

Notably Swell Fetish Game

CONTENTS		INHERENTS	17
NOTABLY SWELL FETISH GAME	1	ABILITIES	22
MECHANICAL TERMS AND TERMINOLOGY	3	PLEASURE	36
RESOLUTION SYSTEM	3	DERIVED STAT ADJUSTMENT	37
DCs AND YOU	3	WEAPONS	37
CORE STATS: BLIMP	3	TAGS	37
DERIVED STATS	4	MELEE	38
INFLATION	5	RANGED	39
SQUEEZING	5	ARMOR	39
MOVING INFLATED CHARACTERS	6	MATERIALS	39
DEFLATING	6	ENHANCMENTS	40
SIZES	6	SHIELDS	40
BASE	6	POTIONS	40
TAUT	7	SPECIAL ITEMS	41
PUFFY	7	WEALTH AND SETTLEMENTS	42
BLOATED	ERROR! BOOKMARK NOT DEFINED.	SERVICES	42
INFLATED 1-X	7	TRAVEL SERVICES	42
FILLING	7	ECONOMIC INFLATION	43
EXOTIC	7	EXPENSES	44
FILLING CHANGING	8	LIVING COSTS	44
COMBAT	9	MEDICAL COSTS	44
ATTACKS AND SADISM	9	FILLINGS	45
GRID	9	TAXES	45
SWAPPING PLACES	9	RANSOMING PARTY MEMBERS	45
CRITS AND OVERROLLS	9	CHARACTER SHEET	45
5	9	HTTPS://DOCS.GOOGLE.COM/SPREADSHEETS/D/1PUUXLLKKHM3GIF4JH85KHTRIJMOKKTVSF9E2TPUYW8C/EDIT?USP=SHARING	ERROR! BOOKMARK NOT DEFINED.
10	9	DOM	45
15	10	SWITCH	ERROR! BOOKMARK NOT DEFINED.
DUAL WIELDING	10	SUB	ERROR! BOOKMARK NOT DEFINED.
STEALTH	10	KINK FORM	45
L SKILLS IN COMBAT	10	EXPLORATION	46
CHARACTER DEFEAT	10	OVERLAND	46
TPK	11	TRAVEL TYPES	47
STATUSES	11	HEXES	47
SKILLS	11	BASE TERRAIN	47
RESTING AND DOWNTIME	13	MODIFIERS	47
CATEGORIES	13	CONDITIONS	48
DOMINANT-SWITCH-SUBMISSIVE	13	SPECIAL ENVIRONMENTAL CONDITIONS	48
TOP-FLOW-BOTTOM	14	NATURAL SPECIAL ENVIRONMENTAL CONDITIONS	49
HEAVY-MEDIUM-LIGHT	14	POSITIVE ENVIRONMENTAL CONDITIONS	49
GROUP-MULTI-SINGLE	14	NEGATIVE ENVIRONMENTAL CONDITIONS	50
MAGIC-FERVOR-MUNDANE	14	TRAVEL CONSEQUENCES	51
NATIONAL STATUS	14	TRAVEL FAILURE	51
STARTING WEALTH	15	TRAVEL TRIUMPH	52
CHANGING CATEGORIES	15	CAMPING	53
EXAMPLE INHERENTS	15	GENERIC CAMPING ABILITIES	53
DRAGONOIDS	15	EXHAUSTION	53
WINTER FAIRY	17		
KOBOLDS	17		

DUNGEON	54	LANDMARK FAME	69
PAYMENT	57	ATMOSPHERE	69
RANSOMING	57	NATIONAL OWNERSHIP	70
CONTRACTS	57	ALTERNATE GAME TYPES	71
THE WORLD	58	MERCENARY	ERROR! BOOKMARK NOT DEFINED.
GM SECTION	60	CRIMINAL	ERROR! BOOKMARK NOT DEFINED.
GETTING PEOPLE TO PLAY	60	RUNNING A 1-1 SESSION	71
SETTING UP A GAME	60	BADS	72
SESSION 061		MOOK UPGRADE SYSTEM	72
SESSION 161		ENEMY STAT ADJUSTMENT	72
ADVANCING THE GAME	61	EXPLOSIVE FINISHES	73
WRAPPING UP A CAMPAIGN	61	MONSTERS	73
SEX AND HOW TO HANDLE IT	61	DRAGON	73
GM TITLE	62	SEDUCTIVE DEMON	74
REFLAVORING ENEMIES	62	BRUTISH DEMON	75
SOCIETY RULES	62	SKULLHEAD	75
SETTING SPECIFIC ILLEGAL ACTS	63	FIRE DEMON	76
LAW ENFORCEMENT	63	SUMMER FAIRY	77
CHARACTER SALARIES	63	MECHA WOLF	78
QUICK NPC GENERATOR	64	INFLATOR MACHINE	79
GENDER	64	BOMB BUG	79
AGE	64	PEOPLE	80
SPECIES	64	ROOKIE FIGHTER	80
OCCUPATION	64	FIGHTER COMMANDER	80
CATEGORIES	65	BALLOON WARRIOR	81
PERSONALITY TRAITS	65	FIGHTER ELITE	82
PHYSICAL TRAITS	66	GIMP	83
NATION	67	PUFFKISS ASSASSIN	84
QUICK TOWN GENERATOR	67	WARRIOR DOM	84
SIZE	67	INFLATION MAGE	85
PRESENCE OF NON-GUARANTEED SERVICE	67	SUPPORTER	86
ADVANCEMENT(USE OF MAGIC AND TECHNOLOGY)	67	DISCORD	87
PRIMARY AND SECONDARY EXPORTS	68	THE BIG PIT OF I DUNNO	87
LANDMARKS	68		

Notably Swell Fetish Game(NSFG) is about inflation and BDSM fetishism in a science fantasy world of exploration and adventure. Player characters will utilize aspects of these fetishes to overcome challenges in combat, social, and exploration endeavors.

The PCs are primarily Expeditionaries tasked with finding, exploring, and securing strange locales so civilization can extract their riches. For this, the PCs are handsomely rewarded. The hollow world of Comacha is divided into 3 layers, the Outer, the Mantle, and the Inner. Across all the layers abnormal locations filled with resources are emerging for a variety of reasons.

Players control PCs(Player Characters), while the (GM name) controls NPCs(Non Player Characters).

Underage not welcome.

Mechanical Terms and Terminology

Resolution System

The core way to solve problems is by rolling $Xd6(x \text{ based on Stat}) + \text{Mod}(\text{Mod is often Skill or another factor})$ over a set number. A d6 is a six sided die. A bonus explosive $x d6$, called the Power Die, can be added to any roll. Explosive means that if a Power Die rolls a 6, keep the 6 and reroll. The x is based on the number of spent power die. Rolls are against a number set by target known as a Difficulty Check, or DC. For each multiple of 5 you beat a DC by, apply an additional effect known as Overroll. Overroll effect depends on if it is a combat or non-combat Overroll, (each will have its own table). If two characters roll the same value, both reroll. If a roll is equal to a DC, the roller wins. Unless otherwise specified round up.

DCs and You

Difficulty	DC
Simple	2
Easy	6
Average	9
Difficult	13
Punishing	16

Core Stats: BLIMP

1-6 $1=1d6$, $2=2d6$, $3=3d6$, $4=4d6$, $5=5d6$

You have 5 Stat points to spend at character creation. Stats start at 1, 5 is the maximum in a stat. This is the baseline for a starting Expeditionary like your character.

Core stats can be upgraded by 1 point for 500 Wealth, plus an additional 500 Wealth per upgraded point after the first 6.

Body: Masochism and Capacity. Boost this to keep your character awake after taking Sadism and functional after being inflated, though it will limit your max inflation size. This is important for more dominant characters.

Lunacy: Power Die and other things. Raises power die, social abilities, and some magic.

Inflatability: Critical and Bursting Limit, Speed, and Evasion. Having this high will allow your character to get bigger before popping, but will make them easier to inflate. This is important for more submissive characters.

Memory: Ability and Pleasure Slots. Boost this to make yourself harder to hit and have more tricks up your sleeve.

Potency: Sadism and offense. Having a high Potency is critical to being a strong combatant.

Cameron, an example character, will be used to show you how a character is built. Cameron's player wants them to be a durable, submissive character that the party can use as a shield and distraction. 3 points are invested in Cameron's Body stat, 2 points in Lunacy, 3 in Inflatability, and none in Memory and Potency. This gives Cameron a BLIMP of 4/2/4/1/1.

Derived Stats

These stats are calculated from your core stats and can be modified by other factors such as Inherents or equipment. To calculate, input the value of your correlating and complete the formula.

Masochism: $\text{Body} \times 5 + 5$. This is how much pain your character can take before falling unconscious. A high masochism will keep your character awake through intense pain, good for durable characters.

Capacity Slots: $4 + \text{Body}$ (Minimum of 1). This is how much your character can inflate before increasing in size. Having a high capacity will keep your character from being incapacitated from inflation. This counts only Inflated sizes.

Critical Limit: $1 + \text{Inflatability}$ (Minimum of 1). This is the size limit at which your character starts taking damage from being overinflated. Keeping this high will allow your character to get bigger before taking damage from overinflation.

Bursting Limit: $\text{Critical Limit} + 1$ (Minimum of 1). This is the size limit at which your character pops from being overinflated, instantly knocking them out. Keeping this high will allow your character to get bigger before popping.

Power Die: 1 to your Power Die limit per Lunacy. Power Die can be used during any roll except inflicting Sadism or inflation. You can add up to your limit in Power Die to a roll, spending those Die. Power Die explode when you roll a 6. (Explode means roll again). Power Die are a representation of extra effort being put into an action. Investing in this allows you to hold and expend more Power Die at once.

Speed: $2 + 1 \text{ sq per Inflatability}$. How fast your character can move. This is good for avoiding close quarters or intercepting characters. Per Speed, a character can move an additional square per move action.

Evasion: $\text{Inflatability} \times 3$, used as the DC for defending against attacks. How good your character is at not being hit. Having this high is vital to not being hit.

Domination: $\text{Lunacy} + \text{Potency} \times 2$, raises some abilities. Used as the DC for defending against social manipulation. How self-assured your character is and how much they feel others should obey them, and not the other way around. Getting this high is vital for dominant characters to act dominant.

Sadism Boost: Potency. How good your character is at inflicting pain and inflating people. This makes a character's attacks more powerful. You add your Sadism Boost to any

Mana Pool: Memory+Lunacy. You can hold more Mana than your Mana Pool, but the overflow will inflate you by Mana amount x2. How much Mana your character can safely be imbued with at once. Keeping this high is good for magic based characters so they don't inflate themselves with mana.

Derived Stats are made from combining your character's Core Stats. Cameron's Masochism will be 25, Capacity Slots at 5, Critical Limit at 1, Bursting Limit at 2, Power Die at 2d6, Speed at 6, Evasion at 3, Domination at 3, and the Sadism Boost at 1.

Inflation

Being Inflated increases Capacity and then Size. A character has 0/5 Base Capacity Slots. Each time all slots are filled, go up a size and start at 0. Their Capacity then increases by 2. There is overflow (6 Inflation will lead to 1 Capacity at a higher size). Inflating or being moved into a character's space or will deal 3 Sadism to them and push them back 1 square while at Inflated 1 and larger. Continual inflation effects on a character are applied at the end of their turn.

On the grid, characters will take up 1 square by default. Once a character reaches Inflated 2, they will take up more space, starting at 2x2 squares. Every other size past Inflated 2 will increase this way, with Inflated 4 being 3x3 and Inflated 6 4x4. The character controlling the inflation, either an inflator normally or the inflatee if self inflating, will control what direction the inflatee expands in when their size goes up. In addition, per every 4 Inflated x Sizes starting at 4, Evasion decreases by 1. This effect changes to every 2 starting with 2 if you are filled with a heavy material.

Each character has a Critical Limit and a Bursting Limit. At the Critical Limit, characters take 4 Sadism per round. At the bursting limit and above, characters pop, rendering them unconscious and setting their Masochism to 0. Both Limits cannot be lower than Inflated 1. If a character pops their Size is set to Base and their Capacity to 0.

Whichever filling a character has most of in their body will be the only one with an active effect. If a character is willing to be inflated, you only need to roll for the amount of inflation.

All characters have access to the below ability.

Inhale: Flow or Bottom, Self Pleasure, Helpless. 1 Action. Inhale Air, increasing Capacity by 2d6. If this is your Pleasure, raise inflation roll by 2d6. Using this ability in a cloud of gas will change the Inflation type to that gas. If you are next to a body of liquid, you can drink from that to change to Inflation type to the liquid. Does not work if Gagged.

Squeezing

In an enclosed space an inflated character may take up most or all of the space in a room. Once a character inflates enough to reach a wall, characters will have to squeeze past them. Squeezing allows you to move on the edge space where the character and wall meet, the character's outer rim. While Squeezing, a character is Blinded(unless the inflated character is transparent), has -1 to all rolls, and their movement is reduced by 1 to a minimum of 1. While Squeezing each action will require a Climb

test at 10, while moving will require at Climb test at 6. For each size the inflated character exceeds the room by the roll and movement malus increases by 1.

Once an inflated character exceeds a wall by 3 Inflated sizes, they risk breaking them down. Each round roll a $1d6 + (\text{Excess Inflated Size})$ against $8 + \text{Material} + \text{Thickness}$ for each wall they press against, ceiling too. Every space of thickness adds 2 to the required roll. For each story above the current one, add 3 to the required roll. If the walls or object touching the character is pointy and they begin to risk breaking it, they will take $2 * (\text{Excess Inflated Size})$ Piercing damage per round.

Material

Wood: 0

Stone: 2

Metal: 4

Black Stone: 6

Moving Inflated Characters

While on a character at Inflated 1 or larger you can move them around at half your Speed as a move action. If another character is on the same character, the one with the higher Initiative controls the direction.

You may also attempt to move an Inflated X character when you are standing next to them for action. Roll $\text{Strike} + \text{Dominance}$ against them, with a DC of $\text{Inflated Size} + 1$. If the target is filled with a heavy filling, add 2 to the DC and then double it. On a success, move yourself and the target half your Speed in the selected direction.

Pushing an inflated character through a space smaller than them costs 2 actions and requires making a $\text{Strike} + \text{Dominance}$ with a DC of 14, the DC will increase by 2 for each Inflated size the character exceeds the space by. If the inflattee is filled with a heavy filling, increase the DC by 1 per size difference past 1. On a success, move yourself and the inflattee up to a quarter of your Speed in the chosen direction. A failed roll will inflict 3 Sadism(bypass) to the inflattee.

Deflating

Out of combat a character will deflate at a rate of 1 size per minute. A character can make a $\text{Inflatability}(1d6)$ check with a DC of 13 per hour. On a success, they do not start deflating until they want to effect to end or the next hour comes. On a failure, they deflate as normal.

Sizes

Base

Resistant to Piercing Sadism, Vulnerable to Bludgeoning

Taut

Resistant to Bludgeoning Sadism, Vulnerable to Piercing

Puffy

Resistant to Bludgeoning Sadism, Vulnerable to Piercing, All rolls and Evasion -2

Ballooned

Resistant to Bludgeoning Sadism, Vulnerable to Piercing, All rolls and Evasion -4

Inflated 1-x

At this point the character can only hope their situation will improve. Immune to Bludgeoning Sadism, Fatal to Piercing, Helpless. 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. Abilities and attacks that roll against Evasion always hit an Inflated x characters.

Filling

Air: Tier 0. Renders the target light as a feather. If an Inflation Filling is not specified, it is Air. Covers regular air, smoke, inert gases, ect.

Helium: Tier 1. At Inflated 1 and bigger, you can attempt to move in the air with a Fly check of 8 at half your normal speed. Per character on you, the DC increases by 5. Per Inflated Size, the DC decreases by 1. A character on you can attempt to move you at full speed with a Pilot check of 10 once you are flying. You can help or hinder Pilots by either adding half your roll to theirs or to the DC. If you have no Fly or a Pilot, you will float away at a rate of 4 squares per round.

Water: Tier 1. Deal an additional 2+ Inflated Size Sadism and apply 1 more square of knockback when you move into a character's space. You are extremely heavy and gain 1 SR per Inflated size. If freshwater comes in contact with Mana, it will all be turned into Mana.

Exotic

Mana: Tier 2. Deal an additional 2+ Inflated Size Sadism and apply 1 more square of knockback when you move into a character's space. You are extremely heavy and gain 1 SR per Inflated size. Regen 2 Mana per round. The internal effect will only last for 2 rounds. This can be refreshed with more external Mana. You can cast spells using Mana in your body, but it is only half as effective as Mana in your Mana Pool. You cast from your Pool first, unless you make a Cast test equal to the

Inflation Gas: Tier 3. Causes you to inflate at 4 Capacity per round with Inflation Gas while you have it inside you, and 9 Capacity per round with Inflation Gas to anyone who breathes it in. You are rendered as light as a feather.

Toxic Gas: Tier 2. Deals 2 Bypass Sadism per round while you have it inside you, and 5 Sadism with Bypass per round to anyone who breathes it in. Does not affect your weight. If you are popped, it spreads to all characters within 2 squares of your current size, dealing 8 Sadism.

Fire: Tier 3. Deals 2 Sadism with Bypass per round while you have it inside you. You are rendered as light as a feather. For each Capacity of Fire and Water in a character, remove them and add 4 instances of Air(steam). If you are popped, you explode, dealing 15 Sadism to all characters within 2 squares of your current size.

Carbonated Drink: Tier 2. Also referred to as Carbonated. Carbonated starts as a liquid for 1 capacity and increases its capacity by 1 per 2 squares of rapid movement(combat movement, moving quickly out of combat) moved to a maximum of 4 capacity. By default, it uses Water rules. At 3 and higher Capacity, it uses Air rules. Carbonation will turn into Water if it goes 2 rounds without being activated.

Alcohol: Tier 2. Deal an additional 2+ Inflated Size Sadism and apply 1 more square of knockback when you move into a character's space. You are extremely heavy and gain 2 SR and 1 Reduction per Inflated size. If Alcohol comes into contact with Fire, it will turn into an equal amount of Fire.

Decompression: Tier 1. Decompression is caused by a character being exposed to extremely low pressure. This can occur when at the edges of an atmosphere or out of it entirely. Characters experiencing Decompression will inflate at a rate of 2d4 capacity per round and cannot deflate until out of Decompression.

Mimic Matter: Tier 3. Copies all the properties of whatever Filling makes up the majority, aside from Mimic Matter. If only Mimic Matter is present, acts as Air.

Filling Changing

The Tiers of a filling indicate how much of an effect inflation with that Filling has on a character. Higher tiers have a greater effect and generally more danger.

Same Tier Fillings can be swapped freely.

Per Tier of difference, choose an additional effect of the appropriate type. If decreasing tier, the ability/item gains Inflation+3 or 1 die whichever is more, Sadism+3 or one die whichever is more, roll+3, action cost reduced by 1 to a minimum of 1, Mana cost reduced by 25% (round up), or an appropriate effect as agreed with by the GM. If increasing Tier, the ability/item loses Inflation-3 or 1 die whichever is more, Sadism-3 or one die whichever is more, roll-3, action cost increased by 1 to a maximum of 1(if cost is already 3 you cannot use this) Mana cost increased by 25% (round up), or an appropriate effect as agreed with by the GM.

Damaging a character through inflating/moving into their space requires you to make a Strike roll against them.

Stabilization is an action a character can perform to resist continual inflation effects. It costs 1 action. Make a Dominance test(1d6+Dominance) higher than 10 to remove 1 continual inflation effect from yourself.

Combat

Combat occurs in Rounds. The character with the highest Domination goes first in descending order. If characters have matching Domination, compare Evasion; if characters have matching Evasion, compare Sadism Boost. This order is Turn Order and shows which characters go and when. Each character has 3 Actions in a Turn. Once each character has had a turn, the next Round starts. Actions include, Moving, Attacking, and Abilities.

Attacks and Sadism

Attacking is Strike or Shoot against Evasion. Cast is usually against Evasion, but it can be against other things. Taking Sadism reduces Masochism. A character's Sadism Boost is added to all damage inflicted and inflation done. When Masochism reaches 0, the target is knocked out. Popping also knocks the target out by setting their Masochism to 0.

Grid

Combat is based in a square grid. Each square is about 10 feet. Each character, by default, takes up 1 square. Melee attacks must be against adjacent targets. Line of sight is used for targeting characters using ranged abilities. If a straight line can be drawn from one character to another without anything in between that is a valid line of sight. Spaces such as walls will block line of sight.

Swapping Places

You can swap places with an adjacent character for an action once per round. You cannot swap with a character that has already swapped places. You can swap places with an enemy as long as they are both at Inflated x and will be moving them in a way that does not go over any characters or obstacles. You also need to roll Strike equal to Inflated $x + 3$ ($x2$ if filled with a heavy material.)

Radius attacks are centered on a square and measured outwards. Diagonals count as 1 square.

Crits and Overrolls

Crits are 2 or more 6s; they trigger special effects in combat. Each time you beat a DC by a multiple of 5 with a roll, trigger an Overroll effect. These abilities are tiered below based on the number of multiples. Once you achieve a tier, you can pick from the one below it as well. Using a Power Die disables overroll.

5

Increase Sadism or Inflation by 2.

Raise next roll against the target by 2.

Reduce SR or Evasion by 1 for 1 round.

10

Count as a crit.

Inflict Reduction.

Gain a Power Die.

Reduce SR or Evasion of target by 1 until combat is over.

15

Gain a Power Die.

All Abilities can be used on willing targets without needing to roll unless otherwise specified.

Dual Wielding

While Dual Wielding you can attack once with each weapon in your hand, but your attack rolls are reduced by 1 die to a minimum of 1. You cannot dual wield if you only have one die normally.

Stealth

Under favorable conditions, encounters with hostile groups will start with the party or characters in stealth. The opposite can occur as well. Stealth is tracked for each character once it is engaged. Moving across a square that a character has line of sight on prompts a facing roll. A 1d2 is rolled, on a 1 the character is looking in the direction of the Stealthee, prompting a Stealth roll to remain hidden.

Attacking a character directly while in Stealth prompts a Stealth test at -10 immediately after. If it is a ranged attack, it is made at -5.

L Skills in Combat

A character can attempt to directly use an L Skill in combat for 1 action. Each one has a different set of possible effects on success, choose 1. On a crit, choose 2. All are rolled at -4 against the target's Dominance unless otherwise specified. They can be used at any range but have no effect on Deaf targets. L Skills can be used like this at Inflated x, at a -4 penalty.

Seduction: Either inflict 2 Reduction, Expose, or Raise next L Combat roll against target by 2

Intimidation: Inflict 1 Reduction. If you take a -4 penalty, drain 1 Action or raise the next instance of damage the target takes by 3.

Persuasion: If you take a -4 penalty drain 1 Action. If you take a -6 penalty target will deprioritize an ally of your choosing, or Raise next L Combat roll against target by 2

Tease: Either Expose, raise next damage target takes by 3, or if you take a -6 penalty target will deprioritize an ally of your choosing

Character Defeat

Defeating can mean many things depending on how it came about. In most cases a character is defeated when they are brought to 0 Masochism and KO'd. A character is also counted as defeated if they are inflated to Inflated 1 and have no way to deflate themselves or no allies able to help. A character that defeats another gains a power die. Winning a fight gives each victor 2 power dice.

A Character can recover from being KO'd by waiting 5 hours (which restores 1 Masochism), being healed over 1 Masochism(once per day), or a specific item or ability.

TPK

When all party members are defeated, it is known as a TPK. In all TPKs the party will eventually be deposited back in Civilization with all wealth and materials collected over the Expedition taken and lose 50% of their current wealth. Enemies may leave them alone, play with them, or exploit them for some time. (What and how long this will last should be up to the group and GM's preferences.)

Statuses

Status are effects that can be applied to character to change how they function or apply a function to them.

Exposed: Removes all SR for the next attack you receive. Stacks. One stack is removed per time the subject is receives Sadism.

Helpless: Cannot do anything unless specified.

Reduction: All rolls are reduced by 1. Stacks, increasing reduction by 1. Lasts for 1 round.

Stunned: Target cannot act except to defend themselves. Lasts for one round, cannot be stacked(?).

Gagged: Cannot cast the majority of spells. Causes Breath Abilities to backfire. Cannot deflate. Cannot stack. A character cannot Ungag themselves once they reach Inflated 1.

Blind: Reduce all rolls that require vision by 4. Cannot stack.

Deaf: You cannot hear, reducing all rolls that require hearing by 4. Cannot stack.

Immobile: You cannot move. Cannot stack.

Completely Helpless: Completely Helpless is different from helpless in that the character can use no abilities whatsoever, except passives that increase limit or Masochism.

Slow: Reduces Speed by the amount for a round.

Skills

Your character's overall prowess. Skills are associated with stats and add +1 per point invested in a roll. Rolling a skill has you roll $x\text{d}6+\text{mod}$, where x is the rank of the associated Stat. For example, if a character has 4 in climb and 2 in Body, they will roll $2\text{d}6+4$ for their climb tests. Mundane tasks do not require a roll. Using a Power Die disables overroll.

You have 10 skill points to spend at character creation. You cannot invest more than 5 in a skill.

Not having any points invested in a skill limits your roll to a max result of 7. It is strongly suggested to invest at least 1 point in each skill that you have more than 1 core stat in. Spending a PD will overwrite the minimum limit. You can buy another skill point for 300 Wealth, plus an additional 300 per trained point.

5

Strong success, an additional element is accomplished. A Climb roll might move a character just a few feet more or give them a stable position. A Persuasion roll might soften them up for further manipulation. A Knowledge roll could reveal a small but useful factoid about the primary subject. An equivalent mechanical benefit is +2.

10

Extreme success, an additional equivalent element is accomplished. A Detect roll might reveal another equally hidden enemy or let you intuit how a device works. A Tease roll would let you lead someone by the nose into your next action. A Craft roll would let you understand a machine from disassembling it well enough reverse engineer it. An equivalent mechanical benefit is 1d6.

15

Excessive success, a stronger additional element is accomplished. A Jump roll may trigger a small rockslide that makes climbing much easier for others. An Intimidation roll could have your target blabber out all sorts of secrets your character didn't even know about or start helping them. A Stealth roll may give your character a buffer against one successful detect roll. Gain a power die as well.

In a combat scenario, feel free to use the Combat Overroll chart when using skills on an enemy.

B

Climb: Climbing over, on, or up things.

Fly: Used to move while inflated with Hydrogen or Helium. Can also be used to fly if you have Strong Wings for moving at your full speed in the air.

Detect: Used to see that which wants to remain hidden. Opposed by Stealth. For unaware targets, use their Dominance.

Jump: Used to jump. Jumping in combat is a single action.

L

Seduction: Manipulate people through sex appeal.

Intimidation: Manipulate people through force and fear.

Persuasion: Manipulate people through an actual argument.

Tease: Goad and bully others into performing the actions you want.

I

Dodge: Raises Evasion. Not rolled.

Parry: Can be rolled against an incoming attack once per round, on success stop the attack, on fail become Exposed. If a Parry crits, you make 1 Action.

Stealth: Used to hide from prying eyes. Opposed by Detect.

M

Knowledge: Used to know things.

Pilot: Piloting vehicles or inflated people. You can attempt to directly control an unwilling floating inflatee by subtracting their Fly from your Pilot. If the difference is positive, you can control them with this. For example, $4d6+3-2d6+1$ would allow you to roll Pilot at $2d6+2$. If the difference is negative, the inflatee retains control but rolls with the absolute remainder. For example $2d6+1-4d6+1=-2d6$, the inflatee rolls Fly at $2d6$.

Craft: Used to build, create, or design.

P

Strike: Hit people. Anything that requires Strike can only be used against adjacent things unless otherwise specified.

Shoot: Shoot people

Cast: Magic people.

Resting and Downtime

Resting allows a character to regenerate Masochism, and in a Settlement swap and recharge Abilities. Rest is tracked by the hours spent. Each hour spent resting will restore 1 Masochism. A character can choose to sleep while resting; this will restore 2 Masochism per hour but will require 1 hour after resting to wake up. Any rolls made during this wake up period are at -2. For each 10 Masochism a character has past 10, they regenerate 1 more during normal rest and 2 more during sleep to a max of 3 and 6 respectively. If a character spends 2 hours Resting in a Settlement they can swap their current abilities out for any known ones. Characters can rest while exploring on the hex but cannot move during the time spend resting.

Categories

Dominant-Switch-Submissive

This is how your character acts towards others. A Dominant character is good at forcing other characters to do what they want, +2 to Dominance. A Submissive character gains benefits when being used, +2 to Limits. A Switch character is reasonably effective at both, +1 Dominance and Limits.

Top-Flow-Bottom

This is how your character feels they should interact with inflation. A Top character will be inflating others, +2 to Sadism. A Bottom character will want to be or end up being inflated, +2 to Capacity. A Flow character can do either reasonably well, +1 Sadism and Capacity.

Heavy-Medium-Light

How your character defends their self. A Heavy character will rely on their armor and durability to survive attacks, +6 Masochism. A Light character will avoid being hit, +2 Speed. A Medium character can do either reasonably well, +3 Masochism, +1 Speed.

Group-Multi-Single

How many characters your character is good at dealing with at once. A Group character can inflict major harm to a group of targets. A Single character can efficiently win a 1v1 situation. A Multi character is best at dealing with two to three characters.

Magic-Fervor-Mundane

How your character prefers affecting other characters. A Magic character will use spell Abilities powered by Mana, +1 to Active Abilities. A Fervor character uses Power dice based Abilities, +1 Pleasure. A Mundane character uses martial techniques and tool-based Abilities +1 to maximum weapons carried.

Select one from each row for your Categories. Some abilities require certain category combinations. The first two categories can help determine your social status in areas.

Cameron will pick Submissive/Bottom/Heavy/Group/Mundane as their Categories.

Sexuality

Your character's sexuality will affect how Seduction rolls affect them. Straight and gay characters can only be affected by Seduction rolls from the correct gender. Bi and pan characters gain a power die whenever they are successfully seduced.

National Status

Where your character is from and how it defines their views. Your status in a nation is based on your first two categories. Your True Status is only determined by the nation you come from. Your Perceived status is based on the Nation you are in. True Status effects how you are you are placed in a society, perceived effects how they respond and treat you. For example, if a nobleman from the Kingdom travels to Republic he will be treated well due to his True Status as nobility but will be viewed with disdain from his Perceived Status as a balloon that need to be put in its place.

Select your home nation.

Republic: Dominant-Top ruling class as great makers and entrepreneurs. Submissive-Bottom lower class as objects and toys. Top-Bottom axis has the highest effect. Prefer leather clothing.

Kingdom: Dominant-Bottom ruling class as philosophers and artists. Submissive-Tops lower class as laborers and servants. Top-Bottom axis has the highest effect. Prefer latex clothing.

Magic Academy: Dominant-Magic ruling class as professors and students. Submissive-Mundane lower class as test subjects and entertainment. Magic-Mundane axis has the highest effect. Prefer uniforms, military or otherwise.

Church: Dominant-Fervor ruling class as clergy and scholars. Lower class is determined by relations with the Church and consists of heretics. Magic-Mundane axis has the highest effect. Prefer clergy outfits.

Empire: Dominant-Mundane ruling class as warriors and commanders. Submissive-Magic lower class as training dummies and tools. Magic-Mundane axis has the highest effect. Prefer uniforms, military or otherwise.

Social encounters are often based around differences in True and Perceived status. Resolving these positively will allow you to make friends and such. Negative resolutions will spread malcontent towards you.

Starting Wealth

You start with 100 Wealth.

Changing Categories

Based on social encounters your character may change their outlook and Categories. A TPK or character being captured allows a Dominant and Switch characters to switch to either Switch or Submissive, and Top and Flow characters to switch to either Flow or Bottom.

Example Inherents

Some common species of Comacha. Sapient species do not exist in the traditional sense in NSFG. Children can be drastically different from their parents. Most races are just common archetypes. A parent's appearance is not passed, but their strengths and weaknesses are. If you make your character as a member of an example Inherent feel free to change their Inherents.

Dragonoids

One of two draconic peoples, the Dragonoids inherited their breath, durability, and some of their flight. Dragonoids are a common sight in the Mantle and Outer. The majority of people on a colonized floating island are Dragonoids. Like Dragons, they prefer to be either deep underground or high above it, though their eyesight is not capable of seeing in the dark. Top Dragonoids feel smugly superior to Kobolds, while Bottoms are envious.

Tough Exterior: SR+2

Special Breath: Select a breath type below. You are immune to Sadism caused by inflation from your own Breath type. All breath types can be held, but doing so counts as charging them for the same amount of time.

Fire Breath: Helpless. Takes 2 Actions to Charge and 1 to Release. On Release, roll to Shoot on all characters in a 3x5 space in front of you, on success deal 6 Sadism. A Crit will increase the Sadism to 11. 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.

Water Breath: Helpless. Takes 2 Actions to Charge and 1 to Release. If you spend a power die, you can instead Inflate a target with Water equal to double the Knockback. You must roll to Shoot if you use this function of the Ability. On Release, deal 6 Knockback in a line in front of you to the end of the map. 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.

Toxic Breath: Helpless. Takes 2 Actions to Charge and 1 to Release. On Release, roll to shoot all characters in a 4x4 space in front of you; on success deal 6 Sadism. A crit will raise the Sadism to 9. You can expend Capacity to empower this ability. Per 5 Capacity spent, raise either the Sadism by 2 or the range by 2sq. 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.

Inflation Breath: Helpless. Takes 2 Actions to Charge and 1 to Release. On Release, roll to shoot all characters in a 4x4 space in front of you; on success inflict one instance of Inflation Gas. A crit will inflict 2 instances of Inflation Gas on a hit. The Inflation Gas only lasts for the initial contact. You can expend Capacity to empower this ability. Per 5 Capacity spent, raise the range by 1 sq. 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.

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 $\text{Knockback}/2$.

Electric Breath: Helpless. Takes 2 Actions to Charge and 1 to Release. On Release, target all characters in a 3*10sq line. Roll Shoot against all within the space. On a success, inflict 4 Reduction. You can expend Capacity to empower this ability. Per 10 Capacity spent, raise the Knockback by duration by 1. You can add up to 20 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. If hit by electric damage, inflate by 4.

Weak Wings: Fly+3 while bigger than Base. Jump+2.

Tough: Masochism+5

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

Winter Fairy

The most dangerous of Fairies. The small size, fluffy white coat, and cute appearance of a Winter Fairy hides their dark desires. All Fairies are found most often in the Inner, but Winter Fairies also enjoy the Outer.

Their cousins are, the Summer, Spring, and Fall Fae. The Summer are rivals of the Winter for their opposite personalities and cleverness. The Spring are both sneaky and lucky. The Fall are cripplingly luckless and prone to ballooning, making them prime targets for a Winter Fairy's "antics".

Cruel: Gain an extra power die on popping a target.

Very Small: Sadism-3, Evasion+3. Normal and larger characters can pick you up against your will by rolling Strike at -4 against your evasion in melee. Attempting to pick another character up is 1 action. If you are picked up by an enemy their offensive rolls against you are boosted by 6. You can freely move through hexes occupied by enemies. Once you reach Inflated 4 you can no longer be picked up.

Sadistic: Sadism+6

Hyperactive: Gain an extra action per turn but halve Evasion, SR, and all rolls reduced by 1.

Brewer: You can use Craft to create Potions. (on fail, create potion that only inflates?)

Kobolds

One of two dragon peoples, Kobolds inherited their immense capacity for inflation and not much else. Kobolds are generally located in the Mantle and Outer. They prefer the Mantle for reasons they can't explain.

Rubber Insides: You are not affected by the secondary effects of inflation material inside you.

Elastic: Change the negative modifiers in the base calculation of both Capacity Slots and Limits into positive ones.

Small: Sadism-3, Dodge+1

Keen Senses: Detect +2, Immune to Blindness

Pervert: Gain two Pleasures.

Inherents

Inherents are a mix of your character's physical and mental features. You can pick 5 Inherents at character creation. These do not occupy Ability slots.

Talk with the GM if you want a custom Inherent.

Tough Exterior: SR+2

Rubber Insides: You are not affected by the secondary effects of inflation material inside you.

Elastic: +1 to Limits per Body and Inflatability both.

Small: Sadism-3, Evasion+1

Cruel: Gain an extra power die on popping a target.

Special Breath: Select a breath type below. You are immune to Sadism from your own Breath type.

Weak Wings: Fly+4 while bigger than Base. Jump+2.

Keen Senses: Detect +2, Immune to Blindness

Natural Camouflage: Stealth +2, Dominance counts as 2 higher for calculating combat order.

Scary: Intimidation+2, Dominance counts as 2 higher for defensive purposes

Large: Sadism+3, Evasion-1

Lean: Capacity -3, Limits +2. No effect if Capacity is at 1.

Bulky: Capacity +3, Limits -2. No effect if limit at 1.

Good Looking: Seduction+1

Excessively Good Looking: Requires Good Looking, Seduction+3

Humorous: Gain a power die on a good joke, all allies lose a power die on a bad joke.

Lucky: Rolling three 6s on your Power Die will give you another Power Die.

Magic Reserves: Mana Pool+2. Can be taken twice.

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

Quick Deflator: Deflate at a rate of 2 Capacity per round.

High Pressure Deflation: Deflate at a rate of 5 Capacity per round, but once you reach Inflated 1 you can no longer deflate without outside assistance.

Extra Inflatable: Capacity-3, all Inflation rolls against you are increased by 1 per die, Limits+6.

Sadistic: Sadism+3, doubled if Small.

Strong Wings: Requires Weak Wings. Can Fly at all times equal to your Speed.

Skilled with Wearables: You can mix all effects of two Materials for your Armor. Given a week, you can do the same for another character.

Natural Weapons: Unarmed can now deal Piercing or regular Sadism.

Tough: Masochism+5

Very Masochistic: Masochism+15, SR-3

Mana Fount: In combat gain 5 Mana per round. Out of combat gain 5 mana per hour. Mana gained this way does not drain from natural deflation.

Smart: Knowledge +2, Active Abilities+2

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

Absorbent: Any inflatant you come in contact with (except air) will automatically be absorbed by your body at a rate of 10 per round. If an AoO affect made of an inflatant hits you it will instantly be absorbed into you at a rate of Damage to Capacity. This will trigger even before it can damage anything caught by the AoO. Rain and similar effects will inflate you at a rate of 1-8 per hour while traveling if exposed, depending on intensity; in combat, inflate at a rate of 1-8 per round if exposed depending on intensity. Limits+2. Avoid falling into water.

Hyperactive: Gain an extra action per turn but halve Evasion, SR, and all rolls are reduced by 1.

Unlucky: Gain 7 Masochism, 2 Capacity, and 3 to your Limits. Each time you roll a 1 on a Skill or Travel roll, you suffer a consequence that grows in severity per 1 rolled.

Extremely Unlucky: Requires Unlucky. Gain 7 Masochism, 2 Capacity, and 3 to your Limits. 1s now explode but only count for rolling additional 1s.

Cursed: You are cursed, causing you to inflate when you do, or do not do something. Discuss with the GM the nature of the curse. It could also be an allergy. Depending on the severity of the curse, gain Limit, Capacity, and or another bonus.

Examples

Gain 4 SR, lose 2 Evasion. Anytime you are hit you inflate for 1d4+2.

Touching a rose makes you inflate for 6d6, gain 3 Capacity.

Arousal makes your character inflate. The more interest in the instigator, the stronger the inflation. If any character rolls Seduction against you and succeeds or triggers a Pleasure inflate by 3d2. Designate one character in the game as your Crush. If the Crush triggers your Curse the inflation is raised to 3d8. The Crush can be changed once per week. Gain 5 Capacity. Optionally, you may also designate up to 3 characters as Sub-Crushes. If a Sub-Crush triggers your Curse the inflation is raised to 3d4+2. The Sub-Crushes can be changed twice per week. Per Sub-Crush gain 1 Capacity.

Brewer: You can use Craft to create Potions. Making a Potion requires 5 Wealth of resources, 30 minutes of work and 12 hours of brewing, and a Craft roll of 9.

Shock Resistant: Popping will set your Masochism to 1 by bypassing Sadism, not knocking you out instantly. Works twice per day.

Semi Permanence: You deflate at a rate of 1 Capacity per hour. Popping will only halve your Inflated size. Gain 5 Capacity and +5 Limits.

Mantle Dweller: See in the dark. (rework)

Very Small: Sadism-3, Evasion+3. Normal and larger characters can pick you up against your will by rolling Strike at -4 against your evasion in melee. Attempting to pick another character up is 1 action. If you are picked up by an enemy their offensive rolls against you are boosted by 6. You can freely move through squares occupied by enemies. Once you reach Inflated 4 you can no longer be picked up. (functional but could use throwing rules)

Very Large: Sadism+3, Evasion-3. You can pick up characters smaller than Large by rolling Strike at -4 against their evasion in melee. Attempting to pick another character up is 1 action. If you pick up an enemy your offensive rolls against them are boosted by 6.

Pervert: Gain two Pleasures.

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

High Internal Temperature: Any Fire reacting filling inside you will act as if there is Fire inside you (water will always turn into steam). You are not affected by the secondary effects of inflation material inside you and gain 4 Capacity.

Easy to Bait: Seduction rolls against you gain +4. Gain +4 Capacity, +2 Limits, and +2 SR.

Taur: Masochism+7, Evasion-1

Serpentine: Speed+1, Limits+2, Capacity-2

Dulled Sensations: SR+3, Pleasures -1

Don't Bully Me: Other characters can use Intimidation rolls as Seduction or Tease rolls against you. Masochism+5, +1 Pleasure, +3 to Limits.

Permanently Inflated: You're permanently inflated, to a degree. First, select a Tier 1 or lower Filling. For the cost of an additional Inherent, you can pick a Tier 3 or lower filling instead. Select a level, you cannot go below this level and are inflated with your chosen filling, by default, to this degree. After being popped, you immediately return to this level. You also automatically have the Taut Toughness ability; it does not take up an ability slot.

Taut: Capacity +2, Limits +1

Puffy: Capacity +4, Limits +2

Bloated: Capacity +6, Limits +4

Inflated 1: Capacity +8, Limits +6. For each size past Inflated 1 that is your base, Capacity+2.

Inflation Experimenter: Ignore up to 1 level of negative Tier effect.

Damage Immunity: Cannot be used for Blunt, Piercing, or regular. Select a source of damage such as fire, or electric. You cannot be hurt by damage of this type.

Built Different: Can't be hurt by falling.

Extra Expansive: Your size on the grid increases per Inflated x, rather than every 2. Capacity-3. Limits+2

Poor Self Control: Roll 1d6 after being hit by a pleasure. On 5 or 6, use it again or try to get it used on your again over all else.(needs bonuses)

Mana Drip: Any mana that is filling you will go into your Mana Pool if there is space for it.

Heavy Exoskeleton: Reduce Masochism by 50% rounded up, increase SR by 1 per 5 Masochism lost.

First Striker: You get 6 AP in the first round of combat. You get 2 AP each round after.

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

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

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

Alternate Casting: You can no longer use mana for abilities. Select either Air, or Water. Others can be chosen per DM discretion. Magic abilities are now powered by the selected filling. If Air, double resources required and add 1 action to casting time. Capacity +6 Limits+4. If water, double casting time. Capacity+3 Limits+2.

Personal Code: Fulfilling the conditions of your Personal Code 2 times will give you a Power Die. Failing it will cause you to lose one. Example personal codes include not attacking characters of the opposite gender, or not attacking enemies that are already fighting another character.

Partial Immunity: Cannot be used for Blunt, Piercing, or regular. Select a source of damage such as fire, or electric. You cannot be hurt by damage of this type. You will instead inflate for twice the Sadism that would be dealt. Capacity +3.



Abilities

The active talents of your character. Abilities are mainly used in combat for special effects. You have Memory+2 Ability Slots. Abilities fit into Ability slots. You can get any Abilities you meet the criteria for at character creation, but you only start with enough to fill all your Active Ability slots. Passive Abilities will remain active even while a character is KO'd.

You can acquire another Ability for 500 Wealth and an Ability Slot for 300 Wealth. Swapping Abilities in and out of Ability Slots takes 6 hours of downtime and 100 Wealth. You can do other things while swapping, but it depends on the ability in question. Skill based ones let you go about and do other things as long as you keep concentrating on it and don't enter combat.

Most Magic Abilities require Mana to cast while Fervor abilities rely on power die.

Abilities marked Travel are meant for use on the Exploration Hex grid.

Extend: Fervor. Free action. Can be used for a

Power Die. Raises the critical and bursting limit of a target within line of sight by 2 until combat ends. This effect stacks.

Huge Inhale: Flow or Bottom, Self Pleasure, Helpless. 2 actions. Inhale Air, increasing Capacity by 8d6. Gain a power die. If this is your Pleasure, raise inflation roll by 4d6. Using this ability in a cloud of gas will change the Inflation type to that gas. If you are next to a body of liquid, you can drink from that to change to Inflation type to the liquid. Does not work if Gagged.

Mana Regen: Magical. Pleasure Self Pleasure, Helpless. 1 Action. Gain 3 Mana. Can potentially be cast on others within 10 sq if you roll Cast higher than the target's Dominance+2. If pleasure, gain 6 Mana straight to your Capacity as well. If it crits raise the mana given to 6.

Riposte Preparation: Mundane. Passive. On Parry, Expose target.

Spank: Dominant, Pleasure. 1 Action. Roll to Strike at +2, on success, expose target. If crit apply another Exposure to target. If Pleasure apply another Exposure to target.

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

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.

Blow Yourself: Dominant-Top, Pleasure. 2 Actions. Convince a target within line of sight to self-inflate or allow you to inflate them. Roll either Seduction, Intimidation, or Tease at -2. If this is the target's Pleasure, roll an extra d6. On a success, the target must use a self-inflation ability of their choosing or offer themselves to be inflated at a -2 to their defensive rolls, once. If you crit, they must use their strongest self inflation ability or offer themselves to be inflated with no resistance. No resistance means it will automatically work. In addition, you may spend a Power Die to enhance the crit range and change it from two 6s to two 4+s.

Long Term Care: Top. Pleasure. Travel. Increase Target's Limits by 1 per day they spend at size Inflated 1 or higher. This effect goes away when transferred to a new target or swapped out. If this is the target's Pleasure, raise the bonus to 3 per day. Per day means 24 hours.

Blades Kisses Ground: Single, Mundane. Free action. Target must be Prone, add 10 additional Sadism to your melee attack. Does not stack with itself.

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.

Bully: Dominant. 1 Action. Pleasure. Can be used once every 2 rounds. Roll Intimidation on target within 5 sqs. On success force the target to use an ability on another target you want. If you spend a power die, roll twice and add half of the second result. If Pleasure, increase to two abilities. If crit, refund 1 round of cooldown.

Expose Self: Free Action. Remove SR provided by your Armor but raise your Seduction and Tease by 2. Lasts until the end of combat.

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.

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 as well. On a crit raise damage to 1d4.

Pleasure Exploiter: Top-Dominant. Passive. If you activate a target's Pleasure increase the ability's inflation effect by 2d6 or increase another effect by 1.

I Want It: Bottom. Reaction. Can be used once every two rounds or for a power die. If an ally within 3 spaces is being targeted by an Inflation effect, swap places with them.

Bigger Than Big: Bottom. Passive. Limit and Capacity+3.

Bowling Ball: Bottom-Flow. Can only be used at Inflated 1 or bigger. Passive. Allies can hit you with a blunt weapon, launching you 4sq. Add the Sadism from the ally's damage roll to Sadism from being moved into their space.

Runic Sealing: Magic or Fervor. Costs 6 Mana or 1 Power die, and 1 Action. Roll to cast at -4 against the Dominance of a target within 7sq. Gag target for 1 round. On a success, double length. On a crit, base length is 2 rounds.

Summon HE Tank: Magic. Single. Costs 3 Mana and 1 Action. Summon an air tank filled with Helium. You can equip the tank to change the inflation from Inhale and Huge Inhale to Helium, or to change the type of inflation a weapon does.

Asset Boost: Flow-Bottom. Pleasure. Increase Seduction by 1, Inflate by 3. Inflate a specific location on your body (chest, groin, butt, belly). 1 Action. Seduction boost remains until amount inflated by is removed. If Pleasure select preferred location (chest, groin, butt, belly). If a character uses asset boost and selects the area you did they gain 4 to Seduction rolls against you and you gain a power die.

Urge to Inflate: Top. Passive. Ignore being Stunned by a Seduction, Tease, Intimidation, or Persuasion roll in exchange for attempting to inflate the source of your Stunning next round.

Siphon: Bottom or Flow. 1 Action. Helpless. Take up to 15 Capacity from an ally you are adjacent to and add it to yourself.

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.

Summon Gag: Magic. Pleasure. Costs 1 Action and 4 Mana. For a Power Die, becomes a Reaction. Target a character in line of sight. Roll to cast, on success Gag target until removed. Can be removed for 2 Actions. If pleasure, the target cannot remove the gag themselves. On a crit refund the Mana cost.

Trampoline: Bottom. Passive. Allies can bounce on you for a higher Jump boosted by how inflated you are. Boost is equal to Inflated Size +2. Requires you to be at Inflated.

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

Breathkiss: Dominant, Top. Passive. Requires a Breath Ability and Puffkiss. Allows you to use your Breath type as a Puffkiss Filling. You can also add the total Sadism and Range of the Breath Ability to a Puffkiss if you charge it before using the Puffkiss. Counts as Puffkiss for Pleasure.

Breathstopper: Top-Flow, Melee. Pleasure. Reaction. If the target is attempting to use a Breath Ability within melee, roll to Strike. On a success, you Gag them for a round. A crit will inflict 3 instances of self inflation to the target. If Pleasure, target takes 2 instances of self inflation.

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

Harder!: Submissive. Helpless. Self-Pleasure. Free Action. For a power die, ignore all Sadism in an Attack. If pleasure, take half Sadism instead.

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 instead.

Boomerang Blade: Mundane. Group. 2 Actions. Hit all enemies that are within 5 sq and within 5 sq of each other once with your melee weapon at -2 to Strike and -2 Sadism. A crit will change the Sadism mod to +2.

Bondage Jungle: Magic, Multi or Group. Top-Flow. Pleasure. Full round action and costs 10 Mana. Roll Cast at -3 against the dominance of all targets in a 4sq radius within line of sight. On success, target is Stunned. On a crit refund 2 actions. If Pleasure, targets have -4 for resisting the roll. If a target's size increases while stunned from this effect the Stun is removed.

Force Field: Fervor. Full round action. Target within line of sight gains a Barrier that absorbs most incoming Sadism and turns it into Inflation. The first attack each round will bypass the Force Field. All other attacks will have their damage turned into Inflation. On an unwilling target, roll Cast-3 against Dominance. Make a Cast-1 roll every round to maintain it on a unwilling target. Lasts until dispelled by user otherwise. A crit will cause the Force Field to double the Inflation it generates.

Localized Twister: Magic. Top. Full round action. Costs 6 Mana per round. Per round roll Cast against the Evasion of a target within 7 sq. On a success, apply 1 Reduction and Inflate target by 5d4 per round with Air or Water (choose when starting spell, cannot be changed once chosen). A crit will refund 3 mana.

Shadow Swell: Magic. Costs 15 Mana. 1 Action. Target a character within 5 sq. 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.

Bola Throw: Single, Fervor-Mundane. 1 Action. Roll to Shoot a target within 11 sq. On a success, Immobilize, on crit Stun. The Bola can be removed for 1 Action.

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

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.

Falling Blow: Mundane. Medium-Light. Passive. After Jumping, add Sadism equal to your Jump roll to your next attack if you attack within the same round.

Precipice of Doom: Mundane. Single. Self-Pleasure on success. Costs two power die. Free action. After landing a melee blow roll a 1d4. On a 4, add 30 Sadism, otherwise deal only 1 Sadism for the entire attack. A crit will refund all power die used.

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

Healing Rune: Fervor. 2 Actions. Target a character within 8 sq. 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.

Power Through Pain: Bottom. Self-Pleasure. 1 action. Have a nearby non Helpless Dom ally attack you and inflict 5 damage, gain a power die. If Pleasure, double Sadism received.

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

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.

Infinite Canteen: Flow-Bottom, Pleasure, Self Pleasure. Helpless. When using Inhale or Huge Inhale, inflate with Water. You can also force a target to inflate for 3d4 Water if you roll to Strike the target at -2. Pleasure raises inflation by 2d4. A crit will increase inflation by 2d4.

Anvil: Bottom. Passive. If you are behind an enemy that just was hit by a Blunt attack, add Sadism equal to your Inflated size to the Sadism roll.

Summon H Tank: Magic. Single. Costs 3 Mana and 1 Action. Summon an air tank filled with Hydrogen. You can equip the tank to change the inflation from Inhale and Huge Inhale to Hydrogen, or to change the type of inflation a weapon does.

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.

Dodge Roll: Light. Passive. Reaction. After Evading an ability or attack that targets you, move up to half your Speed up to twice per round.

Supercharge: Fervor. Free action. Spend a power die to gain +1 to everything this round or to grant the effect to an ally.

Popcourse: Bottom. Magic. Helpless. Costs 5 Mana and is a full round action. Causes you to inflate with air at a rate of 5d4 per round. Once you pop, everyone within 2 squares starts to inflate at the same rate.

Shake: Mundane. 1 Actions. Roll to Strike, on success move the target to either the right or left and then back to their original location. On a crit double movement.

Pumped Up: Top-Flow. Free action. Spend a power die, raise all Inflation you perform by 2 for a round.

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.

Work Harder!: Dominant. 2 Round Action. If a power die is spent becomes a free action. Roll Intimidation or Seduction at -2 over an ally's Dominance*2 to give them +1 to all rolls in their next round. On a crit raise the ally's bonus to +2.

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.

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

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 as well. 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.

Emergency Inhale: Bottom. Reaction or Free Action. Once per day, inflate to 1 size below your Critical Limit.

Stomp: Dominant, Heavy. Pleasure. 2 Actions. Requires Exposed Target. Roll to Strike. On success inflict 5d4 Blunt Sadism. If Pleasure, Stun target for 1 round as well. On crit refund 1 action.

Grind Heel: Dominant, Heavy. Pleasure, Bypass. 1 Action. Can only be used after using Stomp. Stun both you and the target next round and inflict 3 Sadism. If Pleasure, you both gain 5 SR but are Stunned for another round.

Jumper Cables: Mundane. Bypass. Roll to Strike at -2. The first hit does nothing but enables the second. The second Strike will deal 10 Sadism per round. After the second hit continuing the Sadism is a full

round action that is broken if the target moves 2 squares away from you. A crit will add 2 Sadism to the second strike.

Facesit: Dominant-Switch. Full Round action. Pleasure. Requires a Prone or Exposed target. Roll to Strike target. On success Gag and Stun target for a round. Immobilize yourself for a round. If pleasure, target is Reduced for the round after. On a crit target is Reduced for the round after. Reduce effects stack.

Driven by Pain: Bottom. Passive. If an ally attacks you, gain an additional Action on your next turn per 5 Sadism they did to you.

Giving In: Bottom. Passive. If you are stunned, gain a power die and lower your Dominance by 1. If you Dominance is at 0 lower your Evasion by 1 instead.

Bounce Boost: Bottom. Passive. If you are hit with a Blunt attack at Inflated 1 or larger, it will deflect to the nearest enemy within that ally's melee range at +3 Sadism.

Pleasure Through Pain: Bottom. Passive. Self Pleasure. Allies can attack you to heal Masochism equal to the damage dealt to you. If you are at Inflated 1 or larger and they deal no damage but reduce your Capacity by 2, they heal 1 Masochism. If pleasure, being hit 5 times will give you a power die. You will inflate by 2d4 each time you are hit instead of reducing capacity.

Fireball: Magic, Group-Multi. Costs 2 Actions and 6 Mana: Launch a fireball at either a target or a square within 6 sq. 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.

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

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.

Smoke Bomb: Mundane. 1 Action. Can be used twice per combat. Can be used on the ground beneath your or a character in melee range. If used on the ground, create a 2x2 smoke cloud on yourself that lasts 2 rounds. Any character attacking into the square has their attack roll reduced by 2. If used on a character, roll Strike-2 against them. On a success the character will inflate by $3d8 + 5$. On a crit raise this to $3d8 + 10$.

Mentos: Mundane-Single. Full round action. Roll to Strike-2, on success activate all Carbonation in a target. A crit will refund 1 action.

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

Weighted Manacle Launcher: Mundane. 2 Round Action. Roll to Shoot at -2 at a target within 7sq. On hit reduce target's Evasion by 2. Stacks, but can be removed with a 1 round action or by going up in Size. A crit will refund 1 action.

Anointment: Fervor. Passive. You can use your potions on allies, or enemies if you roll Shoot or Strike (depending on range) against Evasion.

Collapsing Bolt: Magic-Single: 2 Action, and 6 Mana. Target a character within 5sq. Roll Cast-1 against Evasion. On success deal 5 Sadism, deal up to 5 additional Sadism per 5 Capacity up to 2 times but remove said capacity on damage. On a crit raise all Sadism instances from this attack to 7.

Taser: Mundane. Pleasure. 2 Actions. Target a character within 7 sq. Roll to Shoot target at -1. If it connects, roll to Shoot at -3 against the target's Dominance, on success Stuns target for a round. If pleasure, remove all negative modifiers to hit. On a crit refund 1 action. The Taser has a maximum range of 6 squares.

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

Snapsalt: Dominant. Out of combat action. On application keeps a character awake and alert past 0 Masochism but completely Helpless while under 0 Masochism for an hour.

Malfunction: Fervor. Heavy. Costs a power die and a full round action. Deactivate all Ability caused effects in a 2*2 sq after rolling to Shoot and succeeding. On a Crit refund a power die.

Compress: Fervor. Costs 1 power die to initiate can consume up to 3 actions per round. Target a character up to 6 sqs away. Per action spent, reduce target's Capacity by 8 and cause 2sqs of Knockback to an enemy with 3sqs of the target.

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

Doom Touch: Fervor, Single. Costs a Power Die and one action. Apply 4 Reduction to an enemy in melee.

Watchful Presence: Fervor. Helpless. Costs 1 power die and 2 actions. Apply the benefit of using your power die to any action an ally performs next round.

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

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.

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

Air Enchantment: Fervor. Helpless. Costs 1 power die and a full round action. Next round, all ally weapons now cause 1d4 Inflation on a hit, using their regular damage to bypass SR.

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.

Terrorize: Dominant. Top. Pleasure. 1 action. Roll Intimidate-2 on a target within 4sq against their Dominance. On a success, apply 2 Reduction to the target for their next turn. If pleasure, target is instead Stunned. If crit apply 1 reduction to the turn after their next.

One Last Shot: Mundane. Free action. Once per day. The next successful ranged attack you make gains 4d6 Sadism or 8d6 Inflation but is destroyed. It can be repaired with a Craft roll equal to 10 after combat.

The Pleasure is Mine: Dominant. Passive. Each 3 times you trigger a Pleasure of a character other than yourself, gain a Power Die.

Flare: Travel. Magic or Mundane. Helpless. Remove Night/Dark and New Moon/Pitch Black condition from the hex you are on or moving into. If Mundane, can be used 5 times per Expedition. If Magic, costs 60 Mana.

Windfinder: Magic or Mundane. Helpless. If magic costs 50 Mana, if Mundane 4 hour cooldown. Travel. Add weak positive condition to the next airborne hex. This can stack.

Pathfinder: Mundane or Magic. Travel. Helpless. If magic costs 50 Mana, if Mundane 4 hour cooldown. Add weak positive condition to the next ground hex. This can stack.

Channel Wind: Travel. Magic or Fervor. Helpless. Costs either 80 Mana or 1 Power Die. Apply the Slipstream effect to a hex.

Silent Approach: Travel. Mundane. You can initiate combat with ground targets while Airborne. The air vehicle will function as a platform that the party can perform ranged attacks from or descend from. Using a rope to descend will take a round. Before combat, either the pilot or blimp can make a Stealth test at -4 against all characters in the opposing group to enter this combat stealthed.

Shift Downwards: Magic-Fervor. Helpless. Camping. Costs either 100 Mana or 2 Power Die. Takes 1 Hour. Sends the party to the Layer below. Cannot be used in the Inner.

Shift Upwards: Magic-Fervor. Helpless. Camping. Costs either 100 Mana or 2 Power Die. Takes 1 Hour. Sends the party to the Layer above. Cannot be used in the Outer.

Dousing Rod: Magic-Fervor. Travel. Helpless. Costs 85 Mana or 2 Power Die. Trigger Stray Artifact effect. Roll 1d20 to determine effectiveness. A roll of 1-8 is tier 1, a roll of 9-16 is tier 2, a roll of 17-20 is tier 3.

Magic Missile Massacre: Travel-Combat. Helpless. 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 for a month. On a crit apply 2 instances of Reduction for 2 rounds or 2 hours, if combat or travel respectively.

Inflation Gas Mortar: Travel-Combat. Mundane. Group-Multi. One shot, refilled at town, another unit of ammo can be equipped for another Ability slot. Free Action during Travel, during Combat requires full round action to set up and 1 action to fire. If Travel, fill an entire Hex with Inflation Gas. All characters within will take 5 instances of external and 10 instances of internal Inflation Gas inflation. If combat, fill the entire map with Inflation Gas for 5 rounds. In both cases roll to Shoot. If travel failure, they only take 1 instance of external inflation gas and two internal. If combat failure they ignore the initial gas. On a crit inflict 2 additional instances of Inflation Gas.

Dome Barrier: Travel-Combat-Camping. Favor. 2 power die. Free action if Travel, full round action if Combat. If Travel cover yourself and all party members with Dome Barrier If combat create a 10 hex diameter Dome Barrier around you. For both, the Dome Barrier is completely impenetrable. Nothing can get in or out; nothing outside can target anything inside and vice versa. After 8 hours, every character in the Dome Barrier takes 5 Sadism every hour from a lack of oxygen. The Dome Barrier can be dispelled at any time.

Silent Curse: Travel-Combat-Camping. Fervor. 2 Power die. Free action if Travel, full round action if Combat. Apply the Cursed Inherent for 1 day. If Travel, targets the least Dominant uncursed character in a group up to 3 hexes away. In combat, target any character. For both roll Cast-3 against the target's Dominance. On a crit the curse lasts for 2 days instead.

Doom Ray: Travel-Camping. Mundane. Single. Can be used in Combat if set up beforehand. Set up takes 1 hour. Firing is free if Travel and a full round action if combat. You can only fire once before returning to town. When firing, if Travel, roll an exploding 1d4 to see how many enemies you target (amount of enemies targeted is equal to the amount of times rolled) in one group up to 6 hexes away. If you cannot discern enemies in a group target the one with the highest Dominance. If in Combat, attack all enemies in a straight line. For both, roll to Shoot at -6. On hit inflict 9d6 Sadism and Stun the target. On a crit raise Sadism to 12d6.

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

Tie Up: Magic or Mundane. Pleasure. If Magic costs 10 Mana and 1 action. If Mundane is a full round action. Roll Cast if Magic or Strike if Mundane against the target's Evasion and then Dominance. If both succeed, tie up target applying Helpless and Prone to them. If Pleasure you do not need to roll against their Evasion. Can be removed by another character spending 2 Action while next to them or by the character increasing or decreasing in size. If Crit, if mundane, refund 1 action. If crit, if magic, refund 5 Mana.

Bomb Blimp Harness: Travel. Bottom. Pleasure. Equipping is a free action during travel and 2 full round actions during Combat. While wearing the Harness you are Blind. If you are at Inflated 1 or larger and not the travel vehicle this can be used. If a hostile effect would target anyone in the group roll 1d6+3 against the targeting roll. For each size over Inflated 1 add a +1. If you roll higher than the effect, you will be the only one affected. Any damaging effects will be converted into Helium and inflate you for half the damage.

Vehicle Supplies: Mundane. Supplies to operate a motor carriage or proper airship. Includes a tank filled with 60 Capacity of Fuel.

Motor Carriage: Travel. Mundane. Ground only. Can hold up to 6 people. The Motor Carriage causes all Travel overrolls to consume only to cost an Hour after 8 are rolled. Adds +2 to Travel. If the party is targeted by a hostile effect while in the Carriage, it is at -2. If a low Travel Failure is incurred, the Carriage can get stuck; this adds 1d6 hours. If a mid Travel Failure is incurred, the Carriage can crash; this disables the Carriage until a return to Civilization. Per hex traveled consume 2 Fuel. Usage of a Motor Carriage prevents the Sneaking Travel Type. Carriages cannot stack with each other. Cannot function without Vehicle Supplies. (functional, but needs combat rules)

Spend Your Time Better: Dominant. Full round action. Target a character in line of sight. Target must be Dominant. Make two Persuasion or Tease rolls at -4 against the target's Dominance. A Submissive ally can grant +2 to both rolls in exchange for become the Dominant's first target. If both rolls succeed the Dominant target will exclusively attack all submissive characters in combat. This effect will go away if you or any ally attack them. Once combat ends the target will leave. If a crit grants you and the target a power die.

Inflation Gas Mines: Camping-Combat. Mundane. Top-Flow. Thorough placement involves digging and burying. A hex can be mined this way in 2 hours and cannot be started during combat. Roll Stealth after mining a hex, buried mines can be detected with a Detect roll against the Stealth. Mines can be quickly thrown down in combat for 2 Actions up to 2 spaces away and will arm after 1 round. A mine will explode when a character enters the same square as it, filling the space with Inflation gas for 3 rounds. When fighting on a minded hex, every three spaces will be mined.

Toxin Bomb: Mundane. Multi-Group. 1 Action to throw. 2 Actions to prepare. Throw a toxic bomb up to 7 sq 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.

Drone: Weapon Type: Mundane. Costs 2 Ability Slots. Can be equipped with a weapon which it will attack with at 2d6+3, once per round. (add targeting?)

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?)

Hide Away: Travel. Passive. If the Party is spotted while Travelling you will still enter combat with the spotting group Stealthed.

Shock Chain: Magic-Fervor. Group-Multi. Costs 7 Mana or 1 Power Die and a full round action. Roll to Strike an initial target within 7sq. 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.

Voodoo Balloon: Travel-Combat. Top. Magic-Fervor. Costs 2 Power Die if Fervor and 20 Mana if Magic. A Base can be acquired at a Settlement. Using a Base will reduce the cost to 1 Power Die and 5 Mana, but will be discarded after popping or 3 uses. You can hold 2 Bases at once. If Travel and you do not know how anyone in the target group looks, select the lowest Dominance character. Making a voodoo balloon is a free action in Travel and Full Round action in combat, requiring Line of Sight. Once it is made the caster will need to roll Cast at -4 against the target's Dominance Once the Voodoo Balloon is made, inflation effects applied to it will be applied to the target. Success requirements will be 2 lower as well. The balloon shares capacity, but it's limits can either be 1 lower or equal, caster's choice. The Voodoo Balloon normally only works for an hour but can be extended 6 hours at a time for 1 Power Die.

Airstrike: Mundane. Requires a Drone. Each drone you have can hold 1 Airstrike. Order the drone to fire a missile up to 7 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.

Pop Music: Top-Flow. 1 Action. An enchanted instrument. When played targets all characters (except you or Deaf ones) within 5 spaces. Per action spend in a round roll Seduce-2 against the target's Dominance. On a success the target(s) will inflate at for 1d4. For each critical rolled raise the inflation rate to 2d4.

Alchemy: Magic. Single. Helpless. Change a filling from one type to another; Normal to Normal and Exotic to Exotic costs 5 Mana per 10 filling, Exotic to Normal and Normal to Exotic costs 10 Mana per 10 filling; both are 2 round actions. If the substance has an internal effect the Mana cost goes up by 5. If targeting another character they have to be within 7sq. If the target is unwilling you must roll to Cast against their Dominance. On a crit refund 3 Mana.

Warp Gate: Magic. Camping. Helpless. Costs 100 Mana and 3 Hours. Set up a 2 way teleportation gate. Requires a user on both ends; both users must have this ability and attuned to each other through

physical contact. While both are active at the same time, instantaneous travel is possible from one to the other. To maintain a Warp Gate beyond 1 minute of use, 5 Mana is required per minute. (pay people in settlements to cast Warp Gate in x amount of time for quick return?)

Airship Supplies: Camping. Takes 2 hours and can be used once before needing to be restocked. If undone, counts as a restock. Once complete, the character this is used on counts as an Airship. If the character is unwilling, the victim must roll Strike against the Dominance of the character in charge of the process. If they succeed, all Fly tests made by the pilot will be at -4 until the Airship is remade. A character attempting to fight while wearing Airship Supplies does so at -3 to all combat rolls.

Desperate Roll: Flow-Bottom. Even at Inflated 1 and larger you can still move at 1 Speed along the ground. Movement will be at the end of the round.

Potion Pouch: Carry 2 additional potions. Can be stacked.

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.

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.

Power Gust: Magic. Multi. Costs 12 Mana and 2 Actions. Roll Cast-5 against SR. On success, apply 5 Knockback to characters in a 7x7 space of your choosing in cardinal direction. If a target is at Inflated X, the spell automatically succeeds. On a crit, double Knockback.

Control Reigns: Dom. Pleasure. Travel. When on top of a character being used as a transport, you may use the Reigns to completely overwrite their Fly rolls. Two characters cannot use the Control Reigns at once; they will cancel each other out.

Eat This: Dom. Mundane. Pleasure. 1 Action. Roll Intimidation-2 against a target's Dominance. On success, raise target's Masochism by 5, reduce their SR by 1. On a crit, double effect. If Pleasure, increase SR loss to 3.

Photography Kit: Can take 3 photos per trip; add 3 per time this ability is taken. Selling a photo will provide wealth equal to E/E of the hex it was taken in *7. If taken in a dungeon, provides 120 Wealth. If taken near an impressive natural formation, add 30 Wealth to the value of the photo.

Pin Driver: Mundane. Top-Flow. Takes 8 Actions to set up, 1 to trigger, 2 to reload. Inflict Bypass 1 Piercing to adjacent target. Setup time is reset if you move.

Try Harder: Bottom. Self Pleasure. Free action. Helpless. After being hit with an inflation ability, roll Tease-7 against the attacker's Dominance. On a success, halve the inflation received, rounded down. If a Self Pleasure, there is no reduction. On a crit, remove any inflation that would be dealt, unless also a Pleasure.

Magic Air Compressor: Top. Taking this ability grants 1 Magic Air Compressor. Each time you take it gives you another. Can only be used on a willing, Exposed, or Helpless target. Costs 2 actions to activate and place. Costs 1 action to attempt to connect the hose to someone. The hose can stretch 4 squares away from the Compressor. To attach it to someone, roll Strike at -8 against the target's Evasion. Once attached, the target can attempt to remove it with an action and Strike roll with a DC of 7. Per round active, a Magic Air Compressor will apply 3d4+2 inflation to the target. You can attach multiple Magic Air Compressors to the same target.

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, up to six times.

Sensitive Poison: Mundane. Single. Application takes 2 Actions. On Application, your next 2 attacks that deal damage will cause the next attack that hits this character to deal 4 more Sadism. Does not stack.

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 3 attacks that deal damage will lower the target's SR by 2 for 2 rounds. Duration stacks.

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

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

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

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.

Xxx: Fervor. Single. Costs 1 Power Die and 1 Action. Designate an enemy within 4 sq and roll Strike

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

On The Prowl: Mundane. Single. Light. 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 or if they could not target you.

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.

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.

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.

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.

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.

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.

Status Sealing: Magic-Fervor. Helpless. 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.

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

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

Airborne Evasion: Light. Passive. Requires the Strong Wings Inherent. Add your Fly skill to your Evasion. This effect is disabled any round you take Sadism in until your next turn.

Combat Lockdown: Mundane. Passive. Each time an enemy within melee reach tries to move out of reach you may make an attack on them.

Leash and Collar: Dominant.

Pleasure

What your character is into. Designate 3+Memory Abilities as Pleasurable. Only Abilities with the Pleasure or Self-Pleasure tag can be selected. When these are used on you, gain a power die but their effect is increased. Pleasure bonus can be triggered by self-abilities.

If an ability trigger's a character's Pleasure (except Precipice of Doom) the narrative should take a turn for the kinky.

Out of combat, from allies, Pleasures only trigger once per day per ally.

Derived Stat Adjustment

Once you get your Derived Stats you can adjust each of them, to a degree, by exchanging with another stat. Stat limits only exist for how you can adjust them during stat adjustment. 6 points stats can freely exchange with other 6 point stats, and 3 points stats can freely exchange with other 3 point stats.

Adjusting a 3 point stat with a 6 point stat will require 2 points from the 6 pointer. Adjusting a 6 point stat with a 3 point stat will give you two adjustments to use. This is not recommended for first time players. You can adjust your derived stats again for 1600 Wealth.

Masochism: Cannot go below 1. Cannot be adjusted by more than 6 points.

Capacity Slots: Cannot go below 1. Cannot be adjusted by more than 6 points.

Critical Limit: Cannot go below 1. Cannot be adjusted by more than 6 points.

Bursting Limit: Cannot go below 2. Cannot be adjusted by more than 6 points.

Power Die: Cannot go below 1. Cannot be adjusted by more than 6 points.

Speed: Cannot go below 1. Cannot be adjusted by more than 3 points.

Evasion: Cannot be adjusted by more than 3 points.

Domination: Cannot be adjusted by more than 3 points.

Sadism Boost: Cannot be adjusted by more than 3 points.

Mana Pool: Cannot go below 0. Cannot be adjusted by more than 6 points.

Weapons

Tools for attacking and subduing others. Pick up to two weapons at character creation. Additional weapons can be purchased for 150 Wealth. Weapons that deal soft Sadism only count for bypassing armor. You can hold up to 2 weapons at a time.

You can opt to have two shields in exchange for no weapons.

You can opt to be Defenseless in exchange for no weapons and no shield. While Defenseless, gain 10 Masochism, 1 SR, and 4 Capacity.

Tags

Pierce: -2 Sadism against Base targets, +1 Sadism against Puffy targets, +2 Sadism on Bloated targets, and pop Inflated targets.

Blunt: 2+ Sadism against Base targets, -1 Sadism against Puffy targets, -2 Sadism on Bloated targets, and nothing to Inflated targets.

Crit: Activates the following effect when you roll 2 or more 6s will attacking.

Bypass: Ignores SR.

Soft Sadism: Only inflicts Sadism for the purpose of bypassing SR.

Inflates: Raises target's capacity by the amount rolled. Inflates with Air by default. Uses the type of Inflation selected at acquisition.

Pleasure: Can be tagged for Pleasure.

Self-Pleasure: Can be tagged for Pleasure.

Knockback: Moves the target away from the attacked by the indicated amount.

Accurate: Reduces target's Evasion by 2 while attacking.

Helpless: This ability can be used while Helpless.

Agile: Attack twice per Attack.

Range: How far away you can be and still be able to attack.

Collateral: Can attack (x) targets at once in order of closeness.

As long as a weapon can fit within a type, it can be whatever. For example, Pumps coving tire pumps, foot pumps, and more.

Inflation weapons inflate with Air by default.

Melee

Characters who don't pick the Unarmed weapon can attack unarmed but deal 0 Blunt Damage on a hit.

Pump: Soft Sadism, (2d4+2) Inflates (1d4+3), Crit double inflation

Shock Baton: (2d6), Crit Reduce

Great Pin: Pierce, (2d2+2), Crit double damage

Whip: Blunt, Crit Expose, (2d4)

Riding Crop: Blunt, Crit Reduction (2d4)

Unarmed: Blunt, Agile, Crit Expose or Reduce, 2d2+1

Great Shocker: (1d12), Collateral (2), Crit Reduce

Awl: Accurate, Pierce, (1d4+1), Crit double damage

Heavy Baton: Blunt (1d12), Crit Expose

Flogger: Blunt, Agile (1d4), Crit Expose

Paddle: Blunt, Knockback 1sq (1d8), Crit Expose

Shock Prod: Range 2sq, On Crit Reduction. (1d6+2)

Ranged

Pump Gun: Soft Sadism, (1d4) Inflates (1d4+3), Range 8sq, Crit double inflation

Needle Gun: Piercing, (1d6+2), Range 10sq, Crit double damage

Raygun: 2d4+1, Range 10 sq, Crit Expose

Inflation Ray: Bypass, Inflates(1d4), Range 5sq, Crit Expose

Armor

Provides Sadism resistance but will reduce Evasion for heavier ones.

SR is Sadism resistance, reduce all Sadism taken by SR. Most inflation cannot begin until armor is bypassed because it must bypass SR.

Pick one at character creation. You can buy a new type of armor for 500 Wealth.

Light: SR 2 Evasion-0

Medium: SR 4 Evasion-2

Heavy: SR 6 Evasion-4

Materials

Armor material changes stats. Pick one for your armor at character creation.

Rubber: Limits+1

Leather: SR+1

Metal: SR+2, Limits-1

Latex: Limits+2, SR-1

Uniform: Mana Pool+2

Clergy Outfit: Power die +1d6

Cloth: Evasion+1

Light Cloth: Evasion+2, SR-1

Spandex: Limits+1, Evasion+1, SR-2

Enhancements

Enhancements provide an additional effect to your armor beyond its Material. You can have up to two Enhancements on your armor.

Hardening: Costs 400 Wealth. Raise SR by 1.

Limbering: Costs 400 Wealth. Raise Evasion by 1.

Expansive: Costs 500 Wealth. Raises Limits by 1.

Attuned: Costs 400 Wealth. Raises Mana Pool by 1.

Resonant: Costs 600 Wealth. Raises Power Die by 1.

Shields

Shields are worn on your arm to provide additional protection in the form of SR. You may pick one type of shield at character creation and buy an additional shield for 150 wealth. You can use up to two shields at once. Using a shield will reduce your offensive die depending on the type of shield. The Offensive Dice will be at minimum reduced to 1d6 unless 2 shields are used, then it can go down to 1d2.

Parry Shield: Parry+2, Offensive Die -1d6

Recoil Shield: Parry+4, Offensive Dice -2d6. Anything that makes contact with the device is explosively forced back.

Buckler: Evasion+2, Offensive Die -1d6

Refraction Buckler: Evasion+4, Offensive Dice -2d6. Projects refracted light around the bearer.

Light Shield: SR+2, Offensive Die -1d6

Heavy Shield: SR+4, Offensive Die -2d6

Potions

Supplementary drinks that provide benefits. You can hold 4 Potions at once. You get 2 Potions at character creation. Potions can be drunk for 1 Action unless otherwise specified. Potions can be purchased for 50 Wealth each.

Painkiller Pop: Heal 4 Masochism, inflate by 4 with Carbonated.

Suppressant Soda: Deflate by 5, but inflate with 10 Carbonation in 5 rounds.

Sparkling Water: Gain 2 Evasion for 2 rounds but inflate by 5 with Carbonated. Does not stack.

Power Pop: Gain 2 power die, Inflate with 5 Carbonated and fully activate all Carbonated.

Mana Cream Soda: Gain 5 Mana and 5 Carbonation.

Anesthetic Ginger Ale: Gain 2 SR, gain Reduction until combat ends, inflate with 4 Carbonation.

Spiced Soda: Restore 1 Masochism to a KO'd character, inflate with 6 Carbonation. Has two uses.

Special Items

Provide special effects. You can pick a Special Item with a cost under 400 at character creation. Additional ones can be bought with money. Special items have their own prices. You can have 1 Special Item equipped at once. You can acquire another Special Item slot for 300 Wealth to a maximum of 6. Special Items may be found in a dungeon.

Laurel of the Inflator: Your Deflation can Inflate an ally of your choosing by up to the same amount that you would lose, or if your Dominance is higher than theirs, an enemy. Costs 600 Wealth.

Inflation Rigging: At Inflated 1 and bigger, characters that Climb on you get +4 to Climb rolls. Costs 100 Wealth.

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 -2. Costs 600 Wealth.

Shield Ring: Provides 2 SR. Costs 500 Wealth.

Anti-Blast Bracers: Raises Bursting Limit by 4. Costs 350 Wealth.

Risk Reward Ring: Raises all rolls by 1, but increase all Sadism and Inflation taken by 2. Costs 350 Wealth.

Gas Mask: Immune to passive area effects such as Inflation and Toxic Gas. Costs 150 Wealth.

Tether: Either a leash or a simple tether. You can give this to an ally to prevent yourself from being moved more than 5 squares away from them. Costs 50 Wealth.

Command Earpiece: At start of combat designate an ally. If you use no Actions in a round, that ally gains an Action on their turn next round. Costs 150 Wealth.

Super Spikey Outfit: If a character moves into your space, you move into their space, or starts their turn in your space they take 5 piercing damage. Costs 150 Wealth.

Sealed Outfit: Requires Gas Mask to work. Prevents Decompression and other similar effects for up to 8 hours at once. Costs 200 Wealth.

Certified Lucky Charm: Reroll any dice in 2 actions of yours once per day. Costs 300 Wealth.

Endorphin Booster: Gain a power die at the start of the day. Costs 350 Wealth.

Scrying Mirror: Once every two days learn all information about a hex and spy on each character on it for one minute. Does not work on a Settlement. Costs 800 Wealth.

Auto Calculator: Allows you to make a 3d6+5 Detect or Knowledge check every 6 hours. On a failure produces gibberish. Costs 450 Wealth.

Reverse Gas Mask: While using Inhale you can clear a space of pollutants for 7 capacity of that substance, up to 9 times. While using Huge Inhale you automatically clear 4 spaces and can clear more spaces of pollutants for 7 capacity of that substance up to 9 times. Costs 200 Wealth.

Mana Absorbing Crystal: When you Crit, gain 10 Mana. Costs 400 Wealth.

Wealth and Settlements

Wealth is an abstraction of the money your character possesses. It is used to purchase upgrades for your character and rewarded through completing objectives. Settlements are where characters exchange wealth for goods and services. Service Providers may issue Requests. Depending on the Service Providers, the nature of the Request may be illegal. Some Service Providers may offer multiple Services.

Services

Services are found in Settlements based on their size. They all provide unique services, such as shops or other things.

Collector: Will buy artifacts and unusual items. May issue Requests for artifacts. Found in Tiny and larger.

General Shop: May buy and sell anything. Found in Small and larger.

Trainer: Will train in specific, Stats, Skills, or Abilities. May be found in Tiny and larger. The larger the settlement, the more trainers.

Arms and Armor Shop: May buy and sell Weapons, Armor, Shields, and perform Enhancements. May issue Requests for artifacts, Dungeons, and supplies. Found in Small and larger. The larger the settlement, the more the Arms and Armor Shop will do.

Brewer: Sells Potions, may buy potions or ingredients. May issue Requests for ingredients. Found in Average and larger.

Artifact Merchant: Will buy and sell artifacts and unusual items. May issue Requests for artifacts. May be found in Average, will be found in Large and larger.

Hotel/Inn: Will provide lodging. Cost ranges from 5-100 per 12 hours depending on quality. May be found in Tiny; will be found in Small and larger.

Banking Services: Allows you to store and retrieve Wealth from any other place of Banking Services. Can be found in Average and larger.

Travel Services

Travel Services will provide travel at a cost.

Land Travel: Will provide travel at a rate of 1 hex per hour. Costs 2 per hex. Not all will go off road and those that do will typically charge 2 per extra. May be found in Tiny; will be found in Small and larger.

Water Travel: Will provide travel over water at a rate of 1 hex per hour. Costs 2 per hex. May be found in Tiny; will be found in Small and larger.

Air Travel: Will provide travel of 2 hex per hour. Costs 5 per hex. May be found in Small; will be found in Small and larger.

Rail Travel: Will provide travel of 4 hex per hour to Settlements along a predetermined path. Costs 1 per hex.

Layer Travel: Will provide transport either up or down a Layer. Site depends on location. Takes 2 hours. Costs 8. May be found in Tiny; will be found in Small and larger.

Grand Connector Operator: Provides travel to any Layer in under an hour. Only found in Metropolis. Costs 5.

Economic Inflation

Settlements, like characters, can be inflated. It is not inflation in the same way as a character (although you can imagine it that way) but through money. Economic Inflation adjustments take 24 hours to come into effect.

A Settlement's Capacity is how much Wealth(in units of 100, round up) must enter or leave it to change its Size.

Size for a Settlement is how much Wealth is circulating through it, affecting value.

Deflated -1-x: Costs decrease. For each size Costs go down 10%. The Settlement's wealth is shrinking.

Base: No effect on values. The Settlement's wealth is stable.

Inflated 1-x: Costs increase. For each size Costs go up by 10%. The Settlement's wealth is swollen.

A Settlement's Limits work differently. A Settle has an Inflation and Deflation limit. If a Limit is reached the Settlement's economy will collapse for 1d4 Months, preventing sale to outsiders.

Determining Limits and Capacity for a Settlement is based on its size and connection.

Size

Larger sized Settlements will contain all the services of smaller ones.

Tiny: Capacity 0/2.

Small: Capacity 0/5

Average: Capacity 0/9

Large: Capacity 0/14

Metropolis: Capacity 0/20

Connection

Isolated: Limits 4/4

Remote: Limits 7/7

Connected: Limits 10/10

Core: Limits 13/13

Hub: Limits 16/16

Expenses

As characters living in a world, the PCs must pay their dues.

Living Costs

Characters must pay for Living Costs each week or incur penalties. Failing to do so will reduce the size of all Exhaustion subbars by 1. Higher tiers provide all the benefits of lower tiers.

Type	Cost	Effect
Minimal	200	No Effect
Poor	350	The first instance of Exhaustion each day will be nullified.
Normal	500	The first Exhaustion subbar is 1 point larger.
Nice	800	The second Exhaustion subbar is 1 point larger.
Wealthy	2000	The first two Exhaustion subbars are 1 point larger.
Resplendent	5000	After filling the first two Exhaustion subbars in a day, roll a 1d6 each time you would gain Exhaustion. On a 5 and 6, you gain no Exhaustion and can reroll this die.

Medical Costs

Costs from medical treatments. Healing effects only trigger if the type used is for all healing done. Each Healing restores 5 Masochism.

Treatment	Cost	Effect
Deflation(per 5 cap)	1	Deflates the character by 5 capacity.
Healing(Basic)	10	
Healing(Premium)	25	The next instance of Masochism taken will be reduced by half.
Healing(Advanced)	50	After the next combat you undergo where you take damage, heal half of the damage taken at the end.
Wake Up	25	Recovers the character from a KO'd state with 1 Masochism.
Pop Recovery	40	Recovers the characters from a popped and KO'd state with 1 Masochism.

Fillings

Fillings are bought for each 5 capacity.

Filling	Cost per 5	
Air		1
Water		1
Helium		3
Hydrogen		2
Inflation Gas		3
Toxic Gas		1
Fire		1
Mana		4
Carbonated Drink		4
Mimic Matter		5
Alcohol		5-100

Taxes

At the end of each month, characters will need to pay a 15% tax from their total collected wealth.

Ransoming Party Members

If a party member is captured, a ransom will need to be paid to get them back. The payment required is equal to 30-the L skill roll of the negotiator, to a minimum of 5. The result will be the percentage of the prisoner's current Wealth that must be sent. On payment, they will return to the party within 1d6 days.

If the entire party is knocked out, each member will need to pay 40-3d6, where 3d6 is the L skill roll of a government official negotiating for their release. The result is the total percentage of each party member's Wealth that must be paid. Negotiations will take 1d4 days. Once the payment is sent the party is immediately released where they are.

Character Sheet

https://docs.google.com/spreadsheets/d/1lchqPerRn_ZlhyEINuDvik5SMZm2eCQGIhrOZXQdFpM/edit?usp=sharing

Kink Form

A form to help players connect to others in regard to what content they want to see in NSFG. Please fill out the form and share it with the people you plan on playing with to find a group that enjoys things like you. It sets standards for games and prevents unfortunate occurrences while ensuring everyone plays to their limits.

https://docs.google.com/spreadsheets/d/1GM0GIKx28fkNkXBysbeRDnT4jErbJ_zf/edit?usp=sharing&oid=111756438216328724017&rtpof=true&sd=true

Exploration

Exploration is the mechanic that allows Expeditions to arrive at their goal or just go looking for a valuable location.

Overland

On the Overland, your party sets out from Civilization towards either the unknown or a planned objective. A hex grid map is used to symbolize the terrain. Overland travel can be made by either ground or air, each with its own benefits and drawbacks. Unless otherwise specified, the party only has awareness in a two hex radius. If the group is airborne this is raised to 3. While Traveling, the party moves as a single unit. If two hostile groups enter the same hex they must each roll Stealth if they wish to avoid detection from each other.

Overland travel is conducted by the party attempting to move into a new hex and then making a roll using their Travel score. Travel score is calculated from $1+(\text{per Character with Detect at or over } 4)d6+(\text{per Character with with Climb or Stealth at } 5)$. This is rolled by a party member designated as the leader, who has a +1 Mod if Dominant, and -1 is Submissive. Each KO'd character reduces the modifier by 3. Travel is rolled when moving into a new hex. A failed roll will incur complications or hostile encounters based on the amount failed by, called Travel Failures. A success will apply bonuses called Travel Success based on the amount succeeded by. You do not need to roll travel if moving into a town.

Each hex consumes 1 hour by default. There are 24 hours in a day. In the Outer there is Bright light for 12 hours followed by 12 hours of Dark night, day is 6am to 6pm. In the Mantle light depends on where you are exactly. Some caves are as bright as daytime, others pitch black. The Inner has 14 hours of low light(no effect) followed by 10 hours of Night.

Enter/Exit, or E/E is what the leader needs to roll equal to or over to safely travel into and out of a hex. It will be represented at the beginning of every terrain by a number.

Encounters can be triggered from travel, and the chance of hostility increases the further out you go.

Travel speed can be reduced by excess weight. Per 15 Capacity of heavy Filling in a party member, raise each hex travel time by 1 hour. Always use the slowest party member. If the party uses an Airship, also reduce travel rolls by 1 per 15 Capacity.

Airborne combat encounters take place on the travel method; if the travel method is inflation based then the transport needs to remain inflated, or the group risks a Crash Landing if they cannot get another one by the time it deflates. For the travel method, going under Inflated 1 counts as triggering a Crash Landing.

If a character is being used as a travel method, they can attempt to influence the characters atop them. Roll Fly at -7 against the SR of all characters atop. On a success, Stun and Expose. On a crit, character must roll Climb against a DC of 8 or fall off. Characters at Inflated-x will automatically fall off. Characters filled with light fillings will be unhurt. Characters filled with heavy fillings will automatically be popped.

Travel Types

Travel Types are divided into Ground and Airborne. Ground travel allows each to attempt Stealth individually. (Make it so the slowest character in a group effects some types of travel)

Sneaking: Ground. Roll Stealth each turn. Allows Stealth while Traveling but increases time per Hex by 1 hour.

Walking: Ground. Traditional walking. Adds 2 to travel scores but increases time per Hex by 1 hour.

Hiking: Ground. No change.

March: Ground. Reduces Travel score by 2 but every other hex consumes no hours.

Airship(Improvised): Airborne. Covers the use of a character as a blimp with little preparation or a sub par vehicle. Reduces Travel Die by 2 to a minimum of 1d6. For every 4 size categories the airship raises travel rolls by 1. Landing requires a roll equal to the E/E of the hex +4.

Airship: Airborne. Covers the use of a character as a blimp with proper preparation or a vehicle. No effect. For every 4 size categories over Inflated 1 the airship raises travel rolls by 1. Landing requires a roll equal to the E/E of the hex+4. (Make Fly/Pilot) influence travel more)

Hexes

Hexes have terrain and conditions that effect how much of a challenge it is to travel over them.

Base Terrain

Plain: 5

Hilly: 8

Mountain: 11

Caves: 11. Impassible by air.

Cavern: 7

River: 6

Ocean: 7. Impassible by ground.

Modifiers

Unobstructed: No Effect

Woodland: Raise E/E by 1

Desert: Raise E/E by 2

Jungle: Raise E/E by 2. add 1 Hour to travel on land

Bog: Raise E/E by 2 . add 2 Hours to travel if land

Wasteland: Raise E/E by 3

Pond/Lake: Ground travel is increased by 1-3 hours.

Conditions

Conditions of a different type can stack.

Clear: No Effect

Path: Low. Lower E/E by 1

Road: Mid. Lower E/E by 2

Highway: High. Set E/E to 3/3

Rough: Low. Raise E/E by 1

Harsh: Mid. Raise E/E by 2

Impassable: High. Raise E/E by 3

Bright: Low. Lower E/E by 1

Night/Dark: Low. Raise E/E by 1

New Moon/Pitch Black: Mid. Raise E/E by 2 and go Off Course if you fail the roll.

Favorable Wind: Low. Airborne. Lower E/E by 1.

Favorable Strong Wind: Mid. Airborne. Lower E/E by 2 and lower hours by 1.

Slipstream: High. Airborne. Lower E/E to 3 and lower hours by 1.

Strong Wind: Low. Airborne. If raise E/E by 1 and go Off Course if you fail the roll.

Rainstorm: Mid. If airborne raise E/E by 2 and go Off Course if you fail the roll. If on ground raise E/E by 1. In combat, reduce the maximum range of ranged weapons by 1.

Thunderstorm: High. If airborne raise E/E by 3 and go Off Course and have the Air Transport take 3d6 damage if you fail the roll. If on ground raise E/E by 1. In combat, reduce the maximum range of ranged weapons by 2.

Dead End: Low. You cannot travel anywhere from this hex except in the direction you came from.

Special Environmental Conditions

These are effects that apply to certain hexes. A hex can have a Special Environmental Condition on top of a normal Condition, and on top of each other. Special Environmental Condition come in three types,

Natural, Positive, and Negative. Natural Special Environmental Conditions known by the party as soon as they can see the hex they are on and are permanent.

Positive and Negative Conditions are assigned whenever the relevant activation condition is met on the Travel Failure or Travel Triumph tables. These effects are temporary, lasting for 5d6 days.

Natural Special Environmental Conditions

Low Pressure: Mid. Outer only. Per hour spent characters take a tick of Decompression inflation. If combat is entered the Decompression effect applies to all characters every other round.

Minimal Pressure: High. Outer only. Per hour spent characters take four ticks of Decompression inflation. If combat is entered the Decompression effect applies to all characters every round.

High Mana Concentration: Mid. Inner only. Per hour spent in this hex, all characters gain 7 Mana. If combat is entered all characters gain 1 mana per round.

Spikey Terrain: Low-High. All combat in this area will have the Spikey Room trap(s). The amount of traps should increase with severity, with high having the entire battlefield covered in spikes. Crash Landing damage is changed to piercing.

Frozen Over: Mid. Reduce Travel rolls by 1. Water based abilities freeze before they have an effect. During Combat all characters have +1 to Evasion. Any roll that would make a character Prone is increased by 4.

Dense Foliage: Mid. Travel rolls reduced by 1. Sight limited to 4 spaces out. Speed is reduced by 2 to a minimum of 1. Characters inflated to Inflated 1-5 (depending on density) will become stuck and unable to be moved.

Floating Islands: Outer and Inner only. Can only be reached by Airborne travel unless moving from another Floating Island(s).

Positive Environmental Conditions

Scenic Vista: Mid. See up to 6 hexes away while on this hex.

Passage: High. You can change Layers from this hex. Changing layers is equivalent to traversing a Cavern hex.

Cozy Hideaway: Mid. Once found, camping in this hex increases the required roll to be found by hostiles per hour by 5.

Hot Spring: High. Once found, camping in this hex automatically gives two Hours worth of Recover at the start.

Stray Artifact: Low/Mid/High. Find a stray artifact while traveling. Can sell for up to 200/400/600 Money.

Joyous Aura: Low. In this hex, whenever a character would normally gain a Pleasure die, they instead gain 2.

Healing Mists: Low. While in this hex restore 1 Masochism per hour. If inflated with Air in this hex restore 1 Masochism per 20 Capacity inflated.

Xxx: Mid.

Xxx: Mid.

Xxx: High.

Emergence Hyperspot: High. Every day that this is active, a new dungeon will appear on this hex while the old one vanishes.

Land of Good Fortune: Low. If you would roll a Travel Triumph moving into this space, roll again on the same table and keep both effects.

Sure Landmark: Low. If Lost or Of Course, remove those effects after moving on this hex.

Negative Environmental Conditions

Cursed Land: High. Traveling over this hex reduces the next 5 Travel rolls by 5. Any rolls by any characters in this hex, unless otherwise immune, are reduced by 5.

Pressure Anomaly (Minor): Mid. Per hour spent characters take a tick of Decompression inflation. If combat is entered the Decompression effect applies to all characters every other round.

Pressure Anomaly (Major): High. Per hour spent characters take four ticks of Decompression inflation. If combat is entered the Decompression effect applies to all characters every round.

Invading Water: High. Any water any characters come in contact with will automatically be absorbed by their body at a rate of 10 per round. If an AoO affect made of water hits a character it will instantly be absorbed into their body at a rate of Damage to Capacity. This will trigger even before it can damage anything caught by the AoO. Rain and similar effects will inflate you at a rate of 1-8 per hour while traveling if exposed, depending on intensity; in combat, inflate at a rate of 1-8 per round if exposed depending on intensity.

Gloom Aura: Low. Characters can only gain pleasure die every other time they would normally in this hex.

Carnal Aura: High. In this hex, whenever a character would normally gain a Pleasure die, they instead gain 2. Whenever a character gains a Pleasure die, a 1d10 is rolled against their number of Pleasures. If it rolls under, the character immediately attempts to fulfill one of their Pleasures until either they succeed or are prevented from acting on it for a space of 30 seconds/3 rounds of combat.

Magic Mirages: Mid. Moving on this hex automatically applies Lost.

Noxious Ground Gases: Low. While in this hex lose 1 Masochism per hour. If inflated with Air in this hex lose 1 Masochism per 20 Capacity inflated.

Missing Light: Low. This hex always counts as Pitch Black.

Minor Time Dilation: Low. Travel through this hex takes 2 additional hours.

Unsettling Landscape: Mid. Combine Missing Light and Gloom Aura. Any character that camps in this hex must roll 2d6 against their Dominance. If it goes over, they can't recover exhaustion from Camping in this hex for a week.

Ever Shifting Land: Mid. Change the Base Terrain, Conditions, and Natural Special Environmental Conditions each hour.

Travel Consequences

Travel Failure

When a Travel roll fails a travel failure is incurred. Travel Failures increase in severity by the amount failed by.

Fail by 1-5. Roll 1d6

1. **Traveled off course.**
2. **Went in circles**
3. **Enemies?**
4. **Poor Terrain**
5. **Bad Positioning**
6. **Landscape Shift**

Effect

Off Course effect triggered. If already Off Course from failure, upgrade to Lost.
Lose 1d4 hours.
Weak Combat encounter.
Add a low negative environmental condition to the next hex.
The next combat encounter will have an environmental trap.
Remove a Positive condition from the next hex.

Fail by 5-10. Roll 1d6

1. **Confused and misread maps**
2. **Where are we?**
3. **Unwelcoming Land**
4. **Hazardous Path**
5. **Enemies**
6. **Bad Luck**

Effect

Lost effect triggered. If already Off Course or Lost from failure, apply Lost again.
Lose 2d6 hours.
Remove all positive Conditions from the next hex.
Add an average negative environmental condition to the next hex.
Average Combat encounter.
Roll twice on the 1-5 range.

Fail by 11+. Roll 1d6

1. **Enemies!**
2. **Spatial Anomaly**
3. **Hostile Landscape**

Effect

Strong Combat encounter
Lose 1d4 days.
The next 3 squares have a negative environmental effect.

- | | |
|-----------------------------|---|
| 4. This place sucks! | Add a high negative environmental condition to the next hex. |
| 5. Desolation | Remove all positive conditions from all hexes within 2 hexes. |
| 6. Horrible Luck | Roll twice on the 6-10 range. |

Off Course: When this failure is triggered move to a random adjacent hex. Roll 1d6 (1 north, 2 north east, 3 south east, ect) and move to that hex. If the group was planning on going in the direction they were sent Off Course, roll again.

Lost: When triggered apply Off Course for 3 hexes.

Crash Landing: Airborne only. Party is grounded and all characters take 5d6 damage.

Travel Triumph

When an Overroll is triggered by a Travel Roll a Travel Triumph occurs. Only 3 Travel Triumphs can be stacked at a time.

Exceed by 5+. Choose.

1. **Hidden Route**
2. **Memorable Landmark**
3. **Opportunity Spotted**
4. **Walk Around**
5. **Good Positioning**
6. **Glimpse**

Effect

Reduce hours consumed in next hex by 1d4-1(min 1) down to 0.
 Ignore the next Off Course.
 Add a weak positive effect to the next hex.
 Remove a weak negative effect from the next hex.
 The next encounter will have an environmental advantage for the party. (Chokepoint, high ground, ect)
 Before the next encounter the party will be informed of its exact makeup.

Exceed by 10+. Choose.

1. **Shortcut**
2. **Clear Landmark**
3. **Hiding Spots**
4. **Good Ground**
5. **Alternate Paths**
6. **Good Luck**

Effect

Reduce hours consumed in next 3 hexes by 1d4-1(min 1) each down to 0.
 Ignore the next Lost.
 Enemies in the next encounter will be unaware of your presence. This stacks up to 2 times.
 Add a mid positive effect to the next hex.
 Remove a mid negative effect from the next hex.
 Pick twice on the 1-5 range.

Exceed by 15+. Choose.

1. **Bypass**
2. **First Dibs**
3. **Unmissable Landmark**

Effect

The next 4 hexes consume no time.
 The party comes across a small dungeon.
 The party is immune to Lost and Off Course for 5 hexes.

- | | |
|--------------------------------|--|
| 4. Secret | Add a High Positive condition to the next hex. |
| 5. Hidden Path | Remove a strong negative effect from the next hex. |
| 6. Overwhelming Fortune | Pick twice on the 6-10 range. |

Camping

When the party decides to rest in an area for more than an hour, they are Camping. While Camping, you can use Travel abilities or Camping abilities.

Per hour spent camping in a hostile area, roll a 1d10. Per level of estimated enemy presence (GM's discretion) add 1. Per party member with Stealth at 4+, subtract 1. On a 9+, the party is detected. The enemies may attack the party whenever if they are not detected, they may add forces to their attack group.

Generic Camping Abilities

All characters have access to these.

Recover: Double Exhaustion lost per Hour spent.

Scour: Takes 2 Hours. Roll Detect to search. On a 7 or higher, find 4d20-4 Wealth and increase the DC in this hex by 4. Areas refresh for Scour rolls every 6 months.

Plan: Takes 3 Hours. Raise next 2 Travel rolls by 1. Stacks oddly, either stack the amount of rolls, or the amount gained per Plan.

Watch: Do not recover Exhaustion while on Watch. If detected, all characters on Watch will roll against the Stealth rating of the detectors to spot them. On a success, they can initiate combat. If the party fails to spot anything, they may try again every 3 hours. Per 2 hours spent on Watch, gain 1 exhaustion.

Exhaustion

As characters travel or fight, they build Exhaustion. Per combat encounter, gain 1 Exhaustion. Per hour spent traveling, gain 1 Exhaustion. Exhaustion is tracked for each character individually; it builds on their Exhaustion Bar. Exhaustion can be removed by resting in place for enough time. Per hour spent Camping, remove 2 Exhaustion.

The Exhaustion Bar is 4 6 point bars, for a total of 24. Per subbar filled, a new effect is applied to the Party. Exhaustion effects are cumulative.

1: You have Reduction 2.

2: You have Reduction 5.

3: Whenever you travels, roll a 1d2. On a 1, lower Travel roll by 2. In combat, rolls a 1d2 at the start of their turn. On a 1, you are Stunned.

4: Count as Stunned until you Camp enough to remove Exhaustion.

Dungeon

A dungeon is typically the end point of an Expedition. A dungeon is composed of the Objective, Layout, the Puzzles, the Traps, and the Encounters. A dungeon is considered clear when the Objective is completed but more payment (and rewards) can be gained from beating all Encounters, completing all Puzzles, and disarming most Traps. If all Encounters are defeated raise the payment by 40% of the base payment. If all Traps are disarmed, or at least located, raise the payment by 30% of the base payment. If all Puzzles are solved raise the payment by 20% of the base payment.

The Objective will vary depending on what exactly the Dungeon is or the demands of your patron. If you need help coming up with an objective roll on the table below.

1d10	Threat Cost	Example
1	1	All the Traps in a dungeon are tied to a single control and cannot be deactivated until it is.
2	2	The Dungeon is located on a collapsing floating island, extract all you can before it crumbles.
3	2	A special artifact is known to be in the dungeon and is expected to be at a World Fair. The World Fair is unfortunately 24 hours away from starting.
4	1	Recover a major artifact from the dungeon. Bonus if completed in 2 days.
5	2	Destroy the dungeon.
6	3	The dungeon is moving and is on a collision course with (important). Stop it ASAP.
7	4	The dungeon is spreading Mana/Inflation Gas/Decompression. Get in and stop the spread.
8	3	A rival group has already cleared and dug into a dungeon. Clear it out and deal with the reactivated traps.
9		
10	1	Defeat all encounters. Another team will handle looting, but don't be afraid to loot.

Puzzles often require inflating or inflicting Sadism on teammates, typically in creative, cruel, and degrading ways. If you need help coming up with a puzzle, roll on the table below. More complex Puzzles should have a higher TP cost.

A puzzle may require its completion condition to be met for a length of time for the party to properly benefit from it.

1d10	Threat Cost	Example
1	1	A door can only open when a sufficiently heavy weight is placed on a scale. Solution: All party members stand on the scale.
2	1	There is a button located on a high ceiling. Solution: Use a rope or throw something at it.
3	2	"Only the sea touched may dispel the rune". Solution: Cover yourself in water and stand in the middle of the rune.

4	1	A room is filled with water with no apparent crossing. Solution: Just walk across, it's shallow.
5	3	A large, wooded area is split by a huge chasm. It cannot be jumped. Solution: Cut some trees to make a bridge.
6	1	A warm, sandy room with a tall net in the middle. Two doors stand on opposite sides of the net. There appears to be a scoreboard on the wall between the doors. Solution: Use a ball to play volleyball until one team has at least 3 points, causing both doors to open.
7	1	A mystical artifact dispenses HE tanks and will award gold based on how many are emptied by the first person it 'imprints' on. However, it is rapidly falling apart. Solution: Let it imprint on a person and then empty the tanks into the air.
8	2	A small narrow room that can only hold a single person standing in it. It does look like the walls and ceiling can move with enough force
9	2	"Tread lightly and unladen with earthly concerns". A long room with a single lever at the end. Solution: Take your gear off and pull the level.
10	1	Two buttons on opposite ends of a room must be pushed simultaneously. Solution: Get one person at each button and push.

Traps covers both traps and more passive hazards. Traps can be negated through Proaction, Reaction, or Response. Hazards are negated though

1d10	Threat Cost	Example
1	1	Waterfall: Characters that stand under a waterfall are 'soft' Gagged. If they try to open their mouth, they will inflate with 5d4 Water per attempt. You can force open the mouth of a character standing under a Waterfall by Rolling to Strike at -3. This would be a 1 round action. A Waterfall could be deactivated by blocking its source or drinking all the water if it is in a closed loop system.
2	1	Spikey Room: Pops anyone in it at Inflated X or larger. Adjust based on the size of the room.
3	2	Spanking Machine: Two mechanical arms lie flat on a wall. Anyone who walks near them must have their Dominance beat a roll of 2d4. They will take 3 Masochism with Bypass per round. Characters will automatically be ejected at 4 or lower Masochism. A character can be removed early though a character with a higher Dominance damaging the victim or being inflated to Size 1.
4	2	Ceiling Hose: Stepping on an off color plate will cause an air hose to shoot down from the ceiling and force its way into the character's mouth. Roll 1d6+2 against a character's Dominance. On a success, they inflate for 6d4 per round starting on contact. It can be removed on a Strike roll equal to 13. After being removed, it becomes inactive.
5	3	Gas Room: After failing to notice (trigger) and the nozzle on the wall, the entry and exit doors will slam shut. A gas (typically Inflation or Toxic) shoots out of the nozzle and fills the room slowly at a rate of 1 sq per round. The doors open if a complicated sequence is completed on them, or all the gas is used up. If the nozzle is plugged, the character will inflate at 5d4 per round, for rounds equal to the squares in the room.
6	1	Ball Gag Launcher: If a character moves within line of sight of the Ball Gag Launcher, it rolls 2d4+1 against the Dominance of the first character it sees. The

gag will Gag a character until it is removed for one action. It keeps firing until all characters within line of sight are Gagged.

- | | | |
|-----------|---|---|
| 7 | 2 | Cursed Artifact: Once picked up, the Cursed Artifact will cause whoever carries it to inflate at a rate of 6d4 a minute. |
| 8 | 2 | Inflation Dart: A hallway lined with inflation dart launchers. Any character moving down the hallway will be subject to a 2d4 roll against their Evasion per sq moved. On a hit, the victim will be inflated by 2d4+2. |
| 9 | 3 | Voodoo Trap: Imprints on the first character within 40ft that fails a Dominance check equal to 1d4+1. After 5 rounds the character will begin to inflate at a rate of 3d4 per round until the trap is found and deactivated. |
| 10 | 2 | Snap Chains: Touching a Snap Chain will cause it to wrap the instigating character, after which it becomes inert. Touching a Snap Chain prompts a 2d4+2 roll against that character's Dominance. On success, they are Helpless. This can be removed for a full round action or by inflating the character to Inflated 1. They are often strung across hallways. |

Encounters are enemies that will engage the Expedition as they traverse the Dungeon.

1d10	Threat Cost	Example
1	2	Enemy Expedition, Bait and Threat: x2 Gimp, x2 Puffkiss Assassin
2	2	Demon Bruisers: x2 Brutish Demons
3	1	Enemy Expedition, Rookies: x4 Fighter Rookies
4	3	Enemy Expedition, Dom Squad: x1 Fighter Commander, x1 Seductive Demon, x1 Puffkiss Assassin, x1 Warrior Dom
5	4	Dragon!: X1 Dragon
6	1	Tunnel Dwellers: x3 Fygar
7	3	Enemy Expedition, Demon Team: x1 Seductive Demon, x1 Bruiser Demon, x1 Fire Demon, x1 Skullhead
8	2	Fygar Swarm: x6 Fygar
9	4	Enemy Expedition: Elite: 1x Mecha Wolf, 1x Puffkiss Assassin, 1x Balloon Warrior, 1x Summer Fairy
10	2	Elite Tunnel Dwellers: x2 Fygar x2 Phasegar

The Layout is the totality of the Dungeon and everything in it. The Layout is assembled in squares. The amount of things that can be placed in the Layout is dependent on the Dungeon's Threat Level. The higher a Dungeon's Threat Level, the more threats can be place in it. The Threat Level of Dungeons is expected to gradually increase as PCs grow more powerful. Each Threat Level gives the GM Threat Points which are used to place Puzzles, Traps, and Encounters.

Threat Point and Level are meant as guidelines and are not hard restrictions.

Threat 1: 8 TP. Best suited for beginning groups that are new to NSFG. Threats should not go over 2 in individual cost.

Threat 2: 14 TP. Best suited for a new group that is familiar or has some in game advancements.

Threat 3: 22 TP. Best suited for a group of middling experience and skill.

Threat 4: 34 TP. Best suited for a group of advanced capabilities.

Threat 5: 50 TP. Best suited for a group of top of the line characters unafraid of failure.

Payment

Inside a dungeon or across the land loot and riches can be found. These can be sold or offered in exchange for wealth (and relations?).

0-60 Wealth: A tiny bit of gold, an item of some value (nice mug, book, normal vase)

61-100 Wealth: A chunk of gold, A small uncut gem, a common artifact, a valuable item (flute, electric lamp, jewelry)

101-400 Wealth: An ingot of gold, a large uncut gem, a very valuable item (harp, jeweled lockbox, designer made clothing)

401-800 Wealth: A small cut gem, A rare artifact

801-1600 Wealth: A large cut gem,

1601-x Wealth: One of a kind artifacts and other priceless objects

Ransoming

If a character is captured, they can be ransomed. The payment issued is equal to the L skill roll by the negotiator – 3 per previous ransom this month, to a minimum of 0. The result will be the percentage of that character's Wealth received. Payment will be received in 1d6 days of ransoming. The prisoners are expected to be released immediately.

Contracts

The missions offered to the Expeditionaries. The difficulty of a Contract is rated on a scale from 1-10, with decimals to the tenth. For example, a Contract could be rated as 1, 5.2, or 8.7. The difficulty is rated based on the Threat of the Dungeon if one if part of the contract, the expected difficulty and length of traveling, and expected resistance. For example . If expenses are required to be spent for the Contract, they will probably be covered by the issuer. For example, the transport of a high priority object to a nearby town with a road leading to it would probably rank as 2.5 contract at most, barring any predicted overwhelming third-party resistance. Something requiring deactivating all traps in two separate dungeons while under a strict time limit would probably rank as a 7.5-9.

Contracts issue payment based on the difficulty times 325. If exploring a Dungeon is part of the Contract, then they will also earn 50 per Threat of the dungeon. This payment calculation is based on the average amount each character in a group should receive. The Contract might issue the payment as a single sum for the party to split as they see fit. The Contract may have payment issued fully or partially

in advance, or on completion. If the contract is failed, payment may be reduced or nullified according to the whims of the Contract issuer.

Exclusive Contracts

Some providers have the will and the means to permanently employ an Expeditionary, a group of them, or even multiple groups. They will set up Exclusive Contracts, where the contractee receives weekly pay based on their negotiated rates. As per an Exclusive Contract, the contractees cannot work for other providers without explicit permission from their main provider. The best way to get an exclusive contract is by successfully completing contracts for the same provider or being known as highly competent.

The World

NSFG's world is a science fantasy world where civilization runs on a strict hierarchy of dominance and inflatability, and rapid steps in progress are made from expeditions harvesting relics and resources from (drive). (Sort of late 19th century era tech/look)

Comacha is a hollow world. Civilization can be found on the Outer, the Mantle and the Inner. They are connected by massive elevator systems, the Grand Connectors, each capable of transporting objects as large as entire buildings across the strata. Civilization huddles around these great spires and spreads outwards towards the larger world.

The Outer and Inner are home to floating islands.

Scattered across the world are strange metallic gates.

Comacha's Outer, the outermost layer, is the largest. It is cool and dry compared to the other layers. Most of the Outer's surface is land, only a little less than half is water. As the exterior, the Outer is the only place where one can see the stars and moon. It has four major continents, Constia, Rouda, Moenat, and Kearat; all of them are separated by long, narrow oceans. Very little of the Outer is inhabited by any civilization. Only the areas around the Grand Connectors have major habitation.

Structures often fall from the sky in remote areas. Expeditionaries are often sent to these and expected to secure them, so their employers can exploit them.

Decompression becomes an issue on some of the Outer's higher mountains as the atmosphere begins to lose its grip.

The Mantle is the layer between the Inner and Outer, it is a realm of stone and near perpetual darkness occasionally illuminated by magma or luminescent minerals. Here, Urdgars attempt to loot anything they can from the Settlements located here.

The Inner is a magical landscape illuminated by a mystical orb that transverses its rocky ceiling. Areas in the inner are prone to distorting as if from extreme magic. Dungeons may erupt from under the ground for reasons unknown.

The Grand Connectors are gigantic elevators that span all levels of Comacha. It is unknown who created the connectors, but society would not exist as it does without them.

Expeditionaries exist for one major reason, to explore and secure the strange locations that appears across Comacha regularly. Drive (lootable structures drop out of the sky)(landscape distort into wacky locales filled with resources) (the portals?)(sick loot in the inner world?)

The automobile has been recently invented.

Telegrams exist.

Nations:

Most follow a Noble-Citizen-Slave hierarchy.

Kingdom and Republic have an Athens/Sparta type dichotomy

Republic: In the Republic, the highly inflatable are seen as nothing more than tools and toys. What can living balloon do to help society when they can barely keep themselves from blowing up? They are objects that exist to be inflated to haul and store materials or be 'played with' in private.

The Republic is located on the Outer.

Prisoners are placed alone a special spherical cage with bars wide enough for a person to easily walk through. They are typically 8ft in diameter. Once inside, the inmate is inflated to where the bars barely contain them and then are gagged. The walls are lined with spikes to prevent escape by inflating through the cage. Lower risk prisoners can be rented for a day to be used as party or advertising balloons by the public.

Kingdom: The Kingdom views themselves as an enlightened state ruled by the most inflated. The royal line (really really inflated). While inflated, the mind can focus inward and produce amazing works. Those who can't reach such sizes to meditate comfortably are only fit to serve in hard labor or to be 'entertainment'.

Prisoners are subjected to extreme bondage. They are gagged are tied up in a variety of ways, either functional or decorative. Purchasing a prisoner for the length of their sentence as living furniture like a seat, or a decoration like a statue is a common practice among nobility. More extreme prisoners will find themselves sequestered away in the depths of a prison, locked in a compromising position.

Militant Magic Academy: A small country that makes its wealth through lending its knowledgeable members. The Academy only accepts skilled enough to become mages as its students and teachers All else are relegated to support staff of varying unimportance with the least lucky become test subjects for new spells or practicing mages.

The Academy is located in the Inner.

Church: Founded on the idea that (sex good, inflation good, something?). The Church is the most neutral nation. It has a presence in every country for proselytizing.

Empire: Expansionist and aggressive, the Empire is the most prone to claiming any territory it can. To the Empire, only your skill in direct combat and command matters. Magic is seen as a tool for the incompetent, and that the incompetent are to be used by the competent.

Notable Locales:

Continents: Constia, Rouda, Moenat, and Kearat outer surface= 10 times earth's surface area. Mantle equal to 6 times earth's surface area. Inner equal to earth's surface area.

Oceans:

Mana Sea: (created after a gaffe from the Academy.)

Islands:

Floating Islands: best reached by inflation

GM Section

This section is filled with tips and tools to better run NSFG. Consult it often as you run the game, especially if you're learning.

Getting People to Play

The best way to get people to play is to first recruit people you've RP'd with before. If they have no familiarity with TTRPGs you'll need to explain the concept a little to them. If they have, sell them on the fact that NSFG is the best way to deliver an inflation RP experience in the framework of a tabletop game. The rules add the quality of the RP, they don't detract.

Setting Up a Game

Ideally, you'll have a group with identical or at the least very similar tastes based on sharing your Kink Sheets. If not, you'll need to set boundaries for acceptable content. As the GM, it's your responsibility to ensure everyone has a good time. If people need to be removed from the game for not fitting with everyone else, then do so.

People are mainly playing NSFG for inflation so you need to ensure there's plenty of that. The game is set up to ensure it is delivered through all aspects of NSFG, but you should make plots and storylines encourage it. The main conflicts should encourage either the party or their opponents turning into blimps, depending on your and your player's preferences.

NSFG works well for episodic stories. This is not a game about stopping a great threat but making money job to job. An overarching plot might have a greater payoff as it ramps up but for introducing a game disconnected plots work just as well and are much easier to run.

Session 0

Session 0 is less of a session and more of an opportunity to make sure everyone in your group gets along well. A common adage is that no TTRPG is better than bad TTRPG. If there's personal conflict at this stage kick the odd one out.

Once you have a group that properly meshes, talk about what you want out of the game. The players should talk about their characters and their plans for them, and you your spoiler free plans for the campaign. Share ideas and see how you can enhance everyone's experience.

Session 1

You should expect at least one person to try and show up with no character or an incomplete one. You should only start the game once everyone has submitted a character sheet and be incredibly insistent that everyone makes one. The first session should ease people into the ideas of the campaign, what the general level of difficulty is, the main issues the group deals with, and the group themselves.

Advancing the Game

As the game progress, the PCs grow stronger, and they can take on more dangerous Contracts. Introduce them to bigger threats in each Contract and increase their pay as well. The Contract rating guide will be a great cornerstone to work from. Just gradually increase by a small increment each Contract completed. You could also throw in a radically higher or lower rated contract; the players might want a challenge and opportunity to make a larger amount of money than normal, or a sort of vacation.

Wrapping Up a Campaign

The end of a campaign means either the end of an overarching story or all PCs decide to retire at the same time. The end of a campaign is a result of the PCs' victory or defeat. Wrapping it up means having an epilogue to deal with the fallout of the result; players will appreciate seeing the consequences of their actions. Don't rush a conclusion, it leaves a bad taste in everyone's mouth.

Sex and How to Handle It

As an ERP game, it is inevitable that a player will want their character to have sex with an NPC or another PC. While it shouldn't be avoided, having it interrupt the main game is not good. It kills the flow and renders everyone else spectators. The two involved parties should resolve sex in a side engagement.

Abnormally Strong or Weak PCs

Not all player characters are created equally, one member of the party may be greatly stronger or weaker than their peers. For particularly strong PCs, the clearest way to deal with them is to create situations that target their weaknesses. However, overuse of this will drag down that players experience. Running into events exclusively designed to kneecap you are not fun; you don't want to punish someone for good mechanical character design. You need to strike a balance between allowing their full potential and moments that target their weakness.

Weaker PCs are the opposite problem, they need to be propped up. Identifying and compensating for weakness is generally harder than uncovering strengths and dealing with them. There's two main ways of dealing with this. If the game is just starting, remaking the character in a more optimized way would

probably be for the best. It limits headaches later. The second option is to create situations that favor the character. You need to see if this character excels in an area that no other PC does and give them opportunities to shine. If they have no strengths not covered, you'll need to get creative. Isolating the character and having them solve a puzzle to help the rest of the party would be a good way to do that. Like with not always clamping down on an excessively strong character, you shouldn't always prop up a weak character. This causes the game to revolve excessively around that character.

Major, Unique, and or Reoccurring Character

If a character is planned to interact with the party often enough and or in a major enough way, consider making them a full player character like sheet. It doesn't need to follow the exact rules of character creation. Feel free to give them increased or reduced statistics as needed.

What are GMPCs and Why They Should Be Avoided

A GMPC is a Game Master Player Character, a way for the GM to insert a character into the party.

GM Title

dom party-sub gm

sub party-dom gm, Taskmaster?

Reflavoring Enemies

The flavor, or RP aspect of an enemy can be changed very easily. Consider that the name and how you present an enemy type is merely a decorative layer draped over their stats. Change an enemy to suit your needs. Of course, the stats of some enemies are so unique tied to their flavor that drastically reflavoring them would be incredibly awkward and feel strange in play.

Society Rules

Characters have an Opinion of -4 to 4 representing their opinion of your character. This will help gauge how they will interact with them.

-4: This character outright hates yours. They will attempt to harm them based on their personality and ability whenever they meet. If they are lawless or aggressive, they may attack.

-3: This character dislikes yours. They may attempt to harm or inconvenience your character under certain conditions.

-2: This character will interact negatively with yours.

-1: This character will trend towards weak negative interactions.

0: This character has no feelings either way.

1: This character will trend towards weak positive interactions.

2: This character will interact positively with yours.

3: This character likes yours. They may be willing to help under certain conditions.

4: This character loves yours. They will attempt to help them based on their personality and ability whenever they meet.

Successes on non-manipulative social rolls will raise the opinion level. Completing tasks will as well, at a rate of 1 opinion per Failure or outright manipulation may lower it.

Setting Specific Illegal Acts

Public Inflation: Equivalent to public indecency. The responsible party is the criminal. If a character inflates themselves, they are indicted. If a character is inflated by another, it is the inflator who is indicted. In areas such as airfields, storage plants, or other areas with permits, it is legal for those authorized by owners, or otherwise are using it practically. Officers will request compliance in deflation three times before attempting arrest.

Law Enforcement

Officers of the law come in three tiers.

Street officers are the common type. They are the most common can be found in all settlements. They are the first to respond to any disturbance and are not equipped for handling the truly dangerous.

Elite

Suppression

Helpful Rules for Situations Likely to Come Up

Tying Someone Up for a Prolonged Period: The character attempting to tie will need to roll for Craft with a rope and have the victim be restrained. When the victim is first tied up, they can either attempt to immediately break out or prepare their body to break out later. Attempting to break out is a Strike roll against the Craft roll of the captor. If they pass, they break out. If they fail but are within 2 of the DC, the DC is decreased by 1 next time they try. The captured character can attempt to break out every hour after first being tied up. The degradation of the rope DC can be reset by a character with a Craft equal to or higher than the original captor by spending a minute to fix it. Preparing the body will require a Dodge or Knowledge test against the rope DC. If it passes, reduce the DC for breaking out by 6. A character can't prepare their body if they are inflated to Taut or beyond.

Character Salaries

If the party requires the services of another character, use this to estimate the costs. Average weekly and hourly pay rates in Wealth are listed. The list assumes a 40-hour work week. Find the job category that would fit the character in question the most.

Job	Weekly Rate	Hourly Rate
Menial	480-640	12--16
Clerical	640-1120	16-28
Skilled Labor	800-1600	20-40

Craftsman	1280-2400	32-60
Low Academic	800-1280	20-32
High Academic	1280-5120	32-128
Low Political	1120-1920	28-48
High Political	1920-6400	48-160
Low Business	640-3200	16-80
High Business	3200-19200	80-480
Low Arts	480-1920	12--48
High Arts	1920-8000	48-200

Quick NPC Generator

Using a series of dice rolls, you can create or flesh out an NPC using this guide. You do not need to go through each step if you already have something in mind for that aspect of the NPC. You may want to adjust values or add new results depending on the contents of the world.

Gender

Roll 3d6	Result
5-10	Male
11-16	Female
3, 4, 17, 18	Other

Age

Example age is for characters with a normal age progression.

Roll (2d4-1d4, count negatives as positives)	Result
0-1	Very Young Adult (18-21)
2-3	Young Adult (22-30)
4-5	Adult (30-40)
6	Older Adult (40-60)
7	Old (60+)

Species

Roll 1d20	Result
1-3	Mammalian
4-7	Reptilian
8-11	Avian
12-14	Supernatural
15-17	Invertebrate
18-19	Other
20	Amphibian

Occupation

Roll 1d100	Result
1-25	Menial
26-40	Clerical

41-55	Skilled Labor
56-66	Craftsman
67-74	Low Academic
75-77	High Academic
78-81	Low Political
82	High Political
83-90	Low Business
91-94	High Business
95-99	Low Arts
100	High Arts

Categories

Roll 5 times, once for each Category. Generally, you only need all 5 for character capable of combat. An average NPC only needs the first two categories, and if they are a caster roll for the final category as well, ignoring any result of Mundane.

Roll 1d6

	Result
1-2	Dominant, Top, Heavy, Group, Magic
3-4	Switch, Flow, Medium, Multi, Fervor
5-6	Submissive, Bottom, Light, Single, Mundane

Personality Traits

Roll 1-4 times, depending on how eccentric you want the character in question to be.

Roll(Absolute value d100-50)

Roll	Result
1	Dresses beyond their station
2	Pointlessly diligent.
3	Can accurately guess how long since someone last slept, down to the hour.
4	Refers to inflation as 'you know', or 'the thing'.
5	Easily provoked to threats of violence, never actually acts them out.
6	Constantly dazed with no explanation why.
7	Never pays attention to what is being said to them.
8	Deflects even the slightest amount of blame.
9	Says most of their thoughts out loud.
10	Prone to going on tangents.
11	Not fond of meaningless talk.
12	Faking it till they make it.
13	Compulsive liar.
14	Believes their skills are better than they are.
15	Flirtatious, but prudish when reciprocated or approached.
16	Pessimist.
17	Optimist.
18	Accidently calls people words and names that sound like their actual name.
19	Obnoxiously eloquent.

- 20 Chronic wallflower.
- 21 Impeccable intuition.
- 22 Fond of humming.
- 23 Can paint pictures with words.
- 24 Awfully forward with their twisted inflation fantasies.
- 25 Rushes through conversations.
- 26 Invents questionable metaphors and pushes them on others.
- 27 110% confident that everyone will have their own automobile in a few decades, along with other faddish machines.
- 28 Aspiring musician and or artist.
- 29 Does not believe in magic, assumes it's all technology.
- 30 Does not believe in technology, assumes it's all magic.
- 31 Doom and gloom.
- 32 Zen mindset.
- 33 Argues intensely over books and plays they've never read or watched.
- 34 Insists it'll be alright, no matter the circumstances.
- 35 Very superstitious
- 36 Gossiper.
- 37 Self-serving and manipulative.
- 38 Prankster
- 39 Has an ominous vibe.
- 40 Gives terrible advice.
- 41 Restless and wistful.
- 42 Drones on and on.
- 43 Collects vintage pumps.
- 44 Hypochondriac.
- 45 Contrarian.
- 46 Incapable of reading the room.
- 47 Blunt and direct.
- 48 Too scatterbrained to learn from mistakes.
- 49 Showoff.
- 50 Afraid of traveling to other layers.

Physical Traits

Roll 0-2 times, depending on how unique you want to character to look.

Roll 1d20	Result
1	Eyes have unusual and or different colors.
2	Tall
3	Short
4	Very tall
5	Very short
6	Notably nondescript
7	Looks very similar to someone famous
8	Poor eyesight, may need glasses
9	Impressive curves
10	Unusual body color (Fur, scales, ect)

11	Unusual hair color if they have hair.
12	Thin
13	Heavysset
14	Notable scarring
15	Well groomed
16	Perpetually disheveled
17	Resting bitch face
18	Intense gaze
19	Poor posture
20	Toned

Nation

Roll 1d10	Result
1-2	Republic
3-4	Kingdom
5-6	Magic Academy
7-8	Church
9-10	Empire

Quick Town Generator

Size

Roll 3d6	Result
3-7	Tiny
8-9	Small
10-12	Average
13-15	Large
16-18	Metropolis

Presence of Non-Guaranteed Service

Roll 1d6	Result
3-6	No
1-2	Yes

Advancement(use of magic and technology)

This indicates what a town primarily operates on. For example, a High Tech Town would have a power grid with electric lighting, while a High Magic Town would probably have little wisps of light that follow people around.

Roll 3d6	Result
3-4	Low Tech, Low Magic
5-6	Medium Tech, Low Magic
7-8	High Tech, Low Magic

9	Low Tech, Medium Magic
10-11	Medium Tech, Medium Magic
12	High Tech, Medium Magic
13-14	Low Tech, High Magic
15-16	Medium Tech, High Magic
17-18	High Tech, High Magic

Primary and Secondary exports

Roll twice, once for primary and the other for secondary.

Roll 1d100	Result
1-8	Lumber
9-17	Stone
18-25	Mined Metals
26-27	Gemstones
28-35	Textiles
36-40	Machinery
41-45	Magitech
46-58	Food
59-62	Compressed Gases
63-65	Tourism
66-71	People
72-74	Higher Education
75-80	Crime
81-84	Research
85-89	Vice
90-93	Luxury Goods
94-100	Household Goods

Landmarks

Roll 0-2 times, depending on how interesting you want the town to be.

Roll 1d30	Result
1	None
2	A natural leak of inflation gas. It's been turned into a mix of a lover's retreat and a military extraction facility.
3	Perpetual fog.
4	Natural mana pond.
5	An extremely large building.
6	A giant hole in the grounds with no explanation as to where it came from.
7	An unusual looking building.
8	A historically important location.
9	A museum.
10	A park.
11	A cathedral

- 12 A statue.
- 13 An outdoor art exhibit.
- 14 Hexagonal rock formations.
- 15 A large ancient complex.
- 16 An ancient funerary monument.
- 17 Crystals jutting from the ground.
- 18 Strange, inexplicable sounds.
- 19 A large canyon.
- 20 A large mountain.
- 21 A large field of geysers.
- 22 A large river.
- 23 A volcano.
- 24 An oddly colored lake or pond.
- 25 Colorful sedimentary deposits.
- 26 Hot springs.
- 27 Natural geothermic terraces.
- 28 Beautiful cave structures.
- 29 A perpetual rainbow caused by a nearby floating island.
- 30 A hole through all the layers.

Landmark Fame

Roll once for each landmark.

Roll 3d4-2d4 absolute value

- 0-2
- 3-5
- 6-7
- 8-10

Result

- Locally Famous
- Regional Fame
- National Fame
- Worldwide Fame

Atmosphere

Roll 1d12

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12

Result

- Upbeat.
- Gloomy.
- Fast paced.
- Rough and tumble.
- Formal.
- Reserved.
- Laid back.
- Serene.
- Anxious.
- Boring.
- Hopeful.
- Terse.

National Ownership

Roll 1d10

1-2	Republic
3-4	Kingdom
5-6	Magic Academy
7-8	Church
9-10	Empire

Quick Contract Generator

Contract Rating

Roll Absolute value of 2d6-2d6

	Result
0	1-2
1	2-3
2	3-4
3	4-5
4	5-6
5	6-7
6	7-8
7	8-9
8-10	9-10

Provider

Roll 1d20

	Result
1-3	A noble or their estate
4-6	A government
7-8	An individual or household
9	Another Expeditionary
10-13	A small business
13-16	A large business
16-19	An organization
20	A secretive provider

Main Task

Roll 1d100

	Result
1-10	Acquire an item
11-16	Deal with an individual or group of individuals
17-37	Transport an item
38-42	Escort an individual or small group
43-45	Shadow other Expeditionaries
46-50	Steal something
51-56	Rescue a person or small group
57-61	Scout ahead of a larger group's movements
62-75	Clear a new dungeon

76-79	Recover a stolen item
79-97	Exploration of a region
98-100	Guard a location

Secondary Task

Roll 1d8	Result
1-5	No Secondary Task
6-7	Roll again on Main Task Table
8	Roll twice on Main Task Table

Complications

Roll	Result
1d20	
1-10	None
11	A hostile group trying to intercept
12	The target has moved
13-14	The situation has deteriorated
15	Another provider intercepts the group and offers a counter Contract against the original provider
16-18	A strict time limit.
19-20	A particularly dangerous obstacle.

Distance from Provider

Roll 1d20	Result
1-2	A short walk
3-4	In the same town or city
5-8	Just an hour away
9-12	2-6 Hexes
13-15	6-16 Hexes
16-17	17-30 Hexes
18-19	30-60 Hexes
20	60+ Hexes

Alternate Game Types

Running a 1-1 Session

Playing in a game between only two allows the rules to be more flexible. There are two ways to go about this, Equal or GM style.

In Equal style both players share the burden of GMing. When an unknown TN is required both players should collectively decide on it. If both players cannot agree, both should roll a 1d2 simultaneously; the first to get a 1 will overrule the other. If both or neither roll a 1, roll again. Courtesy is critical for a 1-1 Session.

GM style is similar to regular play. One player acts as GM, the other as a player.

Bads

All enemies are intelligent enough to hold a conversation with. If an enemy's Ability has Pleasure, it counts as a Pleasure for it. Unless otherwise specified by Ranged or Ranged/Melee enemies attack only in melee.

Mook Upgrade System

If the players take a liking to an enemy in a combat encounter, they may be upgraded to a regular character. First, all in the group should voice their opinion on the character in question. If no one has a problem the upgrade can proceed. Next, determine the level of involvement from the character. Should they be reoccurring combat fodder? Minor, or even major character? The GM should adjust their stats as appropriate for their role.

Enemy Stat Adjustment

Like PCs, enemy Stats can be adjusted for variety or making a specific enemy more memorable. The adjustment range is double for enemies.

Making Enemies Stronger or Weaker

Similar to Stat Adjustment, this entails upgrading or downgrading an enemy, rather than remixing them. Upgrades and downgrades come in three main types, though you could always make your own. Upgrades use a concept called a Level. These are applied in quantities determined by you to adjust stats as needed. All upgrade methods can be mixed and have different amounts of Levels applied to them.

The first type of upgrade is the flat upgrade. This will increase all of a character's stats by a certain amount. Per Level, increase Masochism by 4, Offensive and Defensive Roll by 1d6 per 2 Levels, Evasion by 1, SR by 1, Speed by 1, Capacity by 1, Limits by 2, Domination by 1, and Mana Pool by 2. This upgrade method will provide a complete increase to the capabilities of that statblock. Obviously, increasing all the stats would not always fit, either being unbalanced or awkward for the archetype, especially with lots of Levels.

The second upgrade type is the focused upgrade. This upgrade enhances the core attributes of a statblock. What defines the core attributes is up to you, but typically it should be the main strengths of that character. A statblock built around dealing lots of damage should have its Sadism raised, along with Masochism and maybe their offensive dice. Focused upgrades use the same upgrade ratios as the flat upgrade. Select up to 4 stats and upgrade as indicated per Level. This method can keep the focus of a character but may lead to glaring weaknesses.

The final upgrade type is the singular upgrade. You only take a single stat and upgrade it according to the modifiers. Its primary use is in greatly amplifying the focus of a character, but you'll probably be using it to increase a character's Limits. This is best mixed with focused to shore up weaknesses, or with flat to enhance focus.

Remember that characters in NSFG roll around an average. Increasing or decreasing their dice will affect that average range. Be sure that your players have a chance of dealing with the upgraded enemies you send at them.

Explosive Finishes

An optional, but probably enjoyable enemy. The last enemy in an encounter has their Limits increased by x.

Monsters

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

Dragon

Great Inhale: Pleasure. Inhale Air, increasing Capacity by 4d6. Gain a power die.

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 14 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.

Draconic Duality: Dragons start encounters in Dominant mode. Each time they are subject to a Pleasure their Dominance is reduced by 1. A Dragon pleasures include Puffkiss, Blow Yourself, Breathstopper, Mock, and Humiliate. Once their Dominance reaches 6, they are Faltering. While Faltering their Offensive and Defensive rolls are reduced by 1 die. Once the Dragon reaches 0 Dominance, they enter Submissive Mode. In Submissive mode they will no longer attack or initiate any hostile action.

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: 50

Offensive Roll: 3d6+4

Sadism: 2d8+4 Melee

Defensive Roll: 3d6

Evasion: 7

SR: 6

Speed: 4

Capacity: 0/11

Limits: 25/26

Domination: 12

Mana Pool: 0/15

Powerful and long lived, dragons are high ranked figures in whatever society they entrench themselves in. Less civil dragons often reside in either flying island or caves. Dragons walk a fine line between being a tyrant and giving in to their urge to be a balloon, exploiting it could make defeating them easier.

Inflator Demon

Blow Yourself: Dominant-Top, Pleasure. 2 Actions. Convince target to self-inflate or allow you to inflate them. Roll either Seduction, Intimidation, or Tease. If this is the target's Pleasure, roll an extra d6. On a success, the target must use a self-inflation ability of their choosing or offer themselves to be inflated at a -2 to their rolls, once. If you crit, they must use their strongest self inflation ability or offer themselves to be inflated with no resistance.

Puffkiss: Requires Dominant-Top-Single, Pleasure, Bypass. 1 Action. Roll to strike. On hit, inflates target in melee by 3d4. For a Power Die, this can have up to 10 of your filled Capacity added to it. If Pleasure, raise your roll by 2d6.

Pleasure Exploiter: Top-Dominant. Passive. If you activate a target's Pleasure increase the abilities inflation effect by 2d6.

Masochism: 20

Offensive Roll: 2d6+2

Sadism(Soft): 2d4+2 Melee

Inflation: 4d4

Defensive Roll: 2d6+3

Evasion: 7

SR: 3

Speed: 3

Capacity: 0/11

Limits: 1/2

Domination: 8

Mana Pool: 0/7

Cruel, domineering, and real hot.

Brutish Demon

Pleasures: Stomp

Boomerang Blade: Group. 2 Actions. Hit all enemies once with your melee weapon at -4 to Strike and -2 Sadism.

Masochism: 25

Offensive Roll: 1d6+6

Sadism: 3d6 Melee

Defensive Roll: 2d6+1

Evasion: 5

SR: 6

Speed: 2

Capacity: 0/7

Limits: 7/8

Domination: 4

Mana Pool: 0/2

Often act as the muscle for higher ranked demons. They are surprisingly elastic.

Skullhead

Pleasures: Bully, Mock

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 14 Sadism, and everyone within 2 sq must see if their Evasion beats your roll or take 6 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 8d6 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.

Mana Regen: Magical. Pleasure, Helpless. Gain 3 Mana. Can potentially be cast on others if you roll Cast higher than the target's Dominance+2.

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.

Mana Beast: Gain 3 Mana at will, once per turn.

Masochism: 14

Offensive Roll: 3d6

Sadism: 1d6+2 Ranged/Melee

Defensive Roll: 2d6+3

Evasion: 7

SR: 2

Speed: 5

Capacity: 0/8

Limits: 4/6

Domination: 4

Mana Pool: 0/13

Powerful demonic sorcerers that are as dangerous as they look.

Fire Demon

Pleasures: Puffkiss, Slap

Fire Hand: Roll to Strike at -3 on a character to grab them around the mouth, costing 1 Action. The grab can be broken by the defender making a Strike test equal to the roll. This can be done immediately after the grab and then twice per round. For an action, inflate the grabbed character with 2d4 Fire.

Fireball: Costs 2 Actions: 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 8 Sadism, and everyone within 2 sq must see if their Evasion beats your roll or take 6 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 8d6 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.

Anvil: Bottom. Passive. If you are behind an enemy that just was hit by a Blunt attack, add Sadism equal to your Inflated size to the Sadism roll.

Fiery: All Air Capacity is turned into Fire.

Masochism: 18

Offensive Roll: 3d6+3

Sadism: 2d6+4 Melee

Defensive Roll: 2d6+3

Evasion: 6

SR: 7

Speed: 5

Capacity: 0/12

Limits: 8/9

Domination: 6

Mana Pool: 0/6

Summer Fairy

Runic Sealing: Magic or Fervor. Costs 4 Mana and 1 Action. Prevent the target from Deflating.

Summon Blindfold: Magic, Single. Costs 4 Mana and 1 Action. Blind target until removed. Removal takes 2 actions.

Mana Regen: Magical. Pleasure, Helpless. Gain 3 Mana. Can potentially be cast on others if you roll Cast higher than the target's Dominance+2.

Summon Gag: Magic. Costs 1 Action and 5 Mana. Can be used as a Reaction for 1 Power Die. Gag target until removed. Can be removed for 1 Action.

Very Small: Normal and larger characters can pick you up against your will by rolling Strike at -4 against your evasion in melee. Attempting to pick another character up is 1 action. If you are picked up by an enemy their offensive rolls against you are boosted by 6. You can freely move through hexes occupied by enemies. Once you reach Inflated 4 you can no longer be picked up. (functional but could use throwing rules

Pleasures: Facesit, Bully, Puffkiss, Dance

Masochism: 7

Offensive Roll: 2d6+2

Sadism: 1d4 Ranged

Defensive Roll: 3d6

Evasion: 8

SR: 0

Speed: 6

Capacity: 0/5

Limits: 7/8

Domination: 8

Mana Pool: 0/12

Fairies are mischievous critters best handled with a taste of their own medicine. Except the Fall, they should be bullied on principle.

Mecha Wolf

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.

Flashbang: Helpless. Mundane, Group-Multi. 1 Action. Can be used twice per combat. Roll Shoot against Evasion, Blinds and Deafens all characters except the user on for a round on success.

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

Grapple: Mundane or Fervor. 1 Action. Roll to attack, on success, expose target.

Duty to Pleasure: Once the Mecha Wolf reaches Inflated 1 it can be convinced to stop fighting. Once per round a character can make a Seduction or Tease roll(1 round action) at -8 against the Mecha Wolf's Dominance. Per inflated size increase the roll modifier by 1. After 2 successes it will give up.

Pleasures: Blow Yourself, Puffkiss, Infinite Canteen

Masochism: 25

Offensive Roll: 3d6

Sadism: 3d6 Melee

Defensive Roll: 3d6

Evasion: 7

SR: 8

Speed: 5

Capacity: 0/6

Limits: 15/16

Domination: 9

Mana Pool: 0/0

The first intelligent machine to be designed. They have four legs but no arms, instead relying on a prehensile tail for complex tasks. They are often hired or built to be Expeditionaries. Being completely inflatable could be considered a design flaw, but most Mecha Wolves enjoy it as much as any organic.

Inflator Machine

Uninflatable: This enemy is immune to all inflation effects.

Unintelligent and Emotionless: This enemy gains no power die and cannot be convinced or affected by erotic techniques.

Masochism: 15

Offensive Roll: 2d6+2

Sadism: 2d6 Inflates. Bypass, Melee

Defensive Roll: 2d4

Evasion: 4

SR: 7

Speed: 1

Domination: 6

Mana Pool: 0/0

Bomb Bug

Pressure Bomb: When popped, rolls to attack all characters within 5 spaces and deals 15 Sadism on success.

Huge Inhale: Flow or Bottom, Self Pleasure, Helpless. Full Round action. Inhale Air, increasing Capacity by 8d6. Gain a power die. If this is your Pleasure, raise inflation roll by 4d6. Using this ability in a cloud of gas will change the Inflation type to that gas. If you are next to a body of liquid, you can drink from that to change to Inflation type to the liquid. Does not work if Gagged.

Pleasures: Obey Me, Bully,

Masochism: 15

Offensive Roll: 4d6

Sadism: x

Defensive Roll: 1d6

Evasion: 5

SR: 4

Speed: 3

Capacity: 0/5

Limits: 20/21

Domination: 1

Mana Pool: 0/3

Tripod

People

Rookie Fighter

Pleasures: Mock, Humiliate

Masochism: 14

Offensive Roll: 2d6

Sadism: 2d4+1 Melee

Defensive Roll: 2d6

Evasion: 5

SR: 3

Speed: 3

Capacity: 0/7

Limits: 2/3

Domination: 5

Mana Pool: 0/3

A combatant that knows how to fight but has yet to develop further.

Fighter Commander

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

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. If Pleasure, target has -2 to their Dominance for the purpose of resisting this ability.

Puffkiss: Requires Dominant-Top-Single, Pleasure, Bypass. 1 Action Inflates target in melee by 3d4. For a Power Die, this can have up to 10 of your filled Capacity added to it. If Pleasure, raise your roll by 2d6.

Spank: Dominant, Pleasure. 1 Action. Exposes target in melee.

Pleasures: Stomp

Masochism: 18

Offensive Roll: 3d6+3 Ranged/Melee

Sadism: 2d6+2 Piercing or Blunt

Defensive Roll: 3d6

Evasion: 4

SR: 9

Speed: 5

Capacity: 0/12

Limits: 1/2

Domination: 8

Mana Pool: 0/6

Warriors with a mean streak, an urge to control, and the skills to do what they want.

Balloon Warrior

I Want It: Bottom. Reaction. Can be used once every two rounds or for a power die. If an ally within 15ft is being targeted by an Inflation effect, swap places with them.

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.

Inhale: Flow or Bottom, Self Pleasure, Helpless. 1 Action. Inhale Air, increasing Capacity by 2d6. If this is your Pleasure, raise inflation roll by 2d6.

Taut Toughness: Bottom. Passive. Increase SR by 1 per Inflated 1-x size. Prevents instant popping by Piercing Sadism.

Pleasures: Puffkiss, Humiliate, Spank

Masochism: 33

Offensive Roll: 2d6+1

Sadism: 2d6+1 Blunt, Melee

Defensive Roll: 3d6

Evasion: 7

SR: 4

Speed: 3

Capacity: 0/8

Limits: 11/12

Domination: 4

Mana Pool: 0/6

The preferred toy of their leader. Highly durable and elastic from all the abuse they regularly endure.

Fighter Elite

Siphon: Bottom or Flow. 1 Action. Take up to 15 Capacity from an ally and add it to yourself.

Infinite Canteen: Flow, Pleasure-Self Pleasure. When using Inhale or Huge Inhale, inflate with Water. You can also force a target to inflate for 3d4 Water if you roll to Strike the target at -2. Pleasure raises inflation by 2d4.

Water Breath: Helpless. Takes 2 Actions to Charge and 1 to Release. If you spend a power die, you can instead Inflate a target with Water equal to double the Knockback. You must roll to Shoot if you use this function of the Ability. On Release, deal 6 Knockback in a line in front of you. 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.

Pleasures: Dance, Spank, Mock

Masochism: 19

Offensive Roll: 3d6

Sadism: 2d6 Melee

Defensive Roll: 2d6+3

Evasion: 7

SR: 5

Speed: 5

Capacity: 0/8

Limits: 5/6

Domination: 6

Mana Pool: 0/6

Adaptable, clever, and dangerous.

Gimp

Taut Toughness: Bottom. Passive. Increase SR by 1 per Inflated 1-x size. Prevents instant popping by Piercing Sadism.

Inhale: Flow or Bottom, Self Pleasure, Helpless. 1 Action. Inhale Air, increasing Capacity by 2d6. If this is your Pleasure, raise inflation roll by 2d6.

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: Blow Yourself, Puffkiss, Infinite Canteen, Mock, Humiliate, Stomp, Bully, Obey Me, Facesit

Masochism: 30

Offensive Roll: 1d6

Sadism: 1d4-2 Melee

Defensive Roll: 1d6

Evasion: 4

SR: 0

Speed: 4

Capacity: 0/12

Limits: 10/13

Domination: 1

Mana Pool: 0/2

Harmless but wants to be harmed.

Puffkiss Assassin

Puffkiss: Requires Dominant-Top-Single, Pleasure, Bypass. 1 Action. Roll to strike. On hit, inflates target in melee by 3d4. For a Power Die, this can have up to 10 of your filled Capacity added to it. If Pleasure, raise your roll by 2d6.

Precipice of Doom: Mundane. Single. Self-Pleasure on success. Costs two power die. Free action. After landing a blow roll a 1d4. On a 4, add 25 Sadism, otherwise deal only 1 Sadism for the entire attack.

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

Pleasures: Spank

Masochism: 15

Offensive Roll: 4d6+2

Sadism: 2d6+4 Pierce Ranged/ Melee

Defensive Roll: 2d6+4

Evasion: 9

SR: 2

Speed: 6

Capacity: 0/8

Limits: 2/3

Domination: 7

Mana Pool: 0/8

Specially trained and terrifyingly lethal

Warrior Dom

Obey Me: Dominant. Full Round Action and a Power Die. Roll Intimidation or Seduction at -4 over an character's Dominance. On success, control them on their next round.

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

Stomp: Dominant, Heavy. Pleasure. 2 Actions. Inflict 5d4 Blunt Sadism on an Exposed target. If Pleasure, Stun target for 1 round.

Spank: Dominant, Pleasure. 1 Action. Exposes target in melee.

Pleasures: Stomp, Bully, Mock

Masochism: 25

Offensive Roll: 2d6+3

Sadism: 3d6+2 Blunt or Pierce, Melee

Defensive Roll: 2d6+3

Evasion: 6

SR: 7

Speed: 4

Capacity: 0/10

Limits: 1/2

Domination: 8

Mana Pool: 0/2

Inflation Mage

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.

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.

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).

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: Puffkiss, Bully, Humiliate

Masochism: 12

Offensive Roll: 2d6+3

Sadism: 1d6+3 Ranged

Defensive Roll: 2d6

Evasion: 6

SR: 0

Speed: 4

Capacity: 0/7

Limits: 7/8

Domination: 5

Mana Pool: 0/12

Generally afraid of melee combat.

Supporter

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

Force Field: Fervor. Full round action. Target gains a Barrier that absorbs most incoming Sadism and turns it into Inflation. The first attack each round will bypass the Force Field. On an unwilling target, roll Cast-3 against Dominance. Make a Cast-1 roll every round to maintain it on a unwilling target. Lasts until dispelled by user otherwise.

Grapple: Mundane or Fervor. 1 Action. Roll to attack, on success, expose target.

Pleasures: Puffkiss, Mock, Facesit, Bully, Summon Gag

Masochism: 15

Offensive Roll: 3d6 Melee

Sadism: 1d6+4

Defensive Roll: 2d6+2

Evasion: 6

SR: 3

Speed: 4

Capacity: 0/7

Limits: 5/6

Domination: 7

Mana Pool: 0/6

Discord

<https://discord.gg/S6UUY3CkAg>

The big pit of I dunno

more lore

better combat tracker

Redo character creation walkthrough

Graphic design engoodening

GM stuff

Enemy cards: new format for ease of reading

More special environmental conditions. 4 per type

Enemy buffs