

NSFG: Red Plague

Requires the core book of NSFG to be used. This content pack provides information to use the Red Plague and that which it spawns in NSFG. Minors should not use this product.

The Red Plague

A magical plague that supposedly originated in the Mantle, which is also where it is most common. Its origin is mysterious, but its effects are well documented. It is transmitted solely by being knocked unconscious by a final stage carrier. The unconscious state seems to aid in the transference of the disease.

The disease has two stages; a progressive first stage and a final infectious stage. As the first stage progresses the victim gradually weakens, both physically and mentally. Their energy, mental clarity, and agility all decrease as lethargy sets in. It is still possible to shake it off at this stage with proper care and rest. If the infected fail to fight it off, the disease will progress to its final and infectious stage. A colored rubber suit quickly appears around the victim's body with a pair of goggles over their eyes. Their will is completely overtaken and they become immediately hostile. Those in the final stage are mute but seem able to communicate with each other.

Red Plague Rules

A character that is KO'd by a final stage Red Plague carrier becomes infected. Once infected, a victim must make a Dominance check against 2d6 every hour. Per failed check, the character gains 1 Reduction. After 6 failed checks, the infection moves to its final and infectious stage. If 24 hours pass before 6 checks fail, the disease passes and the character recovers. If the Plague reaches its final stage, the player loses control of the PC and they gain a form of the Red Plague.

Characters can be treated by others while in the first stage. While Camping, you can use the Treat action. This lets you add your Knowledge or Craft skill to the disease resisting stat of one sick character each hour you are doing it. Up to two characters can Treat one character.

Curing the Red Plague is simple. Pop the afflicted and they'll return to normal. After popping, a Red Plague victim is cured of it, but has -5 to all rolls and reduce the amount of dice they roll by 2 to a minimum of 1 until they sleep for at least 14 hours straight. There is an immunity period of 3 days after fully recovering. After that, they can be infected again. The cured have no memory of their time infected, starting with when they were first infected.

Exploration

Negative Environmental Conditions

Light Plague Zone: Low. If a character is knocked out 1d6-3 is rolled against their Domination. If it passes it, they become infected.

Plague Zone: Mid. Area is considered hostile for Camping purposes. If a character is knocked out 1d6 is rolled against their Domination. If it passes it, they become infected.

Heavy Plague Zone: High. Area is considered hostile for Camping purposes and the detection avoidance roll is reduced by 4. If a character is knocked out 2d6 is rolled against their Domination. If it passes it, they become infected. For each hour spent in this hex, roll 1d6+1 against the Domination of all characters present. If it passes, they are infected.

Monsters

The Red Plague does not give characters a new set of stats, rather, it modifies their base ones. Apply the modifiers indicated by the type of Red Plague the victim has and adjust their stats accordingly until they are cured. X indicates no adjustment, + means it increases by that amount, and – decreases by that amount. If _ appears before the value, that means it completely overwrites it. If reduced, values cannot go below 0. All Forms lose any abilities, Pleasures, or inherents that their host had. Forms retain the ability to use weapons if they could previously.

Red Form

Pleasures: Puffkiss, Blow Yourself

Masochism: x

Offensive Roll: x

Sadism: x

Defensive Roll: x

Evasion: x

SR: x

Speed: x

Capacity: x

Limits: x

Domination: x

Mana Pool: x

The most common and basic form of the Red Plague. This form gives the disease its name. As it hardly changes the physical characteristics of its victim, they can be unpredictable in threat.

Dark Red Form

Infection Feedback: Regain 2 Masochism when attacking an infected enemy.

Pleasures: Slap, Spank

Masochism: +10

Offensive Roll: -1d6

Sadism: x

Defensive Roll: +1d6

Evasion: +1

SR: +4

Speed: -2

Capacity: x

Limits: x

Domination: -1

Mana Pool: -2

A durable form covered with an extremely thick layer of dark red rubber. They are less common than the standard form and less directly dangerous.

Orange Form

Infecting Touch: If an uninfected enemy is damaged by a regular attack roll xd6 against their SR. If you pass, they are infected.

Seed Burst: If popped, roll 2d6 against the SR of all uninfected characters within x squares. If you pass, they are infected.

Pleasures: Blow Yourself, Puffkiss

Masochism: +5

Offensive Roll: +1d6

Sadism: x

Defensive Roll: x

Evasion: x

SR: x

Speed: +2

Capacity: +4

Limits: +5

Domination: -3

Mana Pool: x

A form dangerous from how infectious it is. Not knocking it out immediately is a recipe for disaster. Best popped at a safe distance.

Pink Form

Neural Synergy: Increase Evasion by 4 against infected enemies.

Pleasures: Obey Me

Masochism: -7

Offensive Roll: x

Sadism: x

Defensive Roll: x

Evasion: +3

SR: -5

Speed: +4

Capacity: x

Limits: x

Domination: -2

Mana Pool: -2

A particularly fast and hard to hit form. Thankfully, once hit it'll probably go down.

Pale Red Form

Infection Drive Overdrive: If the target is uninfected, deal 5 additional Sadism. After KOing a target, become Stunned for the rest of the round and all next round.

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

Pleasures: None

Masochism: -5

Offensive Roll: +2d6

Sadism: +2d6

Defensive Roll: -1d6

Evasion: -2

SR: -2

Speed: x

Capacity: -1

Limits: +2

Domination: +1

Mana Pool: x

Arguably the most dangerous form in a 1 on 1 situation, the pale form focuses all its effort on infecting a single target.

Purple Form

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.

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 as well. If it crits raise the mana given to 6.

Pleasures: Mana Regen, Obey Me, Summon Gag

Masochism: +5

Offensive Roll: +1d6

Sadism: _1d6

Defensive Roll: x

Evasion: x

SR: +2

Speed: -2

Capacity: +2

Limits: +4

Domination: -2

Mana Pool: +5

The infection can grant limited magical ability to those it infects or overwrites already present capabilities. The purple form is a menace to clustered groups of the uninfected.

Yellow Form

Collapsing Bolt: Magic-Single: 2 Action, and 6 Mana. 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.

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 as well. If it crits raise the mana given to 6.

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

Pleasures: Mana Regen, Obey Me, Summon Gag

Masochism: -5

Offensive Roll: +2d6

Sadism: _2d6

Defensive Roll: -1d6

Evasion: x

SR: -2

Speed: x

Capacity: +4

Limits: +4

Domination: -2

Mana Pool: +5

Another magical form. The yellow form is especially dangerous if allowed to pair with a purple form or attack a target in a 1v1 situation.