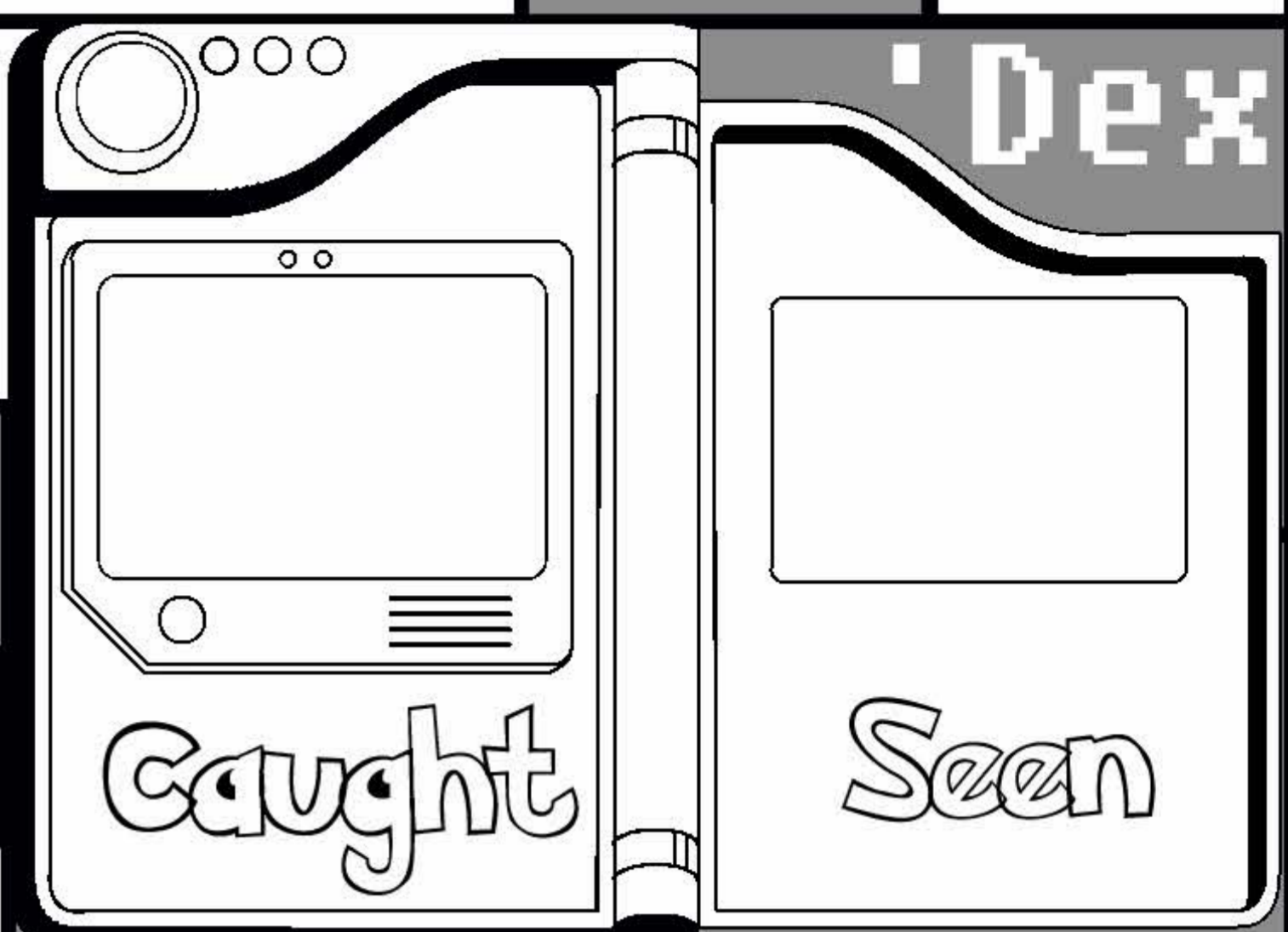


NAME		TRAINER Lvl.	
PLAYER		COMBAT Lvl.	

Age Gender Height Weight XP

TRAINER STATS

Attribute	Score	Used for	CURRENT HP / MAX HP		
STR		Attack Defense			
AGL		Attack Speed			
VIT		Defense HP			
SPT		HP Sp. Def			
AWE		Sp. Attack Speed			
INT		Sp. Def Sp. Attack			
			EVASION	SAVES	
				STR + VIT + CL AGL + AWE + CL SPT + INT + CL	
			ATTACK MOD	INSPIRATION	
			BODY	REFLEX	MIND



Party Pokémon

Stat	Base	Mod	Value	
HP	4 +	VIT & SPT	xLvlx3	+10 =
ATK	4 +	STR & AGL	xLvl	+10 =
DEF	4 +	STR & VIT	xLvl	+10 =
SAtk	4 +	AWE & INT	xLvl	+10 =
SDEF	4 +	SPT & INT	xLvl	+10 =
SPD	4 +	AGL & AWE	xLvl	+10 =

DEGREES OF FATIGUE	
<input type="checkbox"/> 1	-2 On attacks, checks, and saves.
<input type="checkbox"/> 2	-4 On attacks, checks, and saves.
<input type="checkbox"/> 3	-6 on rolls. Half all speed capabilities.
<input type="checkbox"/> 4	-8 on rolls. Half all speed capabilities.
<input type="checkbox"/> 5	Immediately fall unconscious.

Bonus	Skill Name	Abil. Mod	TRND +5	1/2 Lvl	Armor	Misc.	Bonus	Skill Name	Abil. Mod	TRND +5	1/2 Lvl	Armor	Misc.
<input type="checkbox"/>	Acrobatics	AGL					<input type="checkbox"/>	Mechanics	INT			NA	
<input type="checkbox"/>	Athletics	STR					<input type="checkbox"/>	Mysticism	AWE			NA	
<input type="checkbox"/>	Breeding	SPT AWE			NA		<input type="checkbox"/>	Pokémon Combat	INT			NA	
<input type="checkbox"/>	Computers	INT			NA		<input type="checkbox"/>	Pokémon	INT			NA	
<input type="checkbox"/>	Deception	SPT					<input type="checkbox"/>	Perception	AWE				
<input type="checkbox"/>	Endurance	VIT					<input type="checkbox"/>	Persuasion	SPT			NA	
<input type="checkbox"/>	First Aid	INT AWE			NA		<input type="checkbox"/>	Psychonesis	INT			NA	
<input type="checkbox"/>	History	INT			NA		<input type="checkbox"/>	Science	INT			NA	
<input type="checkbox"/>	Insight	AWE			NA		<input type="checkbox"/>	Stealth	AGL				
<input type="checkbox"/>	Intimidation	STR SPT			NA		<input type="checkbox"/>	Streetwise	SPT			NA	
<input type="checkbox"/>	Investigation	INT AWE			NA		<input type="checkbox"/>	Styler	SPT			NA	
<input type="checkbox"/>							<input type="checkbox"/>	Survival	AWE			NA	
<input type="checkbox"/>							<input type="checkbox"/>	Training	AWE SPT			NA	

Name
Species Lvl.

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Species

Ability

Nickname	Level	Traits	Skills	Bonus	Skills	Bonus
CURRENT HP / MAX HP	Total XP					
TYPE:						

Moves

Stat	Base	Total	Name	Type	DMG	Avail	Mod	Rng	Notes
HP	$\times \text{Lv} \times 3 + 10 =$								
ATK	$\times \text{Lv} + 10 =$								
DEF	$\times \text{Lv} + 10 =$								
SAtk	$\times \text{Lv} + 10 =$								
SDEF	$\times \text{Lv} + 10 =$								
SPD	$\times \text{Lv} + 10 =$								

Notes

Movement	Value	Attribute	Value	Nature
Land		Intelligence		
Swim		Strength	+2	-2
Burrow				TP
Fly				

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Species

Ability

Nickname	Level	Traits	Skills	Bonus	Skills	Bonus
CURRENT HP / MAX HP	Total XP					
TYPE:						

Moves

Stat	Base	Total	Name	Type	DMG	Avail	Mod	Rng	Notes
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ATK	$\times \text{Lv} + 10 =$								
DEF	$\times \text{Lv} + 10 =$								
SAtk	$\times \text{Lv} + 10 =$								
SDEF	$\times \text{Lv} + 10 =$								
SPD	$\times \text{Lv} + 10 =$								

Notes

Movement	Value	Attribute	Value	Nature
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Fly				

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Species

Ability

Nickname	Level	Traits	Skills	Bonus	Skills	Bonus
CURRENT HP / MAX HP	Total XP					
TYPE:						

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