

Pikmin RPG

Version 4.0



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Introduction

The Planet of the Pikmin...

Ever since Captain Olimar discovered this plant-filled planet, explorers from Hocotate have come by the dozens in search of treasure, creatures, and knowledge. Some succeed; Others are killed by the indigenous wildlife. All of them, however, are aided by the Pikmin, the small plant creatures that first helped Captain Olimar. Red, Blue, Yellow, Purple, White, and the elusive Bulbmin will all help you on your adventure. So strap yourself into your ship, cross your fingers, and blast off!

Pikmin Rpg is a role playing game based off of the popular Pikmin videogame series made by Nintendo. I do not own Pikmin or claim to; just a project for fun.

To play this game you need:

At least one 1d6 and one 1d4.

Paper

Pencil

Imagination! =)



Chapter 1: The Basics

Whenever your character attempts a task that has a chance of failure, roll 1d4 plus any bonus for class choice the GM thinks applies, as well as other circumstances. The GM decides if the roll was sufficient or not.

During gameplay you may do the following:

Move your character and Pikmin

Initiate combat

Pick up an object with the help of your Pikmin.

Build a bridge

Destroy a wall

Sneak past a sleeping enemy

Details on each:

Movement: You can move anywhere on the map. If an obstacle is in the way, it must be taken care of first.

Picking up objects: Pikmin can pick up objects and carry them to:

- A) An Onion
- B) Your Spaceship

In order to carry something, you must have enough Pikmin to carry it. Every type of Pikmin has a Carry stat. The stat shows how much the Pikmin can carry. Different items have different Carry requirements. For example, it takes 7 Red Pikmin(Ca: 1) to carry a Fiery Blowhog(CaR: 7), or 1 Purple Pikmin(Ca:10). When a dead creature is taken back to an onion, it is transformed

into a number of Pikmin equal to the creature's Seed Count(SC). The Pikmin must then be plucked. Plucking all the Pikmin takes one turn. If the seeds are not plucked for 3 hours, the Pikmin become Bud Pikmin. If the seeds are not plucked for 5 hours, the Pikmin become Flower Pikmin. Flower Pikmin do extra damage, as below. When determining damage, separate the Flower Pikmin from the Leaf(Normal) Pikmin and the Bud Pikmin.

Flower: .2 Damage

Build a bridge: In some places you can build a bridge to get across obstacles. For every point of Ca your Pikmin have, is subtracted every turn from the Bridge Number(BN), a number that determines how long it takes to build. When the BN reaches zero, the bridge is finished.

Destroy a wall: To destroy a wall, subtract your Pikmin's Damage from the Wall's HP every turn. When the Wall's HP reaches zero, the wall is destroyed.

Sneaking: If a creature is sleeping, you can sneak past it. Roll 1d6. If a 5 or a 6, the creature awakens, and you must fight it. If you are sneaking past multiple creatures, on a 3, 4, 5, or 6, 1d6 of the creatures awaken, and you must fight them in succession.



Chapter 2: Character Creation

Do the following:

Pick a name

Pick a gender

Pick a class. Here are the available classes.

Biologist

The biologist has come to the Planet of the Pikmin to discover new creatures never discovered before. The biologist knows how to handle animals well.

Damage: 1d4

Health: 5

Special: Befriend Creature

The Biologist can make a roll for any creature to befriend it. When it is befriended, it will help the Pikmin in combat. Only one creature can be befriended at a time.

Cartographer

The cartographer wants to map the Planet of the Pikmin and find new areas. They almost never get lost.

Damage: 1d4+1

Health: 4

Special: Map Cave

The Cartographer can make a roll to return to any room in a cave.

Chef

The chef wants to find new exotic ingredients for recipes. They are good at making special recipes that benefit Pikmin.

Damage: 1d4-1

Health: 5

Special: Make Recipe

The chef can make recipes that affect Pikmin. Chefs must work out what their recipes require and what they can do with the GM.

Archeologist

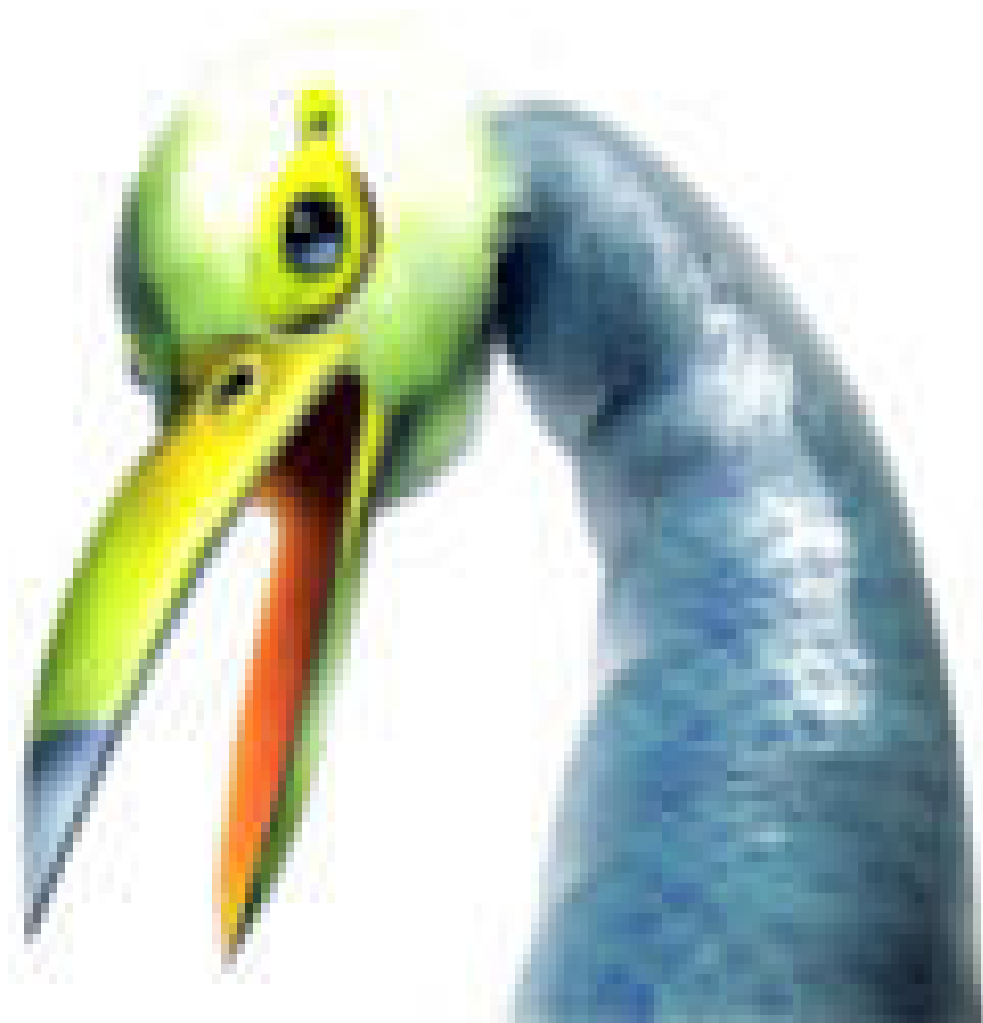
The archeologist wants to find artifacts and treasures. They are very good at identifying objects.

Damage: 1d4

Health: 5

Special: Identify

The Archeologist gets a +3 bonus when a roll is made to identify an unknown object.



Chapter 3: Pikmin Types

There are several types of Pikmin. Below is the stats for them.

Red Pikmin

Carry(Ca): 1

Special(Sp): Fire Resistance, does .2 damage, .3 when flower.

Distinguishing Features(DF): Red, Pointy Nose

Blue Pikmin

Ca: 1

Sp: Water Resistance

DF: Blue, Gills

Yellow Pikmin

Ca: 1

Sp: High Toss, Electricity Resistance

DF: Yellow, Big Ears

Purple Pikmin

Ca: 10

Sp: When thrown, Automatic 5 Damage on impact.

DF: Purple, Fat, Little "Hairs" on head

White Pikmin

Ca: 1

Sp: Find buried things, Poison Resistance, do damage when eaten(Use normal damage chart).

DF: White, Small, Red Eyes

Bulbmin

Ca: 1

Sp: All Resistant!

DF: Bulborbs w/ Pikmin stem coming out.

Chapter 4: Combat

Combat is played in turns. A turn is played in this order:

1. Throw Pikmin/Use Recipe/Attack Creature
2. Subtract Damage
3. Attack Pikmin/Attack Adventurer

Throw Pikmin: When you throw Pikmin, you must make a d4 roll plus other factors. The resulting number is how many Pikmin you manage to throw during that turn. You may choose the Pikmin that are thrown. The Pikmin that are thrown cling to the creature and do damage every turn(See Subtract Damage). They are considered to be in the creature's Target Area.

Use Recipe: If you are a Chef, instead of throwing Pikmin, you can use a recipe you've made on the creature or your Pikmin. You can also prepare a recipe instead.

Attack Creature: You can run up to the creature and do damage to it with your character. How much damage you do is determined by your class. Be warned, if you do this, the creature will attack you!

Subtract Damage: You must subtract the Pikmin's (That are on the Creature) Damage from the creature's HP. If the creature's HP drops to zero, the creature is dead. The Pikmin do one damage per ten Pikmin, or .1 damage. Any decimals are rounded up.

Attack Adventurer: If you attacked the creature, it will attempt to attack you. Roll an ability test. If you succeed, you dodge the attack. If not, subtract the creature's Damage from your HP. If your HP drops to zero, you die, and the game is over.

Attack Pikmin: All Pikmin that are in the creature's Target Area(TA), are under attack. Roll the creature's damage. The result is how many Pikmin die. You may choose what types of pikmin die.

Note: All creature's have a Type of Attack(ToA) that tells you what type of attack it is. If any of your Pikmin have resistance to that type of attack, they are not killed.

Chapter 5: Critters

Creatures in the game have stats that are determined by their size. These stats can then be modified under "Special" to account for each creature's unique traits. Type of Attack is also a factor, as well as Carry value.

Sizes are:

Small

HP: 3

DM(Damage): 1

Small-Medium

HP: 7

DM: 1d4 (1-4)

Medium

HP: 20

DM: 1d6 (1-6)

Medium-Large

HP: 25

DM: 1d6 (1-6)

Large

HP: 35

DM: 1d6+1d4 (2-10)

Large-Huge

HP: 45

DM: 2d6 (2-12)

Huge

HP: 60

DM: 2d6 + 2d4 (4-20)

In this way you can generate almost any creature quickly without wasting time deciding on stats.

Here are some example creatures:

Dwarf Red Bulborb (Size: Small)

ToA(Type of Attack): Bite

Ca(Carry): 3

Special: 50% chance of a one hit kill every turn pikmin are thrown. Roll a d6. 1-3 is a one hit kill.

Dwarf Orange Bulborb (Size: Small)

ToA: Bite

Ca: 3

Dwarf Snow Bulborb (Size: Small)

ToA: Bite

Ca: 3

Red Bulborb (Size: Medium)

ToA: Bite

Ca: 10

Orange Bulborb (Size: Medium)

ToA: Bite

Ca: 10

Special: Orange Bulborbs cannot be snuck past.

Snow Bulborb (Size: Medium-Large)

ToA: Bite

Ca: 10

Dwarf Bulbear (Size: Small-Medium)

ToA: Bite

Ca: 3

Spotty Bulbear (Size: Large)

ToA: Bite

Ca: 15

That is all.