

EB Table-Top RPG ver. 1.1
Stats Per Level Guide
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1 IQ = 5pp

1 Vitality = 15 HP

1st system fraction system- every point counts every little fraction counts

2nd system condensing system- take fractions $\#/\#$ points you receive/for every $\#$ level (so $2/3 = 2$ pts for every 3rd level)

Ness

Offense $2\frac{2}{3}$

Defense $2\frac{2}{5}$

Speed $3/4$

Guts 1

Vitality $3/5$

IQ $3/4$

Luck 1

Paula

Offense $1\frac{1}{4}$

Defense $1/3$

Speed $4/5$

Guts $1/2$

Vitality $1/4$

IQ $3/4$

Luck $1/2$

Jeff

Offense 1

Defense $2/3$

Speed $1/2$

Guts $1/2$

Vitality $1/3$

IQ 1

Luck $2/5$

Poo

Offense 2

Defense $1\frac{4}{5}$

Speed $3/4$

Guts $1/3$

Vitality $2/5$

IQ $2/5$

Luck $1/3$