

EARTHBOUND™

The War Against Giygas!

Welcome to the world of EarthBound... or Mother, as you may know it. It's a bit different than the one you're from, a little weirder and less deadly. Well, to a point.

In fact, aliens and creatures wielding strange powers are starting to pop up. Just the other day, a glowing meteor from outer space crashed near a small town. Trouble's afoot and you're sure to encounter some dangerous guys, so it might be a good idea to take this:

+1000CP

Speaking of strange powers and weirdness, here some people can use psychokinetic abilities, or PSI for short. Originally, aliens were the only ones who knew about it, but it's been spread to Earth... and thanks to the influence of a certain one, more and more animals and people have developed it. Maybe you're one of them, too.

Anyway, there's a few important questions you'll have to answer first.

What's your name?

What's your favorite homemade food?

What's your favorite thing?

ORIGINS

Who are you?

Traveller (0)

You've come here from a country far across the sea, or perhaps somewhere even weirder. Hey, what sort of strange abilities might you possess? Nobody knows, for better or for worse...

Roll 12+1d8 for age.

Nerd (0)

As an up-and-coming young inventor, you have the smarts to build a variety of gadgets. Some may be less useful than others... though, if the situation calls, you've got no problem with using them in a fight.

Roll 8+1d8 for age.

Village Kid (100)

You're just a pretty average kid, right? You've grown up in a small peaceful town with idyllic scenery and friendly people. Though, all of that may soon change, whether you like it or not...

Roll 8+1d8 for age.

Alien (200)

You now number amongst the alien forces of Giygass, sent to conquer Earth. Most prominent among them are the Starmen, who have the appearance of sleek silver robots.

Optionally, you may instead be a Mr. Saturn, a peaceful species of alien that live in a village on Earth.

Your age doesn't matter.

Regardless of who you are, you'll start your journey outside a cozy little town called Onett.

PERKS

General

All other perks are at a half price discount for their associated origin. 100CP perks are free for their associated origin, too.

Say Fuzzy Pickles! (0) – A photographer called the Camera Man will spin down from the sky at important moments during your journey. He'll take a photo, give it to you, and be right on his way. They'll always bring back the fondest of memories. He never comes when it's inconvenient, or if you don't want him to.

No Problem Here. (0) – You can check for information about an object while standing near it. This usually isn't useful, but does tend to be quite funny.

Mach Pizza Delivery (50) – Get piping hot and delicious pizza in a minute or less, no matter where you're located! Be sure to tip the delivery man.

Condiments (50) – Refilling containers of cream, delisauce, hot sauce, ketchup, salt, parsley, sugar, and cocoa. These will make any dish more delicious, and can also enhance the special properties of foods you use them with. Though, it might require a bit of experimentation to get the best result. Hot sauce won't go too well with coffee, right...?

Escargot Express (100) – This delivery service is happy to store your items, and will bring them to you quickly and safely upon request. For a small fee, of course. In future worlds, you'll continue to be a valued customer.

Rolling Meter (0/300) – Instead of a health bar instantly falling upon injury, yours is more like an odometer, with numbers ticking down after you're hit. You don't actually have a numerical measure of wellness, but whenever you're injured, you always get several seconds until it takes effect. When combined with a potent healing power and strategic use, you'll become incredibly hard to kill, and can take on enemies that hit many times stronger than you. Though, do be aware that some powers in this world can completely bypass the Meter. It's free while you're here, but keeping it will cost 300CP.

Traveller

Martial Arts (100) – Using yo-yos and slingshots to fight is a little undignified, don't you think? Thankfully, you've been trained in hand to hand combat, and could even be called a prodigy. Not only do you learn them quickly, you're quite adept at incorporating and using these techniques with any special powers or abilities you have.

Ascetic (200) – For much of your life, you've been forced to abide by a special restricted diet. Well, it isn't a completely bad thing. You can survive far longer with little to no food than any ordinary person. Just water and rice gruel will be enough to get by for months at a time. As a bonus, you can actually recover large amounts of your psychic (or other) energies just by drinking water.

Mirror (400) – When facing an enemy, you can transform into a copy of them so precise that you're able to use some of their special abilities! Mirroring robotic or ghostly creatures is possible, too. It doesn't last for a very long time, but is sure to help in a fight, especially since opponents will be less inclined to attack you after transforming. However, it's rather difficult to use this ability on allies, or other humans... but I'm sure you can figure it out eventually.

Mu Training (600) – A form of meditative martial arts that involves the incredible ability to ignore everything around you. If you focus and remain still, you'll enter an illusionary world filled with darkness. Here, you'll be able to talk to the spirits of your ancestors. If you prove yourself to them, they'll whisper secrets to you and help unlock powerful abilities. Succeeding will likely be a painful task... though well worth it.

Village Kid

Backyard Weaponry (100) – Baseball bats, yo-yos, slingshots and the like are your tools of choice, and you're damn effective with them. In your hands, they perform significantly better than any conventional weapons of similar quality. From these skills, you've also developed a talent for utilizing other common items as deadly weapons. Want to bash in alien heads with a frying pan? Go for it.

SMAAAASH!! (200) – Every so often, you'll land a beautiful, clean hit that does a massively higher amount of damage to your opponent. You've become quite Gutsy, too, allowing you to hold on to life for that last critical moment to land the final blow. Even better, a SMAAAASH!! won't happen when it would be inconvenient for you.

Presents (400) – Is that... a gift box? In a forest, of all places? It's white, with a nice red bow. Huh, you seem to stumble upon these rather frequently. They'll always contain useful items, such as healing food, weapons, or stat-boosting items. They're appropriate to the danger level of the world and specific location, so don't expect to find some legendary item in a trash bin.

Your World (600) – Sometime during your journey, you'll enter Magicant, the realm of your mind. There, all memories breathe life, and you can encounter past lives or versions of your younger self, along with family members, friends, and enemies you've defeated. You may come and go, with a brief period of meditation. Occasionally, you'll discover healing items that can be taken outside.

Though, somewhere in its depths lurks your Nightmare. It's a reflection of yourself and your subconscious, with access to all powers and abilities you possess. If you manage to defeat it, you'll absorb Magicant, triggering a massive power boost... though, there won't be any second chances to succeed.

Nerd

Explosives Expert (100) – From bombs to bottle rockets, you can do it all. Any explosives used or built by you are dramatically more effective... especially when it seems like they really shouldn't be. Plus, any shady guys you encounter are unusually willing to sell you them, or other questionably legal weapons.

Spy (200) – By peering intently at any enemy you face, you'll instantly discover which of your attacks they're the weakest to. You can size them up pretty well, getting an accurate reading of their offensive and defensive power in comparison to yours and your allies. Plus, you're able to see any special items they might be carrying, and steal from them, if you so choose.

Night Shift (400) – Incredibly, you can repair (and use) nearly any piece of technology you find with basic tools. You're fast enough to complete the job in a single night, too! Objects larger than you tend to take far longer, though. You also become an all-around more efficient and speedy worker when nighttime falls. Just be sure not to wake anyone up.

Chimeric Engineering (600) – Like Dr. Andonuts, you've discovered how to make unholy abominations, er, wonders of modern science, called Chimeras. They can be made from fusions of animals, cybernetics, or perhaps even inorganic objects. Modifications to preexisting animals or people are possible, too. Simple combinations like mice and flies are trivial - maybe, you could make a hybrid of a man and a dungeon? Though, do be careful... wouldn't want your creations to go rogue, would you?

Note that this also enables you to easily combine any previously incompatible biologies or technologies, and make a finished result that incorporates the best qualities of both.

Alien

Death Action (100) – You may not be a tree, but you’ve definitely got one thing in common with those annoying plants. Upon receiving a deadly blow, you can instantly burst into flame. It’ll do massive damage to anyone in the immediate area, making sure they they’ll go out with you. Unless you’re somehow able to survive a fatal injury, that is. This ability mildly scales to the enemy you’re facing. As long as they’re not at full health, you’ll have a good chance of doing a decent amount of damage to them.

Teleport γ (200) – It’s technically a PSI power, but one that humans (perhaps) can’t learn on their own. Unlike the lengthy startup of the Alpha or Beta versions of Teleport, you can move short or long distances in the blink of an eye. If you’re skilled or lucky enough to reappear right behind someone, you’ll always have a quick split-second window to attack before they notice you.

Evil Eye (400) – Turning opponents into stone? No, with just a glance, you can transform them into statues of solid diamond. Unlike other status effects, like burns or poison, this one’s particularly nasty and difficult to get rid of. It’ll take the most potent healing PSI or items to do the job. Until then, they’ll be stuck as an inanimate hunk of diamond... though, you won’t be able to hurt them while they’re like that.

George’s Legacy (600) – Whether you discovered a certain journal, or are simply an incredible scientist, you’ve delved far deeper into the secrets of PSI powers than (nearly) anyone else. Building machines of war that utilize it is child’s play, and you can pass it on to others, too... whether alien or human. Inanimate objects aren’t out of the question, either. Though, do be sure to keep that last bit a secret. After humans found out about PSI, Giygas and the others have been trying quite hard to reclaim that knowledge. If your intent is to spread it to this world or others, they’ll be none too happy with you if you’re found out.

PSI

A **single** PSI speciality is free for Aliens, and discounted for Village Kid.

Defensive Speciality (200)

You specialize in PSI powers that heal or defend allies.

Lifeup – Heals wounds, and restores allies' HP.

Healing – Cures status effects, such as poison or nausea.

PSI Magnet – Absorbs some of your enemies' psychic power, increasing your own reserves.

Defense/Offense Up – Decreases the Defense or Offense of enemies, making attacks do less damage to you, or more to your enemies.

PSI Shield – A shield of light that halves the damage from opponents' attacks.

PK Flash – A wide-range attack that can inflict a variety of different status ailments.

Offensive Speciality (200)

You specialize in PSI powers that hurt or incapacitate opponents.

PSI Fire – A stream of fire bursts from your hands. Has a very wide range.

PSI Freeze – Shards of ice freeze an opponent. Has a chance of making them unable to move.

PSI Thunder – A pillar of lightning hits an enemy, or several. Nearly impossible to avoid.

PSI Magnet – Absorbs some of your enemies' psychic power, increasing your own reserves.

Defense/Offense Down – Decreases the Defense or Offense of enemies, making attacks do more damage.

Paralysis – Makes an enemy numb, causing them to move slowly.

Hypnosis – Lulls an enemy to sleep. Smart ones can avoid it handily, though.

Brainshock – Makes an enemy feel strange, causing them to take actions that often put them at a disadvantage.

Both have access to **Telepathy**, a PSI power that lets you read people's minds, communicate with others over great distances, and talk to animals.

Other

PK Starstorm (400, discount Traveller)

A legendary PSI attack which creates stars that rain down from the sky. It's incredibly difficult to avoid, and does a massive amount of damage.

PK [] (400, discount Village Kid)

An incredibly strong PSI power that's personal to you, and named after your favorite thing.

ITEMS

Striped T-Shirt (0, Mandatory for Village Kid) – Comes in your favorite colors. It'll always fit you. As a convenient bonus, it also cleans and repairs itself.

Mr. Baseball (50) – It's a nice cap. While wearing it, you'll become a bit luckier.

Trout Yogurt (50) – A small machine that dispenses trout-flavored yogurt. Its supply is infinite, but why would you want that much?

Pencil Eraser (50) – This item erases anything that strongly resembles a pencil from existence.

Snake Bag (50) – A bag that you can pull an unlimited amount of snakes out of. Only one at a time, though. It may bite you. Some of them are more poisonous than others.

House (50) – It's a, uh, perfectly nice one-room house that has a picturesque view of a river and forest. There's nothing wrong with it at all.

Personal Map (50) – It's a map from the Onett Public Library that displays a detailed image of the surrounding area and your location.

Mr. Saturn Coffee (100) – A cup of your choosing that will occasionally fill itself with coffee whenever you feel the need to think about something or self-reflect. The coffee itself is absolutely incredible and tastes out of this world. It's sure to help... and may or may not induce psychedelic visions.

Skip Sandwich Supplies (100) – Instructions and ingredients to build sandwiches that give you a spring in your step! They'll make you move many times faster, for about ten to twenty seconds depending on how delicious they are.

Overcoming Shyness (100) – A phenomenally useful book. It's a guide to help people become more outgoing, and is sure to work on anyone, whether human or alien.

Magic Cake (100) – Every few weeks, you'll receive a pink-colored cake in your Warehouse, sent by a nice lady who works at the beach in Summers. It's incredibly delicious, and each slice restores a large portion of your psychic power when eaten.

For Sale Sign (100) – A sign that's sure to attract potential customers. As long as you're in a place where a person could conceivably reach you, interested buyers will come by and are likely to purchase anything you have. As long as it isn't exorbitantly expensive.

Hawk's Eye (200) – An ancient amulet that lets you see in the dark and significantly improves your vision. It will cut through any darkness or environment that impedes your sight, even unusual ones that light can't normally penetrate.

Franklin Badge (200) – As long as you have it on, any lightning-based attacks will be reflected, hitting whoever or whatever used them.

Instant Revitalizing Machine (300) – After stepping in, all of your wounds and ailments will be fully healed. It'll also give you the equivalent of a full night's sleep, leaving you fresh-faced and energized.

Bag of Dragonite (300) – These orange-colored crystals can temporarily turn you, or any of your friends, into a giant fire-breathing dragon! In this form, you'll cause massive damage to your opponents. Do be careful not to hurt any allies, though. The bag refills once every few months after use.

Sword of Kings (400, discount Traveller) – A sword that only you can use, fit for a king. Or a prince. Others can't pick it up, let alone swing it. It's indestructible, though not quite as powerful as the Legendary Bat.

Legendary Bat (400, discount Village Kid) – This baseball bat truly lives up to its name. It increases your offensive power in a big way, and is indestructible. Optionally, you can take the Gutsy Bat instead.

Neutralizer (600, discount Nerd) – A strange-looking handheld device that emits a pale green light when in use. It resets all buffs, debuffs, shields, or any other stat boosting or reducing effects, including status ailments. Plus, you'll have more than enough time to counterattack before they can be put up again. All of these functions can work on both enemies and allies!

Underground Base (600, discount Alien) – An extensive secret base built deep underground, with many twisting and turning tunnels. Anyone who's not familiar with its layout is sure to become lost. It's already staffed by many Starmen, and has facilities to build more. However, if all of them are somehow defeated, they won't return until the next jump. The base is upgradeable, and you can insert it into future worlds you visit.

COMPANIONS

Party Members (100/300) – Take three or eight companions along with you. Each get **400CP** and a PSI speciality for free, or **600CP** if they don't want PSI. All origins are free for them, too. They may take two **100CP** Drawbacks, or one that's worth **200CP**. More can be taken for no extra points.

Bein' Friends (0) – You can take along anyone you like. Though, of course, you'll still need to inform and convince them to come of their own free will.

Mad Duck (50) – It's a duck. It doesn't need food or water, and can't die. Occasionally, it will lay a Fresh Egg for you. It counts as a pet, not a Companion.

No Name Mouse (50) – A small mouse with a bright red nose. He's willing to help out with whatever you like, though he should be given a name first.

Bubble Monkey (100) – The one and only. He has a liking for chewing gum, and comes with a refilling pak of it.

Tessie (100) – A friendly purple sea monster with a silly expression. You can bring her along with Bubble Monkey for free. She also comes with her lake as a Warehouse Attachment.

Cave Boy (100) – He's surprisingly intelligent, and is willing to assist you in any of your scientific pursuits. He'll learn as you do, and will always be able to help. However, he can't do much on his own.

Cow (100) – Yes, it's a bona fide, true-blue cow. Even her milk's blue. Like many animals here, she's intelligent, and can talk to you if you know PSI. Just make sure she doesn't get stolen by any crazy cultists.

Monkey (200) – He can talk, and is a great teacher. Already knows Teleport β . If you ask nicely and already have PSI, you'll be able to learn it from him.

Exit Mice (200) – These helpful mice can lead you out of any place you become lost in by holding up arrow signs in the direction you should go. They count as Pets, not official Companions.

Dungeon Man (200) – Also called Brick Road, he's the world's first Chimera, a combination of dungeon and man! He won't help in a fight, but you can plonk him down in any location you travel, and he'll upgrade his dungeon with creatures in the area.

DRAWBACKS

Feel free to take up to **800CP** of them! You can only take up to **three** of the ones worth **100CP**, though.

Coffee Break (+0) – Periodically, you'll be given some time to stop and reflect on your journey.

Homesick (+100) – If you don't talk to your family for an extended period of time, you'll start to miss them terribly. Going on for too long without them will make you horribly sullen and lethargic, not able to use any of your special abilities. Nine times out of ten, you'll stand around in a fight reminiscing about home instead of attacking.

And Donuts (+100) – You've developed a ridiculous craving for donuts. It'll be painstakingly difficult to get you to eat anything else. Note that this leaves you vulnerable to the dangers of eating too many donuts. Believe it or not, such a thing exists.

Tenda Tendencies (+100) – You have crippling shyness. Talking to other people? Going outside? Tasks like those feel impossible to you. Well, with a bit of help maybe you'll manage to overcome it. Eventually.

Trashburger (+100) – To put it bluntly, you're disgusting, lazy, and gross. You're the type of person who would eat a hamburger they found in a trash can... and think it's completely normal to be searching for one in the first place. Modern luxuries are anathema to you, and you'd much rather take the 'easier option' by, for example, sleeping in the sewers instead of going through all the trouble of booking a hotel room or setting up camp. Maybe you just like the dirt and slime.

Don't Talk To Me! (+100) – Anywhere or any time you try to use a bathroom, you will invariably find that it is already occupied, making you unable to enter. This extends to all bathrooms and toilets, even those in your Warehouse. Also, like all the other occupants, you'll have to pee constantly and when you do, it'll take a ridiculously long time. If taken with Trashburger... please try not to get yourself arrested.

Lost Lenses (+200) – Argh, you've lost them! Somehow, you managed to misplace your precious contact lenses. Unfortunately, your horrible eyesight has also caused you to become extremely clumsy, often bumping into things or missing attacks. Maybe you'll be able to find them if you look hard enough.

Marauders (+200) – Instead of only occasionally, enemies will *constantly* try to steal things from you in fights. They'll succeed more often than not, too, the slippery little bastards. This will include any items in inventories or pocket dimensions, including the Warehouse. You won't be able to take them back, either.

No Running! (+200) – You can't move faster than a leisurely walk, about 3 to 4 miles per hour. Nothing can fix this. Teleportation or similar abilities take forreeever, too.

Tiny 'Lil Ghost (+200) – You've gained a new follower! A small ghost has possessed you, and constantly swirls around your head. It likes to mutter in your ear, and is painfully annoying. Not even the most pristine emotional control will save you. The ghost will do constant (though minimal) damage to you in a fight, and often freezes you by running its icy hand down your back. Brrrrr.

Conga Line (+200) – Any time you're travelling with more than one person, you must form a straight and orderly line, and stay in that position as you walk. Otherwise, you won't be able to move. At all. Additionally, you and your friends can only attack enemies and perform moves one at a time, in a turn based format. This can only be taken if you have imported companions.

Those Damn Mice! (+300) – Now, *every* enemy you face will have a freakishly high critical hit rate. Expect to be SMAAAASHed in the face often. If you aren't careful, it could very well do you in. This also applies exponentially to any enemy that already had this quality... and increases the hit rates of other attacks with low ones.

Endless Ailments (+300) – What?! You have a cold, you're feeling numb, your skin is burned, *and* you're poisoned? Jeez, status effects really do a number on you. You're incredibly vulnerable to them, and they take a painfully long time to remove, whether you use PSI, magic, or technology to do so. You'll need to use PSI Healing over and over again to see any effect. If you manage to get more than one... the difficulty will drastically increase each time. Along with the pain.

Strangeness (+400) – You're feeling... odd? Bizarre? Peculiar? Well, no matter how you word it, you certainly do feel strange. Aim to walk left, and you may walk right. Try to hit an enemy, and you could end up hitting a friend instead. Expect to make many mistakes... perhaps the worst possible ones.

Welcome to Moonside. (+400) – Fourside? Are you still sleeping? This is backwards city Moonside, where no means yes and yes means no. The world doesn't look strange at all, and its cities and people are in perfect order. Nothing's out to get you, I promise.

Notes

Origins

Traveller

This origin allows you either to be a drop-in or from the country of Dalaam.

Perks

Escargot Express

This might still work when you can't access your Warehouse. It's up to you.

Rolling Meter

"Though, do be aware that some powers can completely bypass this ability." It's up to you to decide if other powerful/instakill attacks are able to do this in future worlds.

Mirror

This ability won't allow you to copy the powers of anyone stronger than you.

SMAAAASH!!

In-game, there's a stat called Guts. Having a higher value will increase your critical hit rate. Additionally, you'll have an increased chance of surviving a hit that would otherwise kill you. For example, if you had 300 HP and, got hit with an attack did 400 damage, and this ability activated, your Meter would tick down all the way to 1 instead of zero, leaving you alive.

Death Action

A "mortal blow" is anything that could, theoretically, kill you. For example, if you're stabbed through the heart it'll activate, even if you have regenerative powers that will soon fix it. Additionally, you can turn it off or decide whether you want to trigger the ability or not.

PSI

If you're wondering about the Greek letters, they're used to denote the power tier of a type of PSI. So, for example, LifeUp α would only restore approximately 100 HP to a single person, while LifeUp Ω would restore 400 HP to all allies. In order from weakest to strongest, it goes alpha, beta, gamma, and omega.

Drawbacks

Homesick

If you're a drop-in, you can call your actual parents. Or just don't take it?

Coffee Break

This can be kept after leaving, if you want.

Other

– It's up to you how game-like the setting is, such as food items recovering health, experience points, and similar.



Changelog

ver 1.0

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