

## NSFG Content Pack: Berry

This contains a content expansion for the fetish TTRPG Notably Swell Fetish Game. If you do not enjoy inflation or are underage, do not proceed.

The theme of this expansion is blueberry inflation.

### Filling

#### Exotic

**Juice:** Tier 2. 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 3 Juice per round. 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:** Tier 3. 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 3 Juice per round. 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:** Tier 3. A Subtype of both regular and Contagious Juice, this Juice will continue inflating characters to their Bursting Limit.

If Bursting and Contagious Juice are mixed, it becomes Tier 4.

### 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 tripled. 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.

**Leaky Berry:** At Inflated 1 and higher when Juice is the majority, roll to Strike at -6 against all enemies near you. On success, they gain 1 of your current Juice. Capacity-2.

**Slippery Juice:** While inflicted with Juice, raise Evasion by 3.

## 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. If Pleasure, double Juice gain.

**Siphon Gun:** Mundane, Single. 2 Actions to Siphon, 1 to shoot. To Siphon, remove up to 6 Juice or other liquid inflation material from an adjacent ally. The Siphon Gun can store up to 15 inflation material. The Siphon gun can shoot fire stored inflation material. Spend up to 6 material before firing, then select an enemy within 7 sq. Roll to Shoot, on success the enemy is hit. If you roll to Shoot at -4, you can inflate the target with the spent amount on success.

**Juice Geyser Driver:** Mundane, 3 Actions. 1 use per combat. Create a Juice Geyser Trap up to 10 sq away after 1 round.

**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 Slingshot:** Mundane, Top-Flow. Single. 1 Action. Pleasure. Can be used thrice per combat. Roll to Shoot at -6 against target. Does not work if target is Gagged. On success, inflict 17 Bursting Juice. If Pleasure, attacker rolls with no negatives.

**Berry Pouch:** Mundane. 1 Action. Pleasure. Roll to Shoot at -3 against an enemy's Evasion. On success, they inflate with 6 Juice.

**Blue Trail:** Mundane. Multi-Single. 3 Action to prepare. Once Blue Trail is prepared, squares you attack in melee after 1 round, will be inflicted with Juice equal to the damage you delt. Blue Trail lasts for 1d4+1 rounds once activated.

**Contagion Taint:** Magic-Fervor. Helpless. 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. Helpless. Costs 5 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. If Pleasure, gum can only be spit out after being hit at least 5 times.

**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. Helpless. 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.

**Forced Destabilization:** Magic, Single. Costs 5 Mana and 2 actions. Roll Cast against target's Dominance, on success convert 3d6+P of their Mana to Juice.

**Torrent Stream:** Magic. Helpless. Costs 10 Mana to start, 2 Mana to maintain. 3 Actions to start and maintain. On cast, Roll to Cast against all enemies in a 3\*20 rectangle, with the middle of short side centered on your character. On success, inflict 10 Sadism and 10 Bursting Juice. This spell can be maintained through multiple turns. After ending Torrent Stream, you are Helpless for 1 round.

**Enchant: Berry:** Costs 9 Mana and 2 Actions. Magic. Select an ally. Their attacks will now inflict Berry instead of Damage of 1d40+P rounds. This effect lasts for 1d4+1 rounds.

**Juice Compress:** Magic. Helpless. 3 Actions. Turn 5 Juice into 1 Mana.

**Mana Destabilize:** Bottom. Magic. Helpless. 1 Action. Self Pleasure. Turn 1 Mana into 5 Juice. Can do up to 3 times at once. If Pleasure, must always do 3 times at once.

**Purple Rain:** Magic, Group. Costs 15 Mana and 3 actions. For 2d4+P round, for all squares within 10 of where this spell was cast, roll to Cast if any character is in that area. On success, the targeted character takes 3d8 Contagious Juice. The entire map can be affected for 20 additional Mana on cast.

## 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 2 Wealth. Does not normally remove internal inflation effects, but can 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, such as Contagious Juice. Costs 200 Wealth.

**Violet Suit:** Renders you immune to all inflation except Juice. Juice inflation is doubled. Costs 800 Wealth.

**Burst Plate:** Once per combat, after taking damage. Roll to Strike attacker. On success inflict 3 Contagious Juice to them.

**Juice Neutralizer:** 3 times per day, when you would be inflicted with Juice, turn it into Water instead. Costs 250 Wealth.

**Juice Burner:** Once per turn, remove 1 Juice from yourself and store it in the Juice Burner. The Juice Burner has a capacity of 5. Once per turn you can spend up to all the Juice in the Juice Burner to gain an equal amount to your next roll. Costs 1500 Wealth.

## Exploration

### Special Environmental Conditions

**Berry Swamp:** Neg. Low. Increases travel time by 1 hour. This can be avoided by taking 7 Contagious Juice in capacity.

**Rare Berry Patch:** Pos. Mid. This area contains a rare patch of berry bushes. These can be harvested over 1 hour for 4d10 rare berries. Rare berries can be sold for 15 wealth each.

**Tainted Air:** Neg. Med. Traversing though this hex applies 1 Contagious Juice. An additional 1 is applied per hour spent in it.

**Constant Juice Rain:** Neg. High. Traversing though this hex applies 10 Contagious Juice. An additional 10 is applied per hour spent in it.

### Dungeon

**Juice Pool:** Threat 1-3. Juice Pools have Shallow and Deep areas. All areas within 2 sq of land are Shallow, unless otherwise specified. All other areas of a Juice Pool are Deep, unless otherwise specified.

Characters that move into the Shallow Juice Pool gain 2 Reduction and inflate with 5 Contagious Juice per round they are in it. Characters that move into the Deep Juice Pool gain 4 Reduction and inflate with 10 Contagious Juice per round they are in it. Moving through a Juice Pool will provide the same effect as standing in it. The effect from each depth can only trigger once per round for a character.

**Juice Geysers:** Threat 1. Every other round a Juice Geyser will go off. While not active a Juice Geyser can be safely moved over. If a character is over the Geyser when it becomes active, it will roll 6d6 against them. If this is higher than their Evasion, they are knocked back 2d6 sqs. If it crits and hits, they also inflate with 10 Juice. If they are over a Geyser and Exposed when it activates, they will become stuck. When active, attempting to move over a Juice Geyser will roll 4d6 against them. If this is higher than their Evasion, they are knocked back 1 square in the opposite direction. If it crits and they fail, they fall face first into the geyser and are stuck. Stuck characters will inflate with Juice at a rate of 4d6+3 per round. A character can become unstuck with a Strike roll equal to 12 or an adjacent character attempting the same. A character or helper can attempt to become unstuck once per round per character. An adjacent character can make it harder to become unstuck by rolling to Strike, whatever they roll will be added to the DC for the round. This can be done once per round per character. The Geyser will remain active while a character is stuck and continuously inflate them.

**Megaberry:** Threat 2. A large berry rolling forwards, or down a slope. The Megaberry moves at a rate of 3 squares per round, or 6 if on a slope. If a character is caught in the path of the Megaberry, it will roll a 5d6 against their Evasion. If it hits, they will become inflated with 8d10 Contagious and Bursting Juice and the Megaberry will burst. If the Megaberry hits a wall, it will burst. If a Megaberry is struck by an attack, it will burst. If the Megaberry bursts, roll 3d6 against the Evasion all characters within 2 squares of it. If it hits, they will inflate with 4d8 Contagious and Bursting Juice.

**Juice Filling:** Threat 3. Very tall room, one opening at the top, one at the bottom. It is about 12 squares tall and 6x6. Can be spotted before entering with a Detect roll of 20. Upon entering the Juice Filling room, all egresses will seal. Egresses can be opened with two Knowledge rolls of 18, dealing 20 damage in a single attack to one, or when the room is filled. At a rate of 1 height layer, the room will fill with Contagious Bursting Juice.

## Bads

### Juice Mancer

**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.

**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.

**Forced Destabilization:** Magic, Single. Costs 5 Mana and 2 actions. Roll Cast against target's Dominance, on success convert 3d6+P of their Mana to Juice.

**Torrent Stream:** Magic. Helpless. Costs 10 Mana to start, 2 Mana to maintain. 3 Actions to start and maintain. On cast, Roll to Cast against all enemies in a 3\*20 rectangle, with the middle of short side

centered on your character. On success, inflict 10 Sadism and 10 Bursting Juice. This spell can be maintained through multiple turns. After ending Torrent Stream, you are Helpless for 1 round.

Pleasures: Berry Pouch, Berry Sling, Gum to Mouth Summon, Slap

Masochism: 13

Offensive Roll: 3d6

Sadism: 1d6

Defensive Roll: 1d6+3

Evasion: 6

DR: 1

Speed: 3

Capacity: 0/7

Limits: 7/8

Domination: 6

Mana Pool: 0/10

### **Grabber Plant**

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

**Juice Feed:** Bypass. 1 Action. Roll to strike. On hit, inflates target in melee by 3d4 with Juice. If the target is Exposed, raise the amount by 2d4. 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. If the target is Exposed, raise the amount by 2d4.

**Juice Biology:** Immune to any Juice.

**Rooted:** Cannot move or be moved.

Pleasures: Puffkiss, Slap

Masochism: 20

Offensive Roll: 2d6+2

Sadism: 1d6

Defensive Roll: 2d6+5

Evasion: 3

DR: 5

Speed: 0

Capacity: 0/8

Limits: 10/11

Domination: 6

Mana Pool: 0/8

### **Juice Blade**

**Berry Pouch:** Mundane. 1 Action. Pleasure. Roll to Shoot at -3 against an enemy's Evasion. On success, they inflate with 6 Juice.

**Blue Trail:** Mundane. Multi-Single. 3 Action to prepare. Once Blue Trail is prepared, squares you attack in melee after 1 round, will be inflicted with Juice equal to the damage you dealt. Blue Trail lasts for 1d4+1 rounds once activated.

Pleasures: Bully, Berry Pouch,

Masochism: 17

Offensive Roll: 2d6-1

Sadism: 3d6-1

Defensive Roll: 3d6-1

Evasion: 6

DR: 6

Speed: 4

Capacity: 10/11

Limits: 0/9

Domination: 4

Mana Pool: 0/4

### **Juicer**

**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.

**Deflation Press:** Top-Flow. Passive. After Jumping, land on an ally to deflate them equal to Jump\*2+4 roll, and deal knockback equal to Jump/5 roll to all enemies directly in front of the ally.

**Siphon Gun:** Mundane, Single. 2 Actions to Siphon, 1 to shoot. To Siphon, remove up to 6 Juice or other liquid inflation material from an adjacent ally. The Siphon Gun can store up to 15 inflation material. The Siphon gun can shoot fire stored inflation material. Spend up to 6 material before firing, then select an enemy within 7 sq. Roll to Shoot, on success the enemy is hit. If you roll to Shoot at -4, you can inflate the target with the spent amount on success.

Pleasures: Gum to Mouth Summon, Puffkiss

Masochism: 14

Offensive Roll: 3d6+3

Sadism: 2d6

Defensive Roll: 2d6-2

Evasion: 5

DR: 7

Speed: 2

Capacity: 0/5

Limits: 4/5

Domination: 7

Mana Pool: 0/3

### **Juiceball**

**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. If Pleasure, double Juice gain.

**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.

**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.

**Bounce Off:** Heavy. Helpless. Passive. For a power die, Expose an enemy after they fail to bypass your SR.

Pleasures: Gum to Mouth Summon, Juice Gum, Humiliate, Berry Pouch, Berry Sling

Masochism: 20

Offensive Roll: 1d6

Sadism: 1d6+2

Defensive Roll: 3d6

Evasion: 4

DR: 6

Speed: 3



Capacity: 0/12

Limits: 17/19

Domination: 2

Mana Pool: 0/1