

Pikmin Rpg

Version 2.5

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Chapter One: 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.

To play this game you need:

At least one 1d4, 1d6, 1d8, 1d10, 1d12, 1d20.

Paper

Pencil

Imagination! =)



Chapter Two: Character Creation

Before you can play this game, you need a character. First you need to assign ability scores. There are 3 stats: Strength, Dexterity, and Intelligence. To find your scores, roll 1d4 for each. Whenever you need to make an Ability Roll, roll 1d12 plus half of your ability score that applies (Round up on an uneven number). If you roll above the Challenge Number. Now you need to choose a class. There are 4 classes to choose from: Biologist, Cartographer, Chef, and Archeologist.

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.

Bonuses: +3 to Dexterity, +2 to Intelligence

Damage: 1d4

Special: Befriend Creature

The Biologist can make an Intelligence 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.

Bonuses: +3 to Strength, +1 to Dexterity, +1 to Intelligence

Damage: 1d4+1

Special: Map Cave

The Cartographer can make an Intelligence 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.

Bonuses: +5 to Intelligence

Damage: 1d4-1

Special: Make Recipe

The Chef can use different ingredients to make special recipes that benefit Pikmin. A list of all the recipes they can make is in the last chapter. When you have all the ingredients, you must make an Intelligence roll against the Recipe's Challenge Number to finish the recipe.

Archeologist

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

Bonuses: +2 Intelligence, +3 Dexterity

Damage: 1d6

Special: Identify

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

The last thing you need to figure out is your HP.

To do that, roll 1d8 + your Strength score. The number you get is your HP.



Chapter Three: Types of Pikmin

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

Red Pikmin

Carry(Ca): 1

Special(Sp): Fire Resistance

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 DM on impact. -2 to Dex rolls when throwing.

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

Grp: 1

Ca: 1

Sp: All Resistant!

DF: Bulborbs w/ Pikmin stem coming out.

Chapter 4: Basic Gameplay

Pikmin Rpg is played in turns. Every turn you can:

1. Move once
2. Attack an enemy
3. Pick up an object
4. Build a bridge
5. Destroy a wall
6. Sneak past a sleeping enemy

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).

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.

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 turns, the Pikmin become Bud Pikmin. If the seeds are not plucked for 5 turns, the Pikmin become Flower Pikmin. Bud Pikmin and Flower Pikmin do extra damage, as below. When determining damage, separate the Bud and Flower Pikmin from the Leaf(Normal) Pikmin.

Bud: +3 Damage

Flower: +5 Damage

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 5: Combat

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

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

Throw Pikmin: When you throw Pikmin, you must make a Dexterity roll and subtract the creature's Dodge(Dg). The resulting number is how many Pikmin you manage to throw during that turn. You may choose the Pikmin that are thrown.

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. Consult the chart below.

Shake off Pikmin: Every turn the creature will attempt to shake off Pikmin. Roll the creature's Shake(Sh). The resulting number is how many it shakes off.

Attack Adventurer: If you attacked the creature, it will attempt to attack you. Roll for Dexterity. 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.

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.

No. of Pikmin on Creature	Damage
1-15	1d4
16-30	1d6
31-45	1d8
46-60	1d10
61-75	1d12
76-90	1d20
91-100	2d12



Chapter 6: Creatures

These are some examples. I'll probably add more in the future.

Dwarf Red Bulborb

HP: 5

DM: 1

Sh: 1d10

ToA: Bite

Ca: 3

Dwarf Orange Bulborb

HP: 7

DM: 1d4

Sh: 1d10

ToA: Bite

Ca: 3

Dwarf Snow Bulborb

HP: 6

DM: 1

Sh: 1d10

ToA: Bite

Ca: 3

Red Bulborb

HP: 20

DM: 1d6

Sh: 1d20

ToA: Bite

Ca: 10

Orange Bulborb

HP: 20

DM: 1d6

Sh: 1d20

ToA: Bite

Ca: 10

Note: Orange Bulborbs cannot be snuck past.

Snow Bulborb

HP: 25

DM: 1d6

Sh: 1d20+2

ToA: Bite

Ca: 10

Dwarf Bulbear

HP: 8

DM: 2

Sh: 1d10+3

ToA: Bite

Ca: 3

Spotty Bulbear

HP: 35

DM: 1d8+3

Sh: 1d20+3

ToA: Bite

Ca: 15



Chapter 7: Recipes

Ultra-Spicy Spray: All Pikmin do +5 extra damage for 3 combat rounds.

Ingredients: 10 Red Berries, Challenge Number: 8

Ultra-Bitter Spray: Freeze an enemy for 2 combat rounds.

Ingredients: 10 Purple Berries, Challenge Number: 8

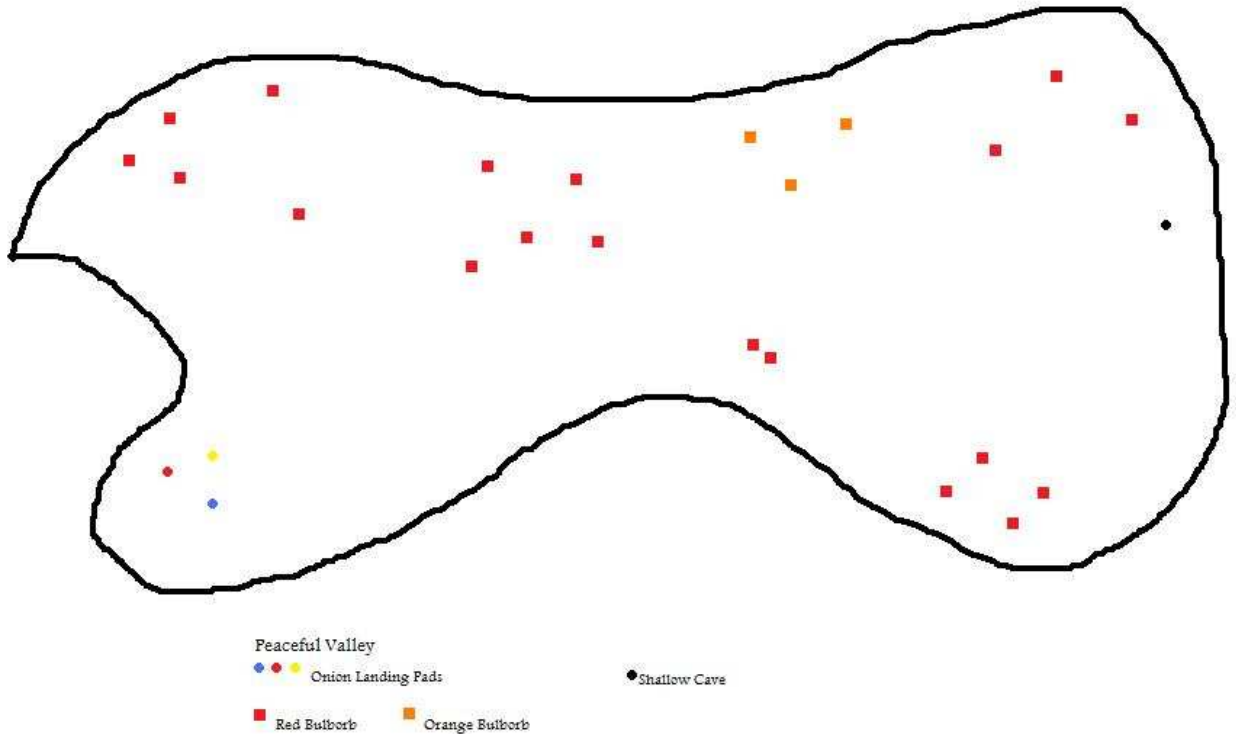
Ultra-Sour Spray: All Pikmin become poisonous for 2 combat rounds(See White Pikmin).

Ingredients: 10 Green Berries, Challenge Number: 8

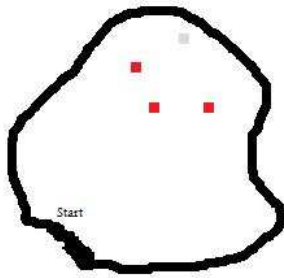
Ultra-Sweet Spray: All Pikmin become Flower Pikmin.

Ingredients: 15 Yellow Berries, Challenge Number: 10

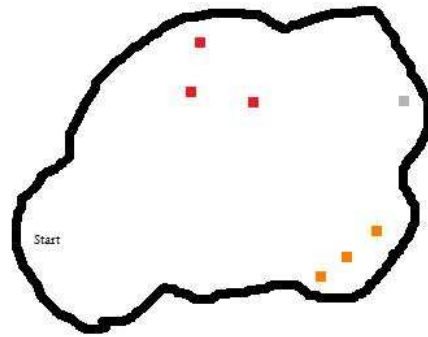
Sample Area: Peaceful Valley



Subfloor One



Subfloor Two



Shallow Cave

- Red Bulborb
- Orange Bulborb
- Delve Deeper
- Escape