

NSFG: Avian NPC Pack

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

Enemies

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

As all enemies in this Pack are birds, they will have the Strong Wings inherent. If you wish to re flavor them to something else or simply remove that ability from them, it's suggested to replace Strong Wings with an alternate Inherent or a stat upgrade.

Cardinal

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

Strengthen Bodies: Fervor. Group. Costs 3 Actions. On use, all allies gain 5 temporary bonus Masochism and Capacity.

Martyr Armor: Fervor. Heavy. Costs 2 Actions. Target an ally or yourself. Until the target's next turn, any Sadism that reduces their Masochism will be dealt back to the attacker as Bypass Sadism.

Pleasures: Mock, Humiliate, Terrorize, Puffkiss, Bully

Masochism: 30

Offensive Roll: 2d6+3

Sadism: 1d6+4 Ranged

Defensive Roll: 3d6+2

Evasion: 7

SR: 5

Speed: 4

Capacity: 0/7

Limits: 8/9

Domination: 4

Mana Pool: 0/6

Cockatrice

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

Paralyzing Flesh: Passive. If a character attacks the Cockatrice in melee, roll 1d6 +(3 per time the character has attacked the Cockatrice in melee this round before this) against their Dominance. If they fail they are Helpless at the start of the next round.

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.

Doom Touch: Costs one action. Apply 4 Reduction to an enemy in melee.

Terrorize: Dominant. Top. Pleasure. Verbal. 1 action. Roll Intimidate-2 on a target within 4sq against their Dominance. If Helpless, roll at -8. 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.

Pleasures: Bully

Masochism: 30

Offensive Roll: 4d6+1

Sadism: 3d6 Blunt Melee, Crit 2 Reduction

Defensive Roll: 2d6

Evasion: 7

SR: 5

Speed: 4

Capacity: 0/6

Limits: 4/5

Domination: 11

Mana Pool: 0/6

An almost cursed creature that paralyzes any who touch it. A Cockatrice can sap the mobility out of anything it fights, rendering them unable to attack or defend against its skilled onslaught.

Eagle Honor Guard

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

Apex Blow: Mundane. Passive. If your target for a weapon attack is both Exposed and Unbalanced, deal an additional 5 Sadism or Inflation, depending on the base type.

Cleave Through: Mundane. Passive. If you would KO or render an enemy Helpless with an attack, it gains Collateral(2) or increments it until the end of the attack.

Strike Without Fear: Mundane. Free action. Inflict Exposed and Unbalanced on yourself. Your next attack will inflict Exposed and Unbalanced if it hits. If that attack crits, purge all Exposed and Unbalanced from yourself.

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

Pleasures: Puffkiss, Summon Gag, Stomp, Bondage Jungle

Masochism: 25

Offensive Roll: 3d6+3

Sadism: 3d6 Ranged/Melee, on Crit +5 Sadism

Defensive Roll: 3d6+3

Evasion: 10

SR: 7

Speed: 5

Capacity: 0/15

Limits: 5/6

Domination: 7

Mana Pool: 0/3

Falcon Flanker

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

Brutal Speeds: Light. Passive. Criticals give you 1 Speed next round for the duration of that round. Speed gained this way adds to all Sadism or Inflation dealt next round.

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

Pleasures: Bondage Jungle, Stomp, Puffkiss

Masochism: 15

Offensive Roll: 5d6-6

Sadism: 2d6+4 Ranged/Melee, Crit Unbalance

Defensive Roll: 3d6

Evasion: 9

SR: 2

Speed: 9

Capacity: 0/5

Limits: 12/13

Domination: 6

Mana Pool: 0/7

Gryphon

Tempest Breath: Verbal. Takes 2 Actions to Charge and 1 to Release. On Release, deal 5 Knockback in a 3x6 space in front of you. A Crit will raise the Knockback to 10 spaces. You can expend Capacity to empower this ability. Per 5 Capacity spent, raise the Knockback by 1. You can add up to 15 Capacity at once. If this ability is Gagged, you will begin to inflate at a rate of 5 Capacity per round. You can choose to Gag yourself to charge the Ability further. This ability can knock down walls in its way, replace size in breaking formula with Knockback/2.

Electric Breath: Verbal. 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.

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

Partial Immunity(Electric): You cannot be hurt by damage of this type. You will instead inflate for twice the Sadism that would be dealt.

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.

Conduit(Electric): Magic-Fervor. Flow-Bottom. Helpless. Costs 1 Action and 16 air. Automatically hit yourself and roll Cast+2 against all adjacent characters. On a hit, deal 2d6 Sadism of the specified type. On a crit, inflict 2 Reduction to enemies and give yourself a power die.

Extra Expansive: Your size on the grid increases per Inflated x, rather than every 2.

Pleasures: Gag, Breathstopper, Puffkiss, Mock, Humiliate

Masochism: 25

Offensive Roll: 3d6+3

Sadism: 2d6+1 Melee

Defensive Roll: 3d6

Evasion: 6

SR: 6

Speed: 5

Capacity: 0/4

Limits: 26/27

Domination: 4

Mana Pool: 0/0

An avian feline hybrid with an affinity for electricity, Gryphons can convert any electricity that enters their body into air, which they use to fuel all their abilities. This borderline requirement of needing to be inflated to be effective means they are incredibly elastic.

Harpy

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

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.

Facesit: Dominant-Switch. Full Round action. Pleasure. Requires a Prone or Unbalanced 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.

Work Harder!: Dominant. Verbal. 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. If Helpless, roll at -6. On a crit raise the ally's bonus to +2.

Harass: Dom-Flow. Verbal. Pleasure. Target an enemy within 7 sq and roll either Tease or Intimidation at -2 against their Dominance. On a success, they take an additional 2 Sadism or 2 Inflation from the next attack that hits them, whatever the type is. On a crit, double this amount. If Pleasure, inflict Expose instead.

Pleasures: Stomp, Mock

Masochism: 13

Offensive Roll: 3d6

Sadism: 2d6+4 Soft Sadism, 1d20 Inflate Ranged/Melee

Defensive Roll: 3d6+3

Evasion: 14

SR: 2

Speed: 9

Capacity: 0/6

Limits: 4/5

Domination: 6

Mana Pool: 0/3

A hybrid creature that takes great pleasure in being annoying and abusing anyone who dares retaliate against it. A Harpy's most infamous ability is that they can induce inflation in anyone who hears their singing. While their typical singing voice is grating, they can sing exceptionally well; they just find more pleasure in annoying people than pleasing them.

Hawk Clasher

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

Contest of Arms: Mundane. Single. 1 action, can be done once per round. Force an adjacent enemy to roll Strike against your Strike. The winner of this contested roll will gain 2 Pleasure Die, stealing them from the loser if possible.

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

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.

Pleasures: Bully, Dance, Facesit, Puffkiss

Masochism: 25

Offensive Roll: 4d6+4

Sadism: 3d6+1 Melee, Blunt

Defensive Roll: 2d6+2

Evasion: 7

SR: 5

Speed: 6

Capacity: 0/9

Limits: 7/8

Domination: 5

Mana Pool: 0/5

Heron Abductor

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

Reel In: Mundane. Single. Roll Shoot-2 against a target within 8sq. On a hit, roll Strike against the Target's SR, if that passes, move them to a space adjacent to you that is closest to their original position. If the first roll crits, add 1d6 to the second roll. If the second roll crits, the target is Stunned for their next turn.

Drag Away: Single. Target an adjacent character. If unwilling, roll Strike -2 against them. On success or willingness, move target with you the next time you move this round. If the target attempts to move away from you, you can make roll Strike -4 to waste their move action. On crit, Unbalance.

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

Pleasures: Puffkiss, Slap, Dance, Obey Me

Masochism: 16

Offensive Roll: 3d6+3

Sadism: 1d6+3

Defensive Roll: 2d6+2

Evasion: 8

SR: 4

Speed: 6

Capacity: 0/7

Limits: 14/15

Domination: 4

Mana Pool: 0/5

Mage of Paradise

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

Glamor Beauty: Magic. Costs 5 Mana and 2 actions. Helpless. Designate either yourself or an ally. Raise the target's Seduction and Tease by 3. This effect does not stack.

Bait: Bottom. Full Round Action. Verbal. 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.

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.

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.

Glamor Cloak: Magic. Costs 10 Mana and 1 action. Verbal. Designate either yourself or an ally. Raise the target's Evasion by 2. This effect stacks up to twice.

Pleasures: Mana Regen, Bait, Puffkiss, Mock.

Masochism: 16

Offensive Roll: 2d6+4

Sadism: 1d6+3 Ranged/Melee Pierce

Defensive Roll: 3d6

Evasion: 8

SR: 2

Speed: 6

Capacity: 0/14

Limits: 16/17

Domination: 3

Mana Pool: 0/12

Owl Striker

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

Blitz Blow: Mundane. Medium-Light. Free action, can be used once per round. The last attack you make with deal additional Sadism or Inflation depending on the type equal to squares moved in the round / 3.

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

Fan of Darts: Mundane. Medium-Light. Per action spent on this ability, roll Shoot against a 2 targets within 5 sq. On a hit, inflict either 2d4 Sadism or 2d4 Soft Sadism into 2d4 Inflation. On a crit, gain an action.

Pleasures: Bully, Dance, Asset Boost, Bondage Jungle

Masochism: 13

Offensive Roll: 4d6+1

Sadism: 2d6 Ranged/Melee

Defensive Roll: 3d6

Evasion: 8

SR: 4

Speed: 8

Capacity: 0/7

Limits: 7/8

Domination: 9

Mana Pool: 0/6

Parrot Imitator

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

Imitation: Reaction. If a character in line of sight uses a non equipment based non inherent ability that meets your Categories, you can replace this ability with it until the end of combat. You can get this ability multiple times.

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Pleasures: None

Masochism: 20

Offensive Roll: 3d6

Sadism: 3d6 Melee/Ranged

Defensive Roll: 3d6

Evasion: 8

SR: 6

Speed: 5

Capacity: 0/8

Limits: 7/8

Domination: 3

Mana Pool: 0/12

Peacock Manipulator

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

Focus Attention: Magic. Single. Verbal. Costs 12 Mana and 2 actions. Designate an enemy and a willing ally, both in line of sight. For the enemy, roll Cast -4 against their Dominance. On a success, they and the selected ally can only target each other next round, unless one of them ends up KOd. On a crit, refund 1 action and 6 Mana.

Summon Blindfold: Magic, Single. Costs 4 Mana and 1 Action. Verbal. 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.

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.

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. Cannot be cast 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.

Pleasures: Mana Regen, Summon Gag, Bondage Jungle, Puffkiss

Masochism: 17

Offensive Roll: 3d6+2

Sadism: 2d6 Ranged Blunt

Defensive Roll: 3d6-1

Evasion: 11

SR: 3

Speed: 7

Capacity: 0/8

Limits: 7/8

Domination: 7

Mana Pool: 0/11

Pheonix

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.

Fiery: All Air Capacity is turned into Fire.

Partial Immunity(Fire): You cannot be hurt by damage of this type. You will instead inflate for twice the Sadism that would be dealt.

Phoenix Burst: Helpless. Magic-Fervor. Flow-Bottom. Costs 60 Fire. Inflate self with Fire at 5d4 per round. If you pop in this state, you instantly reform at full Masochism. Can only be used twice per combat.

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.

Fire Darts: Costs 1 Action and 15 Fire. Target up to 3 enemies up to 6 sq away and roll to Cast against them. On a hit, inflict 2d4 sadism. On a crit, inflict 1d6 Bypass Sadism next round.

Fire Breath: Verbal. 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.

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

Pleasures: Gag, Breathstopper, Puffkiss, Bully

Masochism: 20

Offensive Roll: 4d6+2

Sadism: 2d6+3 Melee

Defensive Roll: 2d6

Evasion: 8

SR: 3

Speed: 4

Capacity: 0/7

Limits: 23/24

Domination: 5

Mana Pool: 0/0

A bird with an affinity for fire, Phoenixes create and expend fire within themselves to great effect. They are rendered immortal by their ability to induce rejuvenation within themselves. They can even do this in combat to devastating effect on anyone near them. Luckily, repeatedly rejuvenating in a short time will tire a Phoenix out and they will eventually be forced to stop.

Raven Reviver

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

Jolt To Consciousness: Fervor. Full round action. Selected a KO'd ally in line of sight that wasn't popped. The next round the ally will be restored to consciousness with 5 Masochism, but will have 1 Reduction.

Healing Rune: Fervor. 2 Actions. Target a character within 8 sq. Restore target's Masochism by 3d4 and inflate them by the same amount. Roll Cast against the target's Dominance if they are unwilling. A crit will heal and inflate the target by 3d4 more.

Runic Sealing: Fervor. Verbal. Costs 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.

Pleasures: Mock, Terrorize, Facesit

Masochism: 18

Offensive Roll: 2d6+3

Sadism: 2d6 Ranged/Melee

Defensive Roll: 3d6+4

Evasion: 8

SR: 7

Speed: 3

Capacity: 0/8

Limits: 10/11

Domination: 5

Mana Pool: 0/0

Roc

Very Large: 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.

Reckless Attack: Mundane. Heavy-Medium. Free action, can be done once per round. Inflict Expose on self, then boost either the Sadism or Inflation of the next attack by your SR.

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

Bounce Off: Heavy. Helpless. Passive. Unbalance an enemy after they fail to bypass your SR.

Pleasures: Obey Me, Harass, Bratty Pest, Tie Up

Masochism: 45

Offensive Roll: 4d6+2

Sadism: 4d6 Blunt, Melee

Defensive Roll: 3d6

Evasion: 7

SR: 12

Speed: 4

Capacity: 0/15

Limits: 14/15

Domination: 6

Mana Pool: 0/0

A gargantuan bird of prey, a Roc is exceptionally strong and durable. Their feathers are nearly as hard as iron, and when coupled with actual armor, make them incredibly hard to hurt. Due to their toughness they will often attempt to deal with enemies as quickly as possible, paying no heed to any damage they sustain in the attempt.

Secretary Crusher

Stomp: Dominant, Heavy. Pleasure. 2 Actions. Requires Unbalanced or Prone 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.

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

Takedown: Mundane. Dominant. 1 Action. Roll Strike against an adjacent enemy. On a success, Inflict Unbalanced. If the target is already Unbalanced, inflict Prone instead. On a crit, inflict Reduction.

Pleasures: Bondage Jungle, Summon Gag, Asset Boost

Masochism: 18

Offensive Roll: 3d6+2

Sadism: 2d6+2 Soft Sadism, 2d6 Inflate, Melee

Defensive Roll: 3d6

Evasion: 4

SR: 10

Speed: 4

Capacity: 0/5

Limits: 6/7

Domination: 10

Mana Pool: 0/4

Shrike Impaler

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

Drive Deep: Mundane. Top. Passive. If you follow a Piercing attack that hits with a Blunt attack that hits, inflict 4 Bypass Piercing Sadism.

Emergency Pin: Top, Switch-Dominant. 1 Action. Roll to Strike and Inflict 1 piercing Sadism on success. Deals no Sadism against uninflated targets. Has Seek against Puffy or higher targets. On a crit add Bypass.

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

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.

Pleasures: Puffkiss, Obey Me, Summon Gag

Masochism: 18

Offensive Roll: 4d6+1

Sadism: 1d6 Agile, Melee, Piercing or Blunt

Defensive Roll: 2d6+4

Evasion: 5

SR: 8

Speed: 4

Capacity: 0/5

Limits: 3/4

Domination: 9

Mana Pool: 0/3

Sparrow Exposer

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

Convey Weakness: Verbal. Free action. Each time you inflict either Exposed or Unbalanced on an enemy, select an ally. The selected ally gains +1 to rolls against that enemy that inflict either Exposed or Unbalanced. The effect stacks, but you can only select an ally again once all allies with ways to inflict Exposed or Unbalanced have been selected.

Rend Armor: Magic. Single. Costs 7 Mana and 1 Action. Target an enemy within 8sq. Roll Cast -4 against SR. On success, inflict Expose. On Crit, inflict Expose again.

Thumper: Magic. Single. Costs 7 Mana and 1 Action. Target an enemy within 8sq. Roll Cast -2. On success, inflict Unbalanced. On Crit, inflict Unbalanced again.

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.

Pleasures: Mana Regen, Bully, Summon Gag, Puffkiss

Masochism: 15

Offensive Roll: 2d6+4

Sadism: 1d6 Ranged, Blunt

Defensive Roll: 3d6

Evasion: 9

SR: 4

Speed: 4

Capacity: 0/8

Limits: 8/9

Domination: 4

Mana Pool: 0/12

Swan Tracer

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

Trail of Electricity: Magic. Light. Verbal. Costs 15 Mana and 2 Actions. On casting, applies next round. All movement from you will leave a trail across the squares you moved in. Any character that moves through this trail will take 6 Bypass Sadism.

Mana Charge: Magic. Per action Spent, add 3 Mana to your Mana Pool. Mana added this way cannot overflow.

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.

Pleasures: None

Masochism: 24

Offensive Roll: 2d6+4

Sadism: 1d6 Melee, Agile

Defensive Roll: 4d6

Evasion: 14

SR: 5

Speed: 7

Capacity: 0/5

Limits: 7/8

Domination: 5

Mana Pool: 0/15

Tengu

Guardian: Mundane. At the start of combat designate an ally. You can use your Parry on attacks against this ally if you are adjacent to them. If the designated ally goes a round without receiving Sadism or

Inflation from enemies, gain +1 to all rolls until the end of combat. This bonus is removed each time the ally receives Sadism or Inflation from enemies.

Rapid Defensive Movements: Mundane. Passive. You can Parry more than once per round, up to your Parry Skill.

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

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

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

Pleasures: Mock, Humiliate, Puffkiss

Masochism: 24

Offensive Roll: 2d6+2

Sadism: 2d6 Melee

Defensive Roll: 3d6+5

Evasion: 8

SR: 4

Speed: 7

Capacity: 0/13

Limits: 7/8

Domination: 7

Mana Pool: 0/7

A fierce being that usually works as a protector or guardian. Tengu are often known for making deals with temples or remote villages. Comes in both demonic and supernatural types.

Vulture Executioner

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

Finish Off: Top. Passive. When attacking a character with half or under Masochism, or at Puffy or larger, inflict an addition 3 Sadism or 3 Inflation, depending on the attack. If the target fulfills both conditions, double the effect.

Precipice of Doom: Mundane. Single. Free action. Costs 3 Masochism. Before attacking in melee roll a 1d4. On a 4, inflict Exposed and Unbalanced to the target and add 50 Sadism to the damage roll, otherwise deal only 1 Sadism for the entire attack. On KO, restore 12 Masochism.

Pleasures: Summon Gag, Mock, Bratty Pest

Masochism: 16

Offensive Roll: 4d6

Sadism: 2d4

Defensive Roll: 2d6+3

Evasion: 11

SR: 2

Speed: 6

Capacity: 0/8

Limits: 7/8

Domination: 6

Mana Pool: 0/4