

D20 System Earthbound 1.1  
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#### You'll Need

1d4, 1d6, 1d8, 1d10, 1d20, A Calculator...unless your good in math

#### Starting Items

Ness-Cracked Bat / Mr Baseball Cap

Jeff-Pop Gun / Holmes Hat

Paula-Frying Pan / Ribbon

Poo- Nothing

#### Regular and SMAASH! Attacks

##### 2-16 Regular

17  $\times 1.5$  Multiplier

18  $\times 2$  Multiplier

19  $\times 3$  Multiplier

20  $\times 4$  Multiplier

#### Magic System

##### PSI Special

Alpha (2d4)  $\times 10 + \text{Base}$

Beta (3d6)  $\times 10 + \text{Base}$

Gamma (4d8)  $\times 10 + \text{Base}$

Omega (8d8)  $\times 10 + \text{Base}$

##### PSI Fire

Alpha (1d4)  $\times 10 + \text{Base}$

Beta (2d4)  $\times 10 + \text{Base}$

Gamma (2d6)  $\times 10 + \text{Base}$

Omega (2d8)  $\times 10 + \text{Base}$

##### PSI Freeze

Alpha (1d10)  $\times 10 + \text{Base}$

Beta (3d6)  $\times 10 + \text{Base}$

Gamma (4d6+1d6/2)  $\times 10 + \text{Base}$

Omega (6d6)  $\times 10 + \text{Base}$

##### PSI Thunder

Alpha (2d6)  $\times 10 + \text{Base}$

Beta (2d6)  $\times 10 + \text{Base}$

Gamma (2d10)  $\times 10 + \text{Base}$

Omega (2d10)  $\times 10 + \text{Base}$

##### PSI Starstorm

Alpha (3d6)  $\times 10 + \text{Base}$

Omega (9d4)  $\times 10 + \text{Base}$

##### Life Up

Alpha (1d10/2)  $\times 10 + \text{Base}$

Beta (3d10/2)  $\times 10 + \text{Base}$

Omega (2d10)  $\times 10 + \text{Base}$