

## NSFG Content Pack: Explosive

This is a content expansion for the game Notably Swell Fetish Game. It cannot be played without the base product. This content pack deals with explosive methods of inflation, and the aftereffects (mainly exploding).

Minors should avoid NSFG or any content related to it.

### Filling

**Hydrogen:** Tier 2. 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. If you are popped, you explode, dealing 15 Sadism to all characters within 2 squares of your current size. If Hydrogen comes in contact with any amount of Fire, it is turned into Fire at double the capacity amount.

### Exotic

**Liquid Fuel:** Tier 3. Also called Fuel. Deal an additional 2+Size Sadism and apply 1 more square of knockback when you move into a character's space. You are extremely heavy and gain 1 SR per Inflated size. If you are popped, you explode, dealing 15 Sadism to all characters within 2 squares of your current size. If Liquid Fuel comes in contact with Fire, it will turn into triple the capacity amount of Fire.

**Fuel Additive:** Tier 3. Also called Fuel. Deal an additional 2+Size Sadism and apply 1 more square of knockback when you move into a character's space. You are extremely heavy and gain 1 SR per Inflated size. When combined with Fuel, if the character pops, raise the Sadism to 25 and radius to 4.

**Trapped Explosion:** Tier 3. You are rendered as light as a feather. When a character swallows an explosion, it will generate an amount of Trapped Explosion equal to the damage. When popped, the character will deal damage in 3 sq around them equal to 1/2 the total Trapped Explosion.

### Inherents

**Fuse:** Pleasure. Helpless. You have a fuse that can be lit. The fuse has a length of 5 Rounds. The fuse counts down after 1 round from being lit, or each 2 times it is lit without counting down. The fuse can be lit by 1 action from yourself, being hurt by fire or an explosion, or 2 actions from an adjacent character; another character must roll Strike or Cast against your evasion if you are unwilling. When the fuse is lit, it starts to count down. The fuse can be put out by 2 actions from you or an adjacent character, coming in contact with Water, or another non explosive liquid, or 3 actions from an adjacent character; another character must roll Strike or Cast against your evasion if you are unwilling. Once the fuse runs out, you will inflate with Trapped Explosion at a rate of 10d8 Trapped Explosion per round until you pop. Once you pop from this method or spend 10 Wealth at a settlement, the fuse is returned to its full length. Gain 3+ Limits. If Pleasure, only gain, and gain 3 Power Dice once the fuse is out. Characters can roll Tease against your Dominance to make you trigger it or allow them.

**Self Destruct:** Pleasure. Helpless. You can, at will, begin to Self Destruct. 3 Rounds from declaring that you will Self Destruct, you will inflate with Trapped Explosion at a rate of 10d8 Trapped Explosion per round until you pop. If Pleasure, only gain, and gain 3 Power Dice once the countdown is complete. Characters can roll Tease against your Dominance to make you trigger it.

**Explosion Resilience:** If you are caught in an effect with a blast, the range of the blast, for you, counts as 1 sq smaller.

## Abilities

**Grenade:** Mundane. Multi-Group. 1 Action to throw. 2 Actions to prepare. Throw a grenade that explodes in a 3x3 square area. Roll Shoot against all enemies in the area. On success, inflict 3d4 Sadism. A crit will inflict 2 Knockback and 1 Reduction 1 for round. The bomb can be caught with a Strike roll equal to 7+ thrown roll. You can also swallow the bomb and inflate with Damage\*9 Trapped Explosion.

**Popper Bomb:** Mundane. Single. Top-Flow. 1 Action to throw. When used, describe as Grenade. Either throw at the ground or directly at a target. If target, roll Shoot against Evasion. The bomb can be caught with a Strike roll equal to 7+ thrown roll. You can also swallow the bomb. Doing so will instantly pop you if are at Inflated 1 or higher. On a crit, you make an additional Shoot roll against the target's evasion. On success, they swallow it.

**Go Out With a Bang:** Bottom, Passive. Effects triggered by your Popping have their range increased by 3 squares.

**Hydrogen Tank Launcher:** Mundane. Top-Flow. 2 Round Action. Can be used once per combat. Launch a cannister of pressurized hydrogen. You can target either a square or a character. If targeting a square, select one up to 12 sqs away. The Hydrogen Tank will be launched there. It can be targeted with an Evasion of 2. If it takes 10 Sadism it will explode. All characters within 3 sqs of it must beat a roll of 2d6 with their Evasion or take 8 Sadism. 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. If launched at a character, roll Shoot-1 against them. On a hit, the target will inflate with Hydrogen at a rate of 10 per round for up to 6 rounds. The target or an ally can attempt to remove the tank on a Strike test of 12. Trying to remove it is a 1 round action. On a crit add +4 to hit.

**Phoenix Burst:** Helpless. Magic-Fervor. Flow-Bottom. Costs 3 Power Die or 2 Power Die and 20 Mana. Inflate self with Fire at 5d4 per round. If you pop in this state, you instantly reform at full Masochism. Can only be used once per combat.

**Fuel Air Bomb:** Mundane. Group-Multi. Takes 1 Action at minimum to prep and 1 Action to throw. Deals no damage and has no radius by default. Per Action spent prepping, raise damage by 1d4 and radius by 1. Can be prepped for a maximum of 10 Actions. The bomb can be caught with a Strike roll equal to 7+ thrown roll. You can also swallow the bomb and inflate with Damage\*9 Trapped Explosion.

**Explosive Shots:** Mundane. Group-Multi. 6 uses. Limited explosive shots for ranged weapons. Before rolling for a ranged attack, designate it as an Explosive Shot. This will consume 1 use of explosive Shots. Ranged Attacks with Explosive Shot will affect all characters within 1 square of the target. 2 uses can be spent to have it affect all characters within 2 squares of the target. If an Explosive Shot buffed attack crits, you can choose to inflate the initial target with Trapped Explosion by Damage\*Squares affected at the cost of dealing no damage.

**Blast Wave:** Magic. Group. Helpless. Costs 20 Mana and 3 Actions. Roll Cast at -5 against Evasion for all targeting. On cast, target all characters adjacent to you. One round after, target all characters 2 squares

from you. Two rounds after, target all characters 3 squares from you. On a success, inflate them with 4d6 Trapped Explosion and inflict 1 Knockback. On a failure, inflict 1 Knockback. On a crit, Expose target.

**Fuel Tap:** Passive. Bottom. Pleasure. When hit, inflate with 2 Fuel. Each turn inflate with 1 Fuel. If Pleasure, raise hit and turn inflation to 5.

**Oil Jug:** Mundane. Can be used twice per combat. Throw a oil jug at the target. Roll Shoot -2 against their Evasion. On success, reduce their Speed by 2 to a minimum of 1 for 2 rounds, and the next instance of fire damage they take is boosted by 5. On a crit, Expose.

**Hydrogen Swap:** Magic-Fervor. Reaction. Helpless. Costs either 4 Mana or 1 Power Die. If a character uses an ability or action involving Helium, you may trigger this. On use, swap Helium in designated action for Hydrogen.

**Blast Armor:** Passive. Heavy. If you are caught in an effect with a blast, the range of the blast, for you, counts as 1 sq smaller.

**Fuel Gun:** Mundane. Has two modes, switching modes takes 2 Actions. Firing takes 4 Fuel and 1 Action. In Jet mode, roll to Shoot against a target within 6 squares. On a hit, deal 2 Knockback and the next instance of fire based damage they take is increased by 2. On a crit, Slow by 1 to a minimum of 1. You can attempt to inflate the target with Fuel equal to the amount spent by rolling to Shoot at -4. In Flame mode, roll to shoot against a target within 6 squares. On a hit, inflict 2d8 Sadism. If you are adjacent to a willing or Exposed character, you can inflate them with Fire equal to the damage that would be rolled.

**Bomb From God:** Fervor. Top. Helpless. Costs 3 Power Die and 3 Actions. Only works with clear access to the sky. On cast, designate a target. After 3 rounds, roll Cast -8 against the target's Evasion. On fail, inflict Exposed to all characters. On a success, target inflates with Trapped Explosion at a rate of 10d8. On a crit, roll at -2 instead.

**Fire Breaker Drops:** Flow-Bottom. Helpless. Pleasure. 2 Actions. Covert 15 Fire inside you into 15 Fuel. Fuel created this way cannot be turned into Fire for 2 rounds. If Pleasure, Fuel created this cannot be turned into Fire for 1 round.

**Matchlight:** Magic-Fervor. Helpless. Costs 1 action and either 1 Power Die or 5 Mana. Inflate target with 1 Fire.

**Mine Plating:** Heavy-Medium. Bottom. Passive. When you move into another character's space or a character moves into your space, or are hit by a 10 or more damage attack, inflate with 1 Fire.

**Energized Liquid Reformation Cant:** Magic. Flow-Bottom. Helpless. Costs 2 Actions. On use, either convert 10 Fuel into 10 Mana, or vice versa.

**Cluster Bomb:** Mundane. Group. Can be used once per expedition. Costs 2 Actions to prime, and 1 Action to throw. Designate an area within x squares to throw to. The first explosion hits a 2x2 area and rolls to Shoot against all characters within at -4. On a hit, inflict 6 Sadism. After 1 round, along 4 lines 6 squares in length diagonal from the initial square, create 1 4x4 area each. Roll to Shoot against all characters within. On success, inflict 8 Sadism and x Knockback. The bomb can be caught with a Strike roll equal to 7+ thrown roll. If swallowed, inflate for initial damage\*8, then 1 round after inflate for secondary damage\*32.

**Fuel Spill:** Magic. Costs 6 Mana and 1 Actions. Select a target, and if unwilling make a Cast Test at +2 opposed by their Dominance. On success, turn 10 Water into 10 Fuel. On a crit, you can raise the amount converted up to 25.

## Potions

**Bottled Bomb:** Inflate with Trapped Explosion at a rate of 4d10. Only reacts when drunk.

**Nulling Mix:** Inflate with 6 Carbonated. Does not stack with itself. You are prevented from passing your Critical Limit once if it would be caused by Trapped Explosion.

## Special Items

**Shock Padding:** If you are caught in an effect with a blast, the range of the blast, for you, counts as 1 sq smaller. Costs 200 Wealth.

**Vacater Necklace:** Being caught in any AoE will inflict Knockback away from the center equal to radius/2. Costs 450 Wealth.

## Exploration

### Special Environmental Conditions

**Mystic Stone Sentries:** Neg. High. Per hour, apply 5 Trapped Explosion to all characters. If combat starts in the hex and persists for longer than 4 rounds, apply 10 Trapped Explosion to all characters each round until combat ends.

**Explosive Radiation:** Neg. High. Each hour, there is a chance to be inflicted with 40 Trapped Explosion. Roll 1d10 each hour in this hex to determine if it triggers; effect activates on a 3 or lower. During combat, roll a d100 each round for each character. On 2 or lower, it activates.

### Dungeon

**Auto Fuel Filler:** Threat 3. Whenever a character moves within x squares of the Auto Fuel Filler, target them with a 4d6+2 Strike roll, once per round. If it connected, they are considered attached. Up to 3 characters can be attached at once. Per round, attached characters inflate with 5d8 Fuel. Characters can be detached by a Strike check equal to 15 by themselves or an adjacent character. The trap will deactivate automatically after latching onto 4 characters.

**Explosion Beam:** Threat 1. Targets the most inflated characters within sight. Activates once per round. Roll to Shoot with 3d6+3. On a hit, inflate target with 4d8 Trapped Explosion. On a miss, inflict 5 Sadism to all characters adjacent to the target if they fail the Shoot check. Does not work if its sight is blocked.

## Bads

### Blast Soldier

**Grenade:** Mundane. Multi-Group. 1 Action to throw. 2 Actions to prepare. Throw a grenade that explodes in a 3x3 square area. Roll Shoot against all enemies in the area. On success, inflict 3d4 Sadism. A crit will inflict 2 Knockback and 1 Reduction 1 for round. The bomb can be caught with a Strike roll equal to 7+ thrown roll. You can also swallow the bomb and inflate with Damage\*9 Trapped Explosion.

**Explosive Shots:** Mundane. Group-Multi. 6 uses. Limited explosive shots for ranged weapons. Before rolling for a ranged attack, designate it as an Explosive Shot. This will consume 1 use of explosive Shots. Ranged Attacks with Explosive Shot will affect all characters within 1 square of the target. 2 uses can be spent to have it affect all characters within 2 squares of the target. If an Explosive Shot buffed attack crits, you can choose to inflate the initial target with Trapped Explosion by Damage\*Squares affected at the cost of dealing no damage.

Pleasures: Spank, Humiliate,

Masochism: 15

Offensive Roll: 2d6+3

Sadism: 2d6 Ranged/Melee

Defensive Roll: 2d6

Evasion: 5

DR: 3

Speed: 5

Capacity: 0/8

Limits: 7/8

Domination: 1

Mana Pool: 0/3

### **Fueler**

**Fuel Gun:** Mundane. Has two modes, switching modes takes 2 Actions. Firing takes 4 Fuel and 1 Action. In Jet mode, roll to Shoot against a target within 6 squares. On a hit, deal 2 Knockback and the next instance of fire based damage they take is increased by 2. On a crit, Slow by 1 to a minimum of 1. You can attempt to inflate the target with Fuel equal to the amount spent by rolling to Shoot at -4. In Flame mode, roll to shoot against a target within 6 squares. On a hit, inflict 2d8 Sadism. If you are adjacent to a willing or Exposed character, you can inflate them with Fire equal to the damage that would be rolled.

**Fuel Tap:** Passive. Bottom. Pleasure. When hit, inflate with 2 Fuel. Each turn inflate with 1 Fuel. If Pleasure, raise hit and turn inflation to 5.

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

**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.

Pleasures: Infinite Canteen, Fuel Tap, Blow Yourself.

Masochism: 22

Offensive Roll: 2d6+3

Sadism: 2d6

Defensive Roll: 2d6+4

Evasion: 5

DR: 5

Speed: 3

Capacity: 0/10

Limits: 14/15

Domination: 1

Mana Pool: 0/3

### **Bomber**

***Bomb From God:*** Fervor. Top. Helpless. Costs 3 Power Die and 3 Actions. Only works with clear access to the sky. On cast, designate a target. After 3 rounds, roll Cast -8 against the target's Evasion. On fail, inflict Exposed to all characters. On a success, target inflates with Trapped Explosion at a rate of 10d8. On a crit, roll at -2 instead.

***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.

***Dodge Roll:*** Light. Passive. After Evading an attack, move up to half your Speed.

Pleasures: Puffkiss, Bully, Obey Me, Slap, Mana Regen, Stomp, Grind Heel

Masochism: 13

Offensive Roll: 3d6+1

Sadism: 1d6+2 Ranged

Defensive Roll: 2d6-1

Evasion: 4

DR: 5

Speed: 2

Capacity: 0/7

Limits: 10/11

Domination: 4

Mana Pool: 0/5

### **Living Bomb**

**Fuse:** Pleasure. Helpless. You have a fuse that can be lit. The fuse has a length of 5 Rounds. The fuse counts down after 1 round from being lit, or each 2 times it is lit without counting down. The fuse can be lit by 1 action from yourself, being hurt by fire or an explosion, or 2 actions from an adjacent character; another character must roll Strike or Cast against your evasion if you are unwilling. When the fuse is lit, it starts to count down. The fuse can be put out by 2 actions from you or an adjacent character, coming in contact with Water, or another non explosive liquid, or 3 actions from an adjacent character; another character must roll Strike or Cast against your evasion if you are unwilling. Once the fuse runs out, you will inflate with Trapped Explosion at a rate of 10d8 Trapped Explosion per round until you pop. Once you pop from this method or spend 10 Wealth at a settlement, the fuse is returned to its full length. Gain 3+ Limits. If Pleasure, only gain, and gain 3 Power Dice once the fuse is out. Characters can roll Tease against your Dominance to make you trigger it or allow them.

**Phoenix Burst:** Helpless. Magic-Fervor. Flow-Bottom. Costs 3 Power Die or 2 Power Die and 20 Mana. Inflate self with Fire at 5d4 per round. If you pop in this state, you instantly reform at full Masochism. Can only be used once per combat.

**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.

**Fuel Tap:** Passive. Bottom. Pleasure. When hit, inflate with 2 Fuel. Each turn inflate with 1 Fuel. If Pleasure, raise hit and turn inflation to 5.

**Go Out With a Bang:** Bottom, Passive. Effects triggered by your Popping have their range increased by 3 squares.

Pleasures: Fuel Tap, Fuse, Blow Yourself, Puffkiss, Humiliate, Obey Me

Masochism: 25

Offensive Roll: 3d6+2

Sadism: 1d6-2

Defensive Roll: 3d6

Evasion: 4

DR: 6

Speed: 6

Capacity: 0/11

Limits: 18/19

Domination: 1

Mana Pool: 0/3

## **Elite Soldier**

**Grenade:** Mundane. Multi-Group. 1 Action to throw. 2 Actions to prepare. Throw a grenade that explodes in a 3x3 square area. Roll Shoot against all enemies in the area. On success, inflict 3d4 Sadism. A crit will inflict 2 Knockback and 1 Reduction 1 for round. The bomb can be caught with a Strike roll equal to 7+ thrown roll. You can also swallow the bomb and inflate with Damage\*9 Trapped Explosion.

**Explosive Shots:** Mundane. Group-Multi. 6 uses. Limited explosive shots for ranged weapons. Before rolling for a ranged attack, designate it as an Explosive Shot. This will consume 1 use of explosive Shots. Ranged Attacks with Explosive Shot will affect all characters within 1 square of the target. 2 uses can be spent to have it affect all characters within 2 squares of the target. If an Explosive Shot buffed attack crits, you can choose to inflate the initial target with Trapped Explosion by Damage\*Squares affected at the cost of dealing no damage.

**Hydrogen Tank Launcher:** Mundane. Top-Flow. 2 Round Action. Can be used once per combat. Launch a cannister of pressurized hydrogen. You can target either a square or a character. If targeting a square, select one up to 12 sqs away. The Hydrogen Tank will be launched there. It can be targeted with an Evasion of 2. If it takes 10 Sadism it will explode. All characters within 3 sqs of it must beat a roll of 2d6 with their Evasion or take 8 Sadism. 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. If launched at a character, roll Shoot-1 against them. On a hit, the target will inflate with Hydrogen at a rate of 10 per round for up to 6 rounds. The target or an ally can attempt to remove the tank on a Strike test of 12. Trying to remove it is a 1 round action. On a crit add +4 to hit.

**Cluster Bomb:** Mundane. Group. Can be used once per expedition. Costs 2 Actions to prime, and 1 Action to throw. Designate an area within x squares to throw to. The first explosion hits a 2x2 area and rolls to Shoot against all characters within at -4. On a hit, inflict 6 Sadism. After 1 round, along 4 lines 6 squares in length diagonal from the initial square, create 1 4x4 area each. Roll to Shoot against all characters within. On success, inflict 8 Sadism and x Knockback. The bomb can be caught with a Strike roll equal to 7+ thrown roll. If swallowed, inflate for initial damage\*8, then 1 round after inflate for secondary damage\*32.

Pleasures: Spank, Stomp, Slap

Masochism: 25

Offensive Roll: 3d6+4

Sadism: 3d6 Melee/ Ranged

Defensive Roll: 3d6

Evasion: 6

DR: 5

Speed: 5

Capacity: 0/9

Limits: 16/17



Domination: 5

Mana Pool: 0/6