

EB Table-Top RPG ver. 1.1
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Main Party:

Ness: Ness is good at pretty much everything. All things equal, no one else in the party can do as much damage as he can. He has some pretty darn good PSI attack in Special, and until you get Poo, he's the only party member who can use PSI to heal. He also has some decent status powers in Hypnosis and Paralysis. Out of the four party members, he's probably the slowest, but he's often faster than the enemy. He generally has the highest HP total, and his PP is around 1/4 of his HP total... Probably his only true weakness is his ability to be afflicted by Homesickness.

Paula: The adorable girl with the Gift. Paula has the lowest HP total, but her PP totals are approximately the same as her HP total, which can sometimes give her the all-around highest PP. Her main focus in her PSI abilities is attack, having Fire, Freeze, and Thunder. She also has a good defensive ability in PSI Shield. She's also generally the fastest out of the four party members, which can let her have a good first hit right out of the gate. Probably her big weaknesses are physical, as she can't give out or take hits all that well. She is Also the only person of the group that can use PRAYER.

Jeff: The mechanical genius can't use PSI, but it's no detriment as he can do things with items no one else can. His HP is the second lowest of the four, and he's usually the second or third fastest, trading places in battle with Poo often. His weapon of choice, the gun, has an advantage of not having a miss factor associated with the weapon, but he can't SMAAAASH with it either. He has no glaring disadvantages, besides the lack of PSI. His unique use of tools does allow him to do crazy things or cause massive damage, but it does tie up his inventory. His IQ allows him to fix things (See Jeff's Arsenal)

Poo: The Crown Prince of Dalaam is the second strongest as far as HP, Offense, Vitality, etc. go, and he has a midrange speed. He's also well-endowed psychically, with good elemental, healing, and assist powers, not to mention PSI Starstorm, which a very powerful attack. His PP is roughly one third of his HP, which is good for his attacks. For all these plusses, he has some unique disadvantages. One, he has a unique set of equipment, and anything else will lower his stats. Two, he has not developed a taste for Western food, so any food you give him that's not a Brain Food Lunch will only restore him 6 HP.

Here is a list of the rare/valuable items that enemies carry.
There is a 1/128 chance of receiving the item listed from the enemy listed.

Item	Enemy
XTerminator spray	Mad Taxi
Sword of kings	Starman Super*
Broken antenna	Uncontrollable Sphere
Magic fry pan	Chomposaur
Star pendant	Major Psychic Psycho
Goddess ribbon	Ghost of Starman
Gutsy bat	Bionic Kraken**