

Earthbound RPG Table-Top  
RULES and Guidelines ver. 1.1  
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## VERY BASIC

You'll need the dice listed in the d20 system and you will also need One of the original SNES Earthbound Players Guides. If you can't get ahold of one that's fine, I use it for a guide line and a colored map of everything around town. It helps a lot with the visual and bringing the story along. Also it has listings of items at the shops. I recommend you get one, otherwise it might be difficult to run the game.

Up to 4 people can play but one of each character class only (There can't be 2 Ness's, Unless there is already one of each in the party then you have that choice to add in 1 of the 4 of that players choice, such as There already is a Ness, Paula, Jeff, and Poo...a fifth player could choose any of them)

Name and character creation is up to YOU. Use your imagination, that's what it's good for.

Everyone starts off with 2 points in every skill, after that they will be added in by the system I listed. Now with this you have to choices

1. Follow the fraction version listed in the STATS section of the pages
2. You can summarize the fractions like this...  
1/3 every level so Every 3<sup>rd</sup> level you receive 1 pt towards that area. You'd just have to keep track of your skill points.

I know this seems very time consuming and possible difficult but honesty I couldn't think of a better way to convert the ENTIRE system over to D20.

All of the Rolls will be based off of the d20 system Earthbound sheet  
For PSI attacks the other different sheets will list them for you

REMEMBER, using the guide is like I said a "Guide" RPG's are supposed to be FUN, you don't have to follow the game like you just played it yourself because everyone plays different. You'll have to use TEAMWORK in this game a lot, relying on the other person to help you out and to heal you.

Monsters use the same system you do, the DM will roll for the monsters. All the stats are SORTED by AREA's to help out so you don't have to look hard to find a monster. Random battles will be up to you, how many monsters you want your team to fight is up to you as well. I recommend on certain monsters rolling a 6 sided dice (such as a Fobby). Since some monsters fluctuate between 1-6 monsters on the field at a time. ( Here's an example: You and your posse are walking down the side street to the Game Arcade, you see 3 Sharks leaning against the fence. One of you decides to be a jerk and flips one of them the bird. Enter Battle...) Monsters are also sorted by AREA's to make it easier on you when you want the monsters available only in a certain area.

Right now the game is at a 1.0 status so it's my first time running it, somethings might not have the answers for. But for some of you if you've already played the SNES Earthbound game, it might be best for you to be the DM (dungeon master).

Death isn't a problem, if you die you goto the hospital (don't ask how you got there...you just GO there)  
The spirit of the character will remain with the party. You can ask him for some of his items if you need to

(If I was dead and there were Lifenoodles in my bag...yea since I can't exactly move...well I honestly don't think I'd care if you fed them to me) It's a non-thinking question. It's easier this way..just like the game, unless you'd want to carry my dead body all the way to the hospital. (Everyone drop what your doing...Paula died again...>< Argggg!)

#### Weaknesses & Resistance

Weaknesses to certain attacks will be seen as an extra 50% of damage, resistance will be seen as a whole 100% to that certain attack or magic. So if something is weak against fire but resistant to ice Fire does an extra 50% damage and ice does nothing.

#### Offense, Defense, Speed, Guts, Vitality, IQ, Luck

~**Offense**-Amount of damage you do (this includes modifiers) your attack rolls will be based on this number

~**Defense**-Only when blocking your amount of defense minus monsters offensive attack (monsters cannot defend themselves but can heal) whatever goes over your defense goes to your HP whatever doesn't makes the monsters attack reduced to Zero.

~**Speed**-Determines who will attack first...greatest speed to least speed

~**Guts**-Your number of guts determines what percent chance you have of cheating death, so 28 guts is 28% chance of cheating death when a critical blow is dealt to you..your remaining HP is one thereafter. Dice rolls will be used with this in coordination with the percentages. 10 Guts is 1/10 chance so d10 and you have to roll a 10. The bigger your guts the more chance you have of surviving a hit. 100 Guts or over means you don't need to roll to come back once during battle, because it's 100% chance to cheat death.

~**Vitality**-1 vitality point equals 15 Hit Point

~**IQ**-1 IQ point equals 5 Power Points....(Jeff does not get Power Points but still gains IQ)

~**Luck**- Like Guts, but a little different. Instead of cheating death, you will be using this to determine an overzealous feat. Such as shooting a fly with a spitwad at 50 yards. It's the amount of luck that determines your percentage of luck as a modifier for difficult tasks. Sometimes you just have to get lucky

Money and Exp will be listed accordingly in the charts, remember your money is automatically deposited at the ATM after you kill the monster. If you have any cash on you when you die that amount is cut in half. So having \$50 on you and you die, you'll only have \$25.

Everything else is listed on all the sheets that I have given you. I'd like to thank all of the people that spent time getting some of the things listed, such as the EXP charts and the Monster and Money charts. All the pieces were already on the ground, it just took someone to put it all together to make something out of it. I hope all of you enjoy the game and if there are any questions you can E-mail me at

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Special thanks to STARMEN.NET and

Some of it's previous submitters

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Nintendo for making Earthbound

And Wizards for making the d20 system we all know and use.