

# **NSFG Content Pack: Alternate Inflation Rules**

This content pack contains sets of rules that adjust how NSFG will play. These adjustments are meant to enable different end results of inflation. Rule adjustments are meant to apply to all characters. If only one character is using one, balance may be adversely affected. Permanent Inflation can stack with Permanent Popping or no Popping, but the two later cannot work with each other.

## **Permanent Inflation**

### **Derived Stats**

**Capacity:** Doubled after calculation. Minimum of 10.

### **Inflation**

If popped, reset back to Base but gain 7 Reduction for 7 days. Reduction decreases by 1 per day.

### **Inherents**

Double all capacity bonuses provided. These are not doubled by the base Capacity doubling.

## **Permanent Popping**

### **General Changes**

All Inflation dealt by abilities and weapons is halved (rounded down), to a minimum of 1. Only Capacity can be removed, once a level of inflation is reached, it cannot be removed.

### **Derived Stats**

**Capacity:** Doubled after calculation. Minimum of 10.

### **Inflation**

If popped, character is removed from play.

### **Inherents**

Double all capacity bonuses provided. These are not doubled by the base Capacity doubling.

## **No Popping**

### **Inflation**

When a character reaches their Bursting Limit or otherwise would be popped, the character is reduced to 0 Masochism. Characters cannot inflate past their Bursting Limit. If a character is knocked unconscious by taking Sadism while Inflated, they don't pop.

## **Total Deflation**

### **Inflation**

Out of combat a character will deflate at a rate of 1 size per minute until they reach Base.

### **Sizes**

These sizes are accessed by deflating past base.

### ***Creased***

Below Base. Resistant to Piercing and Bludgeoning Sadism. All rolls -2.

### ***Crinkled***

Below Creased. Resistant to Piercing and Bludgeoning Sadism. All rolls -4.

### ***Collapsing***

Below Crinkled. Resistant to Piercing and Bludgeoning Sadism. All rolls -6.

### ***Crumpled***

Below Collapsing. At this point the character can only hope their situation will improve. If a character pops, they are sent to this tier of Inflation. Helpless. Cannot be deflated past. Immune to Piercing and Bludgeoning Sadism.

### **Inherents**

***Leaky***: You constantly deflate at a rate of 5 per Round of combat, and at a rate of 15 per hour out of combat. Capacity-4.

## **Preserved Mobility**

### **General Changes**

All Inflation dealt by abilities and weapons is increased by one half, rounded up.

### **Derived Stats**

***Capacity***: Minimum reduced to 2. Once capacity is calculated, subtract 3.

### **Inflation**

#### ***Inflated 1-x***

Immune to Bludgeoning Sadism, Fatal to Piercing, -6 to all rolls. At the first level, you take up 1 square. This status gains numbers per time the Capacity goes over the limit. Climbing on a character at this size will prevent you from being targeted in melee by characters on the ground. You cannot attack characters that are on you, but you can attempt to shake them off with a Strike roll opposed by Evasion or Climb.

## **Tops Can't Be Inflated**

### **General Changes**

When a Top character would be inflated, they instead take damage equal to the amount. Enemies that have two or more inflation causing abilities count as Tops.

### **Derived Stats**

***Capacity***: Top characters add their Capacity to their health. A Top character's Capacity does not have a minimum limit, and is reduced by 5.

***Limits***: Top characters add half their Bursting Limit, rounded up, to their Health.

