance

Masochism: 16

Offensive Roll: 1d6+3

Sadism: 1d6

Defensive Roll: 2d6

Evasion: 5

SR: 3

Speed: 5

Capacity: 0/7

Limits: 13/14

Domination: 6

Mana Pool: 0/7

Jackal Observer

Solar Shield: Fervor. Single. Reaction. Costs 1 power die. Roll Parry if an ally within 3sq is attack. On success, Blind the attacker next round. On a crit, effect lasts for 2 rounds.

Boiling Beam: Fervor. Top-Flow. Costs 2 Actions and 2 Power Die. Roll Shoot at -6. On success, if the target has Water in them, add an equal amount of Fire. On crit, refund 1 Power Die.

Healing Rune: Fervor. 2 Actions. Raise target's Masochism by 3d4 and inflate them by the same amount. Roll Cast against the target's Domination if they are unwilling. A crit will heal and inflate them by 3d4 more.

Beg: Bottom. Self-Pleasure. Helpless. 2 Actions. Lower Dominance by 1, gain a Power Die. If Pleasure, lower SR or Evasion(lower other if one reaches 0).

Psych Up: Fervor. Full round action. Gain a power die. Cannot be used outside of combat.

Pleasures: Beg, Puffkiss, Stomp, Obey Me, Spank, Slap, Infinite Canteen

Masochism: 16

Offensive Roll: 2d66

Sadism: 1d6+2 Ranged

Defensive Roll: 2d6

Evasion: 5

SR: 3

Speed: 4

Capacity: 0/10

Limits: 17/18

Domination: 5

Mana Pool: 0/5

Kangaroo Brawler

Break Open: Mundane. Single. Passive. If you inflict Expose on a target that already has Expose, lower their SR by 1 until the end of combat.

Overclocker: Mundane. Free action. Add Agile to ANY weapon, but disable its use for the next round.

Double Strike: Fervor or Mundane. Costs a Power Die. 1 Action. In Melee, on a successful hit you may strike twice (with a -4 penalty to attack.) Crit adds 4 Sadism to each attack.

Pleasures: 17

Masochism: Puffkiss, Facesit

Offensive Roll: 2d6+2

Sadism: 2d4, Agile, on crit Expose

Defensive Roll: 2d6

Evasion: 5

SR: 2

Speed: 6

Capacity: 0/7

Limits: 11/12

Domination: 5

Mana Pool: 0/2

Leopard Hunter

On The Prowl: Mundane. Passive. When targeting an enemy that has not targeted you in the previous round, raise your Sadism against them by 2. Does not work at combat start.

Bola Throw: Single, Fervor-Mundane. 1 Action. Roll to Shoot the target. On a success, Immobilize, on crit Stun. The Bola can be removed for 1 Action.

Inflation Dart: Top-Flow, Mundane. 1 Action. Agile. Roll to Strike a target up to 5 squares away. On a hit, inflate them for 1d4+1. On crit, raise Inflation to 2d4+2.

Pleasures: Obey Me, Puffkiss, Spank

Masochism: 12

Offensive Roll: 3d6

Sadism: 1d6+3 Ranged, Expose on crit.

Defensive Roll: 2d6-1

Evasion: 6

SR: 2

Speed: 5

Capacity: 0/6

Limits: 13/14

Domination: 4

Mana Pool: 0/3

Lion Gladiator

Prideful Blows: Mundane. Passive. If you took no damage or inflation in the pervious round, gain 1 Sadism. This effect stacks. If you take sadism or inflation the effect will reset.

Pocket Sand: Mundane, Single, Light-Medium. 2 Actions. Roll to Strike, on success Stun and Expose target. A crit will refund 1 action.

Risk Reward Ring: Raises all rolls by 1, but increase all Sadism and Inflation taken by 2. Costs 200 Wealth.

Counterattack: Mundane, Passive. On Parry success, gain 1 action to use against attacker.

Slap: Dominant, Bypass. Pleasure. 1 Action. If you spend a power die, apply 1 Reduction next round. In melee, deal 1 Sadism. If pleasure, apply 1 Reduction. On a crit raise damage to 1d4.

Pleasures: Dance, Facesit

Masochism: 10

Offensive Roll: 3d6

Sadism: 2d4

Defensive Roll:

Evasion: 7

SR: 6

Speed: 4

Capacity: 0/5

Limits: 13/14

Domination: 7

Mana Pool: 0/6

Lynx Ranger

Sweet Spot Shot: Mundane. Single. Passive. When using a ranged weapon, if the target is in the exact middle of your range, activate the crit effect automatically. For even ranges, select either the lower or upper at combat start.

Pleasures: Puffkiss, Mock, Bully, Slap

Masochism: 14

Offensive Roll: 2d6+1

Sadism: 2d4+2, Ranged Only, Crit double damage.

Defensive Roll: 2d6

Evasion: 4

SR: 2

Speed: 5

Capacity: 0/6

Limits: 15/16

Domination: 5

Mana Pool: 0/7

Otter Eliminator

Slip By: Light. Passive. While under Bloated, you may move through spaces occupied by characters freely.

Slap: Dominant, Bypass. Pleasure. 1 Action. If you spend a power die, apply 1 Reduction next round. In melee, deal 1 Sadism. If pleasure, apply 1 Reduction. On a crit raise damage to 1d4.

Spank: Dominant, Pleasure. 1 Action. Roll to Strike, on success, expose target. If crit apply another Exposure to target. If Pleasure apply another Exposure to target.

Emergency Pin: Top, Switch-Dominant. 1 Action. Roll to Strike and Inflict 1 piercing Sadism on success. Deals no Sadism against uninflated targets. On a crit add Bypass. Reduces Evasion of inflated targets by 4.

Pleasures: Bully, Mock, Obey Me

Masochism: 15

Offensive Roll: 2d6+1

Sadism: 4d2 Soft, 2d4 Inflates

Defensive Roll: 1d6+1

Evasion: 6

SR: 1

Speed: 7

Capacity: 0/6

Limits: 13/14

Domination: 4

Mana Pool: 0/8

Rabbit Skirmisher

Twisted Chance: Once per combat, if a die would roll a 1, reroll it.

Supremely Lucky: Rolling a crit will give you another Power Die.

Devil's Luck: Each time you roll 3 sixes at once, gain a power die.

Hit Me!: Submissive. Helpless. Self-Pleasure. Free Action. Lower your SR by 5 for a round, gain a Power Die. If pleasure, lower SR by 7.

Pleasures: Puffkiss, Hit Me!, Infinite Canteen, Summon Gag, Summon Blindfold

Masochism: 14

Offensive Roll: 3d6-2

Sadism: 3d6-3 Ranged, Blunt, on Crit Expose

Defensive Roll: 3d6-3

Evasion: 8

SR: 1

Speed: 7

Capacity: 0/

Limits: 0/9

Domination: 4

Mana Pool: 0/4

Rat Poisoner

Toxin Bomb: Mundane. Multi-Group. 1 Action to throw. 2 Actions to prepare. Throw a toxic bomb that explodes in a 3x3 square area and covers it with Toxic Gas for 3 rounds. Roll Shoot against all enemies in the area. On a failure they ignore the initial contact sadism. A crit will inflict 2 instances of Toxin damage. The bomb can be caught with a Strike roll equal to 7+ times thrown. You can also swallow the bomb and inflate with Toxins for 4d8 Capacity.

Slowing Poison: Mundane. Single. Application takes 3 Actions. On Application, your next 2 attacks that deal damage will lower the target's Evasion by 4 for 2 rounds. Duration stacks.

Weakening Poison: Mundane. Single. Application takes 3 Actions. On Application, your next x attacks that deal damage will lower the target's SR by 2 for 2 rounds. Duration stacks.

Gas Mask: Immune to passive area effects such as Inflation and Toxic Gas.

Pleasures: Stomp, Grind Heel, Bully, Taser

Masochism: 13

Offensive Roll: 2d6+2

Sadism: 1d6+2

Defensive Roll: 3d6

Evasion: 7

SR: 1

Speed: 5

Capacity: 0/7

Limits: 9/10

Domination: 4

Mana Pool: 0/4

Seal Keeper

Memory Sealing: Magic-Fervor. Costs either 20 Mana or 2 Power Dice, and 2 Actions. Select a target within 8 sqs and roll Cast-2 against their Dominance. On success, disable all of the characters Abilities next round. On a crit, extend the length to 2 rounds.

Runic Sealing: Magic or Fervor. Costs 6 Mana or 1 Power die, and 1 Action. Roll to cast at -4 against target's Dominance. Gag target for 1 round. On a success, double length. On a crit, base length is 2 rounds.

Status Sealing: Magic-Fervor. Costs either 30 Mana or 3 Power Dice, and 2 Actions. Target a character within 12 sqs. If unwilling, roll Cast against their Dominance. On success, the character's Masochism and Capacity cannot be changed for the duration of next round. On a crit, double length.

Mana Regen: Magical. Pleasure Self Pleasure, Helpless. 1 Action. Gain 3 Mana. Can potentially be cast on others if you roll Cast higher than the target's Dominance+2. If pleasure, gain 6 Mana straight to your Capacity. If it crits raise the mana given to 6.

Pleasures: Mana Regen, Mock, Obey Me

Masochism: 15

Offensive Roll: 2d6

Sadism: 1d6-3 Reduces

Defensive Roll: 2d6-2

Evasion: 3

SR: 6

Speed: 4

Capacity: 0/8

Limits: 9/10

Domination: 6

Mana Pool: 0/12

Sheep Bulwark

Counter Check: Heavy. Passive. If your SR is higher than the Sadism of an attack that hits you by 5 or more, roll Strike against the target. If it succeeds, inflict 2 Reduction. On a crit, inflict 2 Reduction next round as well.

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.

Auxiliary Plate: Mundane, Heavy. 1 action. Gain 2 SR against the next attack to hit you. Can be used on allies that you are adjacent to.

Push Over: Combat. Mundane. 1 Action. Roll to Strike at -2. On Success target is Prone. On a crit target is Reduced.

Living Shield: Bottom. Passive. If an ally is next to you, they can use your SR and Sadism resistances against an attack once per round per ally.

Pleasures: Infinite Canteen, Stomp, Grind Heel, Bully

Masochism: 26

Offensive Roll: 1d6+2

Sadism: 3d6

Defensive Roll: 3d6

Evasion: 1

SR: 9

Speed: 4

Capacity: 0/11

Limits: 21/22

Domination: 3

Mana Pool: 0/3

Sphinx

Blade and Shield of Riddles: Passive. At the start of combat and every other round, the Sphinx will ask the group a riddle. Each character opposing it must make a Knowledge check equal to 14+(3*solved riddle). If the player gets the riddle right, add 4 to their roll. If any character succeeds, reduce the Sphinx's SR and Evasion down to 3 for the round. If all characters fail, they inflate for 5d8.

Mock: Dominant. Pleasure. 2 Actions. Roll Tease against the target's Dominance, on a success gain a power die. If Pleasure, Target's Dominance is reduced by 1 until the end of combat. On a crit, refund 1 action.

Humiliate: Dominant. Pleasure. 2 Actions. Roll Tease-6 against the target's Dominance, but add their Inflated size to your roll. On a success, steal a Power Die if they have one and restore 4 Masochism to them. If pleasure, Inflate them by 2d4 and restore 8 Masochism instead. On a crit, refund 1 action.

Obey Me: Dominant. Pleasure. Full Round Action and a Power Die. Roll Intimidation or Seduction at -4 over a character's Dominance. On success, control them on their next round. If pleasure, they gain +1 to all rolls while controlled. On a crit, they gain +1 to all rolls while controlled.

Dance: Light-Medium, Pleasure. Full round action. Perform a seductive dance. Make a Seduction roll at -2 on all characters within view. On a success, they are Stunned for one round. On a Crit reduce their Evasion by 2 for the duration of the stun. If Pleasure, target has -2 to their Dominance for the purpose of resisting this ability.

Puffkiss: Requires Dominant-Top-Single, Pleasure, Bypass. 1 Action. Roll to strike. On hit, inflates target in melee by 3d4. On a crit raise the roll by 2d4. For a Power Die, this can have up to 10 of your filled Capacity added to it. If Pleasure, raise your roll by 2d4.

Pleasures: Mock, Bully, Dance,

Masochism: 30

Offensive Roll: 3d6

Sadism: 2d6+4 Piercing

Defensive Roll: 3d6

Evasion: 30

SR: 30

Speed: 5

Capacity: 0/10

Limits: 15/16

Domination: 8

Mana Pool: 0/8

Possessing a rapier wit,

Tiger Sorcerer

Energy Absorbing Barrier: Magic. Heavy. Pleasure. Costs 2 actions to activate and deactivate. While active, if an attack would deal no sadism to you, gain 3 Mana. If Pleasure, gain 5 Mana instead.

Fireball: Magic, Group-Multi. Costs 2 Actions and 6 Mana: Launch a fireball at either a target or a square. If launched at a target, roll Cast against the target's Evasion. On a hit, they take 10 Sadism, and everyone within 2 sq must see if their Evasion beats your roll or take 5 Sadism. The target can attempt to swallow the fireball if they roll Strike higher than your Cast roll. On a success, the target will inflate with 6d6 Fire. If you target a square, roll Cast and everyone within 2 sq must see if their Evasion beats your roll or take 5 Sadism. On a crit refund 1 action and 3 mana.

Inflation Gas Miasma: Magic. Group. Costs 8 Mana. Full Round action. Cover a 4 square area up to 5 squares away in Inflation Gas for 3 rounds. If there are characters already there roll to Cast against them, on a failure they avoid the initial Gas. If the roll crits inflict 2 instances of Inflation Gas.

Magic Missile Massacre: Travel-Combat. Magic. Group-Multi. Costs 115 Mana, and a full round action if in Combat. If in Travel, target an enemy group up to 3 hexes away. Roll to Cast at -7 against all characters in the group. Deal 6d6 damage on a hit. Force the group to reoll their E/E if and add an hour to their travel time. If in combat, target all enemies and roll to cast at -2. On a hit, deal 6d6 damage on a hit, Expose, and Stun them. The next round and the round after that target all enemies again. For both, apply the Harsh condition to the targeted hex. On a crit apply 2 instances of Reduction for 2 rounds or 2 hours, if combat or travel respectively.

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.

Pleasures: Puffkiss, Blow Yourself,

Masochism: 25

Offensive Roll: 2d6-2

Sadism: 1d6

Defensive Roll: 3d6

Evasion: 1

SR: 7

Speed: 4

Capacity: 0/10

Limits: 19/20

Domination: 4

Mana Pool: 0/14

Unicorn

Mana Absorbing Crystal: When you Crit, gain 10 Mana.

Mana Heart: Whenever you would gain Mana, gain 1 more.

Mana Siphon: Bottom-Flow, Magic. 1 Action. Take up to 10 Mana from the Target if you roll Cast higher than their Dominance+4. A crit will allow you to take up to 20 Mana.

Energy Surge: Magic-Fervor. Helpless. Costs 2 Actions. If Magic, costs 15 Mana per effect. If Fervor, costs 1 Power Die per effect. When cast on a character, grant 1 action per resource stack spent.

Mana Fount: In combat gain 5 Mana per round. Out of combat gain 5 mana per hour.

Inflation Gas Miasma: Magic. Group. Costs 8 Mana. Full Round action. Cover a 4 square area up to 5 squares away in Inflation Gas for 3 rounds. If there are characters already there roll to Cast against them, on a failure they avoid the initial Gas. If the roll crits inflict 2 instances of Inflation Gas.

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.

Pleasures: Mana Regen, Puffkiss, Facesit, Dance

Masochism: 30

Offensive Roll: 2d6+4

Sadism: 1d6+4

Defensive Roll: 2d6+4

Evasion: 5

SR: 4

Speed: 7

Capacity: 0/15

Limits: 29/30

Domination: 3

Mana Pool: 0/18

Vampire Bat

Vampire: Helpless. 1 Action. Roll to Strike to drink blood from an enemy. Steal up to 5 Masochism at once. Inflate 2 per Masochism restored. All inflation from Vampire is doubled once when exposed to sunlight. Capacity -2. Blood counts as Water.

Bowling Ball: Bottom-Flow. Can only be used at Inflated 1 or bigger. Passive. Allies can hit you with a blunt weapon, launching you 20ft. Add the Sadism from the ally's weapon to Sadism from being moved into their space.

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.

Obey Me: Dominant. Pleasure. Full Round Action and a Power Die. Roll Intimidation or Seduction at -4 over a character's Dominance. On success, control them on their next round. If pleasure, they gain +1 to all rolls while controlled. On a crit, they gain +1 to all rolls while controlled.

Necklace Of Normalcy: Grants you infinite Capacity while worn but can be removed in combat by yourself or another character rolling to Strike you at a -5. Costs 400 Wealth.

Pleasures: Humiliate, Infinite Canteen, Mock, Dance

Masochism: 25

Offensive Roll: 3d6+1

Sadism: 1d6-1

Defensive Roll: 2d6+2

Evasion: 5

SR: 3

Speed: 4

Capacity: 0/14

Limits: 29/30

Domination: 5

Mana Pool: 0/5

Weasel Distracter

Nuh Uh: Bottom. Light. Passive. After evading an attack from a character with a higher Dominance, roll Tease against their Memory+4. On success, if they don't target you with their next action, apply 1 Reduction to them next round. On a crit, apply 2 Reduction instead.

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.

Bratty Pest: Sub. Pleasure. Passive. Helpless. After attacking a character with a higher Dominance, you may roll either Tease or Seduction at -8 against their Memory but add their Dominance to your roll. On a

success, the target will prioritize attacking you on their next turn. If a Crit, they exclusively attack you next turn. If Pleasure, they will attempt to inflate you instead of attacking.

Misfortune Sealing Talismans: Bottom, Magic-Fervor. Costs 2 Actions to activate. Costs 2 Actions to remove. When an ally would be afflicted with a status effect from a Magic or Fervor source, nullify it and inflate with 4d6 Air. If an ally would be afflicted with a status effect from a Mundane source, nullify it and inflate with 4d8 Air.

Bait: Bottom. Full Round Action. Helpless. Self Pleasure. Roll Tease-6 against a character's Memory but add the target's Dominance to your roll. On a success the target must spend their next round targeting you exclusively with inflation abilities prioritized. If pleasure, all inflation against you is increased by 2 while Bait is active. On a crit the next bait roll has +4.

Pleasures: Puffkiss, Mock, Bully, Obey Me, Bait

Masochism: 14

Offensive Roll: 2d6-2

Sadism: 1d6.

Defensive Roll: 3d6

Evasion: 10

SR: 3

Speed: 6

Capacity: 0/5

Limits: 17/18

Domination: 2

Mana Pool: 0/6